

# DATAFORTRESS 2.0.2.0

Presents:

## ULTIMATE EXOTIC WEAPONS

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The complete collection of all the Exotic Weapons created for the various articles and sourcebooks by Deric Bernier found on Datafortress 2020.



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# MELEE WEAPONS

## BLUDGEONING WEAPONS



**ARASAKA HYDRAULIC BAT 175eb**

EX - 0 - J - C - 3D6 - NA - NA - ST

At the touch of a switch, this titanium club extends from 1 foot to 3/2 feet in length. The hydraulic system is so strong that when extending the baton moves with such force that it can break through a half inch of plywood (1d6). In its compact form you can hide it under a large jacket, and never be caught defenseless again, and because it is made from titanium, you never have to worry about damaging it.



**CONSTITUTIONAL ARMS ELECTRO-BATON 450eb**

MEL - 0 - J - P - 2D6/special (taser) - 5 minutes - 5 minutes - VR

The entire baton, except for the handle is covered in an electrified mesh, that when activated acts as a taser. The device is very solid, and can be used to defend and parry without worry of damaging the taser.



**CONSTITUTIONAL ARMS TELESCOPIC ELECTRO-BATON 520eb**

MEL - 0 - J - P - 1D6/special (taser) - 1 minutes - 1 minutes - VR

This weapon is the next generation of stun baton from Constitutional arms.... Much lighter, thinner, and more agile than the previous model, this device is just a tad larger than a standard telescoping baton, but is coated in a highly conductive alloy that courses with electricity at the touch of a button.



**KENDACHI "ELECTROKNUX" 695eb**

MEL - 0 - P - P - STUN + 1D6 (in addition to punch damage) - 10 - 1 - ST

The internal battery of these electrified brass knuckles sores enough charge for 10 uses before it needs to be replaced. The charge is released when the orange studs strike a surface.



**KOSUGI 3-SECTIONAL STAFF 100-6000EB**

EX - 0 - J - R - 4D6 - NA - NA - VR

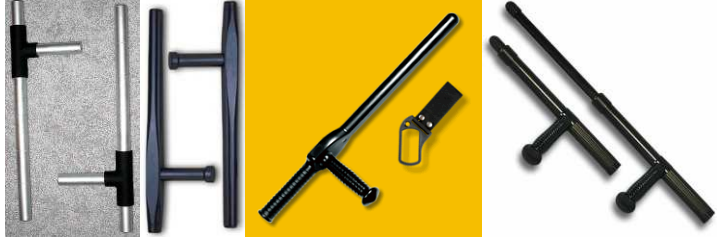
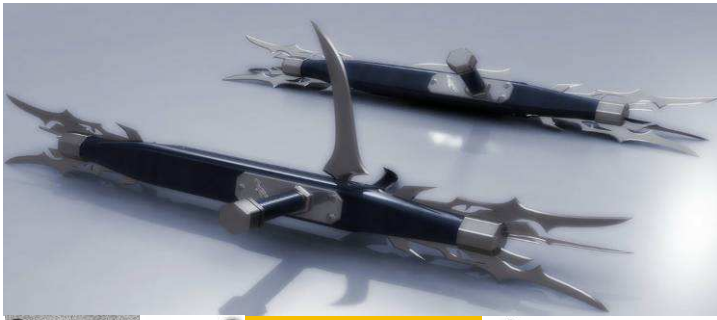
Like their Nunchaku, the Kosugi 3-sectional staff comes in a variety of styles and materials, all of masterwork quality, and like the smaller weapon, this too can be custom made with a wide variety of options.



**KOSUGI NUNCHAKU 50-5000eb**

EX - 0 - J - R - 3D6 - NA - NA - VR

Like all their weapons, Kosugi Nunchaku are widely regarded as the best in the world. Every one is of master work quality, and while they have several standard models, they will also custom make nunchaku to order. The options are endless, metals, woods, ceramisteel, cord chain, or even monowire connections, varying types of bearings, hand engraving/carving, inlay and accents, spikes, tazers, blades, even lights and other special effects. While there are many variations, the most common are standard, which have sticks generally a foot or more in length, connected by a short chain or cord, and speed chucks, which have shorter sticks, usually between 6 and 8 inches, connected by a longer chain.



#### KOSUGI TONFA 50-400eb

EX - 0 - L - R - 2D6 - NA - NA - VR

Kosugi Tonfas are always sold in pairs, and are available with a staggering array of options, from hollow handles, extending poles, blades and spikes, both obvious and retracting, as well as being made from everything from quality hardwoods, to the latest in high tech materials.



#### MECHANOFIST 870eb

(From Nomad Market)

MEL 0 N R 3D6 (punch/crush) 30min N ST

Rumored to have been reverse engineered from a Technomancer design the Mechanofist is a gas powered gauntlet. It provides an SP of 15 and an SDP of 25. When the user punches a target, a pneumatic piston activates and sends the heavy ram knuckle plate forward 3 inches. Also, using cybertechnology the glove allows the user to crush anything he gets his hand on. The glove weighs 25 pounds (-3 to punches and blocks using the Mechanofist).



#### NOMAD FIGHTING GLOVES 110eb

(From Nomad Market)

EX - 0 - J - R - 1D6 - NA - NA - VR

These fighting gloves are made not only to protect the knuckle and hands during a melee engagement, including from non-direct impact with weapons, but also work as a weapon on their own, giving a hard surface over the knuckles. They are light and flexible enough to be worn at all times, and can even be worn over thin gloves, and they do not get in the way of anything, including shooting firearms. Available in a wide variety of designs.



#### NOMAD FLAIL 10-50eb

(From Nomad Market)

MEL - 0 - varies - E - 3D6-4d6 - N/A - N/A - Varies

A common and widespread weapon among the nomad community, deadly and wicked. Studs and spikes are common, and the weapon is as intimidating as it is devastating. Like most kitbashed nomad weapons, quality varies greatly.



**NOMAD MACE/CLUB free to 40eb**  
(From Nomad Market)

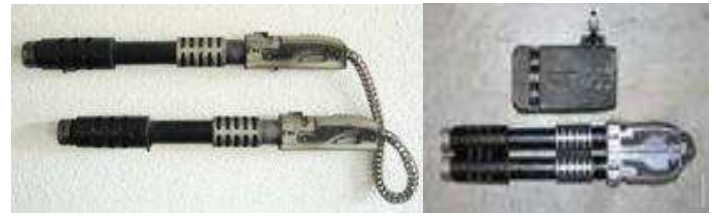
MEL - 0 - varies - E - 1d6-4d6 - N/A - N/A - Varies  
Made from a wide variety of common items, these handmade weapons are vicious and lethal. As with the flails, the damage these weapons can cause varies greatly, and spikes, blades, studs, and barbed wire are all common themes. Quality ranges widely, as this includes everything from a broken pipe or stick, to complexly crafted items.



**SLASH 'EM BASH'EM 65eb**  
(From Nomad Market)

MEL 0 N U Special N N ST

This is a Raffin Shiv melee weapon, or possibly something from a Dome Fight or maybe even a rejected design for a Jugger polearm. No one is really sure where this came from, who made it, or even how it is supposed to be used. But IF you want it, it's yours. (Bladed crescents do 1D6 damage, flails do 1D6 and can also be used to trip or entangle a limb or weapon, choosing to master this weapon requires using two preferred weapon slots from your martial arts skill).



**TECHNOMANCER STUNCHUCKS 150eb**  
(From Nomad Market)

MEL/EX 0 N R 3D6+stun -3 5/5 1 VR

The grips of these nunchaku are covered in a high conductivity coating, and each "stick" contains its own high power battery/taser capable of delivering a massive shock (stun -3) in addition to the normal damage. The taser in each stick can only be activated by pressing two buttons on the opposite stick simultaneously, which activates a 2 second zap. Each sticks battery can hold a 5 shot charge. As an added bonus the Stunchucks have a retracting chain and a belt clip that the Stunchucks clip into to prevent them from knocking together or making any noise.

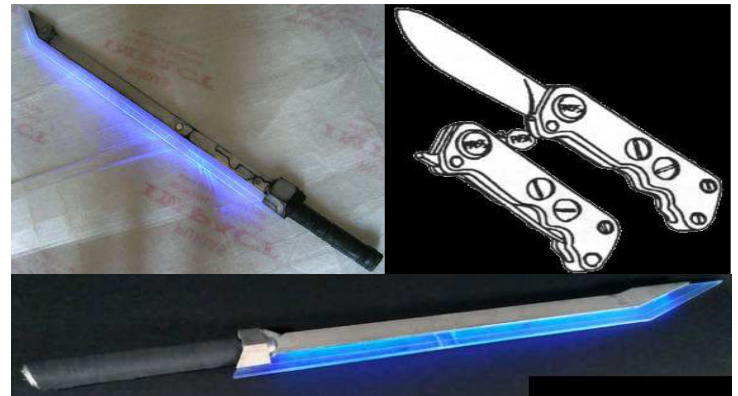
# KNIVES



**ARASAKA COMBAT KNIFE 260eb**  
**MEL - 0 - J - P - 1D6 - N/A - N/A - VR**  
 An extremely well balanced full tang knife with a laser sharpened carbon steel blade. Throws with devastating effect and strong enough to pry open rocks.



**ARGUS COMBAT KNIFE 150eb**  
**MEL - 0 - J - P - 1D6 - N/A - N/A - VR**  
 A simple, yet very sturdy combat knife. Well balanced for throwing and made from a special iron heavy alloy that allows it to retain an edge even after serious abuse.



**AUTUMN BLADE MONO-EDGE blades 100eb per inch of blade length**  
**MEL - 0 - varies - R - +1d6 to standard damage - na - na - VR**

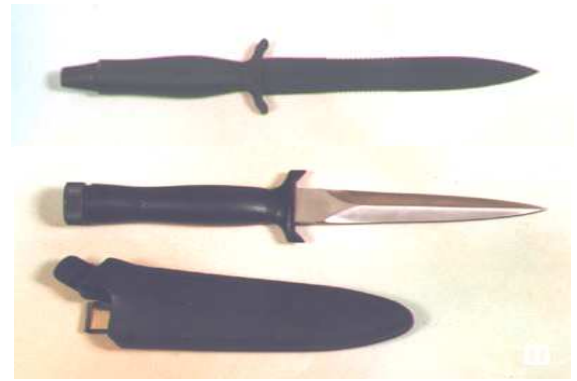
The problem with mono-knives is that they shatter so easily you usually end up wasting your money. Well waste your money no longer, Autumn Blade is now at the forefront of the technology. What we do is adhere mono-filament to the very edge of your knives blade, any knives blade, allowing it to maintain its durability and combat effectiveness, without losing the ultra sharp edge. This means you can pry open rocks and turn around and shave print off paper. If portions of the monofilament edge break off, simply bring back the knife and we will repair it for you, for a small fee of course.



#### CHINESE COMBAT KNIFE 35eb

MEL - 0 - J - P - 1D6 - N/A - N/A - VR

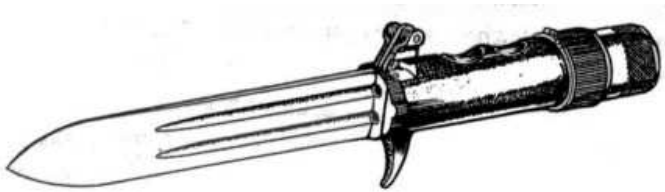
A thin but very strong fighting knife, the secret to its weight balance and strength is that its steel with a titanium core, making it perfectly balanced for throwing. These knives are highly sought after souvenirs by enemy forces. The "Helghast" assault rifle has a slide attachment on its sight rail/carry handle allowing this knife to be attached as a bayonet.



#### GERMANICS K-14 BOOT KNIFE 45eb

MEL - 0 - J - P - 1D6/2 - N/A - N/A - VR

A standard boot knife, double edged and perfectly balanced. EDF officers receive a longer more ornate version coated in Teflon. The handle is half hollow, and includes: compass, 6 matches, 2 band aids, snake bite kit, fishing line with 4 hooks and sinkers, and a wire saw w/ handle rings,



#### DECTONICS KNIFE PISTOL TYPE 89 200eb

MEL/P - -2 - J - R - 1D6/1D6 (.22cal cased) - 4 - 1/4 - ST

Unlike its predecessor the type 86, the Type 89 can fire all four barrels simultaneously. Most of the combat personnel of Autumn Blade carry one of these, usually with electro thermal enhancement. A favorite trick is to stab someone then fire the gun while it is still inside the enemies body.



#### GUNBLADE KNIFE 320eb

(From Nomad Market)

P/MEL - +2/NA - J - U - 3D6/1D6 (.357 magnum/melee) - 6 - 1 - VR

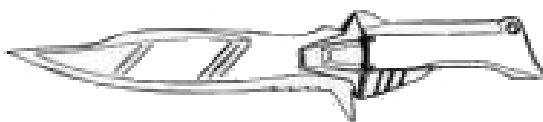
Someone was apparently inspired by the Paladins gunblade, or perhaps this itself is one of the Paladins signature weapons. Having a blade only the size of a bowie knife would probably be a lot more wieldy in combat.



#### GERBER POCKET SURVIVALIST 25eb

MEL - 0 - J - P - 1 - N/A - N/A - VR

A swiss army style knife containing a knife blade, fork, spoon, corkscrew, and can opener. This tool is a must have for hunters, survivalists, campers, just keeping in the car, and of course, nomads.



#### GERMANICS K-12 COMBAT KNIFE 60eb

MEL - 0 - J - P - 1D6 - N/A - N/A - VR

A light but very strong cerami-steel fighting knife.



#### LYMAN DUAL PURPOSE SURVIVAL BLADE 75eb

MEL - 0 - J - P - 1D6 - N/A - N/A - VR

A survival knife that folds to reveal a hatchet. The round handle is hollow and contains the basic survival kit (Identical to the survival kit in the Unified Bushmaster).



#### **HAND HELD WOLVERS 100eb**

(From Nomad Market)

MEL 0 L 3D6 N N ST

Very popular with Raffin Shiv and boostergangs who don't want to shell out for the illegal implant, these bladed weapons are treated just like wolvers for attack and damage.



#### **KOSUGI BALISONG 100eb**

MEL - 0 - J - P - 1D6 - N/A - N/A - VR

The wide center hub of this butterfly knife allow for a sturdier blade, and a smoother action for the handles. As an added bonus, the knife comes with 2 small shuriken (1 pt damage).



#### **KOSUGI BLACK SHADOW KNIFE 330eb**

MEL - 0 - J - P - 1D6 - N/A - N/A - VR

This is a superb almost full tang combat knife in its own right, but the knife also comes with a concealed push knife in the pommel (1pt Damage) 3 throwing darts (1pt Damage) separately held in the sheath, and ten caltrops stored in a compartment on the sheath. This is a true favorite among Asian professionals. Available in either right or left hand carry styles (get both sheathes for only 5 dollars more), and for an additional 200eb Kosugi will lay an orbital crystal mono-edge on top of the blade.



#### **MAYAN-FORGE COMBAT KNIFE 200eb**

MEL - 0 - J - P - 1D6 - N/A - N/A - VR

A Mexican Military combat knife



#### **MILITECH KRV BOOT KNIFE 40eb**

MEL - 0 - J - P - 1D6/2 - N/A - N/A - VR

A standard boot knife, double edged and perfectly balanced.



#### **MILITECH MASTER-7 COMBAT KNIFE 360eb**

MEL - 0 - J - P - 1D6 - N/A - N/A - VR

A very tough and deadly trench knife, it performs as well as it intimidates.



#### **MILITECH XT-INJECTOR DIVING KNIFE 400eb**

MEL - 0 - J - R - 1D6 + 5D6 (compressed air) - 1 - 1 - VR

Designed for last ditch defense against sharks and other large predators, the XT-Injector knife acts as a standard diving knife, but at the touch of a button, it empties the contents of an entire cylinder of compressed CO2. Stab a shark, hit the button, and a cubic foot of freezing air fills the wound cavity, not only severely damaging the organs, and inflating the target, but also, in water, freezing the area around the wound to prevent blood loss. (The additional damage caused by the release of the air bypasses BTM completely.)

MEL 0 N R 1D6 N N ST

A simple spiked gauntlet, reinforced to attach a combat knife. The combat knife runs parallel to your forearm, blade outwards, and extends about 4 inches past your fist.

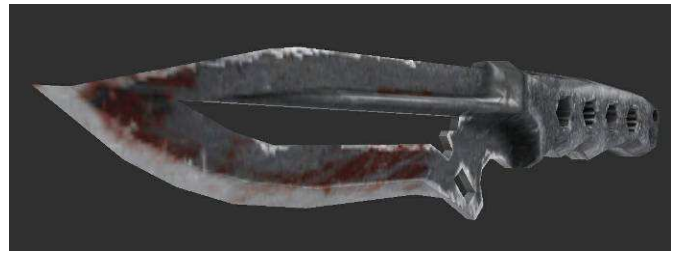


**NOMAD KNIVES (2-200)eb**

(From Nomad Market)

**MEL - 0 - N - C - varies - N/A - N/A - VR - Varies**

The knife is probably the most versatile and necessary tool and weapon in the nomad community. Everyone carries at least one, and usually any combat knife they carry will be unique, made themselves, or by one of the many skilled knife makers in the community. These are two examples made by artisans here in the Market.



**SKUDA COMBAT KNIFE 120eb**

**MEL - 0 - J - P - 1D6 - N/A - N/A - VR**

**A simple, yet very sturdy combat knife. Well balanced for throwing and made from a special iron heavy alloy that allows it to retain an edge even after serious abuse.**



**UNIFED BUSHMASTER COMBAT KNIFE 360eb**

**MEL - 0 - J - P - 2D6 - N/A - N/A - VR**

The most advanced combat knife of all time, the blade itself is solid D-2 steel, affixed the edge of the weapon is a second mono-filament blade, this means that even if the mono-edge shatters the knife itself will still be completely combat effective. The handle is half hollow, and includes: compass, wire cutters, 12 matches, 2 band aids, snake bite kit, fishing line with 4 hooks and sinkers, wire saw w/ handle rings, can/bottle opener, sharpening stone, small animal snare, emergency flashlight,



## ZEBARRA RAZORSHOT 250eb

**MEL/P - -2 - J - R - 1D6/1D6 (.22cal cased) - 6 - 1 - UR**

Similar to the Dectonic's knife gun, the Zebarra Razorshot is a knife with a small pistol built into the hilt, in this case a revolver firing .22 caliber ammunition. It's both a pretty poor knife, and a bloody awful pistol. The knife blade ends at the hilt, and is easily broken off, while the pistol is ridiculously inaccurate and doesn't do enough damage to really be worthwhile anyway. Yes, you can fire the bullet while stabbing someone, but if that is your tactic you might as well go for the Militech XT-Injector, which is far more effective.

# SWORDS



## **BALISWORD 320eb**

**MEL 0 L R 3D6 N N VR**

Master Buster of the Olympic Nomad Market makes these. They require a lot of practice and strength to open quickly, using them just like their miniature counterparts.

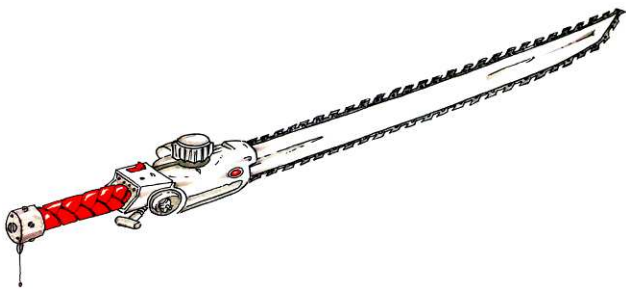


## **BUCCANEER 400eb**

(From Nomad Market)

**MEL - 0 - L - U - 2D6 - N/A - N/A - VR**

A cutlass from one of the many fine blacksmiths in the Market, this one was probably made for a Raffin Shiv headman, but now it's available to anyone who wants it.



## **IMI CHAINWORD 540eb**

**MEL - 0 - N - R - 4D6 - N/A - N/A - ST**

Since their chain knife sold so well, IMI decided to up the stakes and released a full scale sword. The balance is a bit off, but this weapons will simply tear through just about anything that stands in its way. It comes with a custom sheath.



## **CHINESE COIN SWORD**

(From Nomad Market)

**MEL - 0 - J/L - U - 2D6 - N/A - N/A - VR - N/A**

This sword was created by an intricate weaving of old Chinese coins together, the coins are sharpened to a razors edge. It is not known how old this weapon is, or who created it or how. What is known is it is now in the possession of an old Cantonese man in the nomad market who teaches martial arts. He says the weapon is for sale, but not for any amount of money or earthly goods, only one willing to give his soul to the art of the sword may purchase it, the currency being his ability to beat the old master.

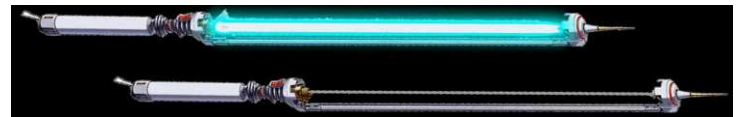


CLOSED BLADES

## **KENDACHI CONCEALED TWIN BLADES 900eb**

**MEL - 0 - L - P - 3D6 - N/A - N/A - VR**

Dual mono-crystal short swords, the blades of which slide into each others hilts to create a short stylish rod. When the swords are connected, a small electromagnet keeps them firmly in place, and the rod can be used as a cudgel or short staff. At the press of a button, the electromagnet disengages and the words easily slide free of each other. The long handles and light weight of the blades create a somewhat odd balance, but with practice this is easily gotten used to. Other designs are available, some that can be mistaken for a cane, or short walking stick.



## **KENDACHI PLASMA SWORD 1100eb**

**MEL - 0 - L - P - 4D6 - N/A - N/A - UR**

Kendachi is really going out on a limb here... and some say there must be an Otaku running Kendachi's R&D lab, because it seems like every new product seems to bringing them one step closer to a light saber. The Kendachi Plasma Sword is about as close as you can get to the jedi weapon without breaking the laws of physics. It uses a new super hard, but highly conductive, inch wide flat monofilament heating element placed in a bracket, resembling a sword blade, kind of. High power batteries super heat the element to white hot temperatures, allowing it to sear through just about anything. It's effectiveness as a weapon is highly dubious, as the heating element and bracket aren't all that sturdy (breaks on a 1-7 if a parry attempt is made), but it looks really cool, and it cuts through just about anything (Armor piercing, no loss to damage). The custom battery takes up most of the hilt, and lasts long enough for 30 seconds of continual use, after which it plugs into a wall socket to recharge for 4 hours.



**KOSUGI CONCEALED SWORD 500-10,000eb**  
**MEL - 0 - N - R - 2D6-3d6 - N/A - N/A - VR**  
 A concealed Kosugi blade, be it in a cane, walking stick, umbrella, or even a pool cue, or a guitar... anything large enough to conceal a sword blade, they will craft to the customers desire. Specialty steel and forging methods, mono0crystal blades, or just mono-crystal edges, engraving, etc.... the only limit is the customer's imagination and his bank book.



**KOSUGI DAAB 200eb**  
**Mel - NA - L - P - 2D6 - NA - NA - VR**  
 Twin swords for use with the martial art Krabi Krabong.



**KOSUGI EXTENDING TAI-CHI SWORD 400eb**  
**Mel - NA - P - P - 2D6 - NA - NA - VR**  
 Using the same basic idea as a car antenna or a childs toy, the extending tai-chi sword is a sword you can conceal in your pocket. It is useless for stabbing or parrying, but it has a razors edge, making it an excellent slashing available at the flick of a wrist.



**KOSUGI FOREARM SWORD 250eb**  
**Mel - NA - L - P - 2D6 - NA - NA - VR**  
 The kusanagi forearm blades are held like a tonfa and strapped to the forearm, allowing for impressive stabs and devastating slashes.



**KOSUGI NINJA-TO 400eb**  
**MEL - 0 - N - R - 3d6 - N/A - N/A - VR**  
 Kosugi's premiere product, the sword itself is not only an excellent quality weapon, but it has 2 shuriken that attach to the hand guard, sliding over the hand. And beneath the wrappings on the hilt are two small knives (kogatana - 1d6/2 damage). The end of the hilt is hollow, and contains a small set of simple lock picks. Then there is the saya (sheath). Running along side the sheath is a blow gun, with 12 blowgun darts (.5 damage) stored at each end of the scabbard. Also stored on the scabbard are 2 climbing claws, a fighting spike (1d6/2 damage) and a throwing knife (1d6/2 damage) that can be inserted into the end of the sheath to form a spear, 8 throwing darts (1pt damage), and a removable end cap holding ten caltrops (tashibishi - 1pt damage). For an additional 600eb the blade of the sword will be made from mono-crystal, or for 700 more it will be given a mono-crystal edge over the steel blade.



**MIFUNE MASTERWORK SWORDS 1800-10,000+eb**  
**MEL - 0 - N - R - 2D6-4d6 - N/A - N/A - VR**  
 Hand forged in Night City by world renowned swordsmith Mifune, each of these blades is unique, a masterwork quality blade as much a work of art as it is a weapon. Mifune uses traditional methods of forging but with modern metallurgy, to create some of the finest swords ever made. Mifune only makes Japanese and Chinese swords, and only makes Chinese swords because his master wife, who is like his second mother, asks it of him.



**MACLEOD SWORDS 200-1000EB**  
**MEL - 0 - N - R - 2D6-4d6 - N/A - N/A - VR**  
 Mifune isn't the only master swordsmith in Night City. Many Macleod blades are simple and heavily utilitarian, but he also makes incredibly ornate and elegant weapons as well. Regardless, his swords are almost always full tang, and can stand up to harshest abuse.



**NOMAD CHAINWORD 500eb**

(From Nomad Market)

**MEL 0 N R 4D6+3 NA NA ST**

We are now convinced that Raffin in either Arizona or Kansas have a Technomancer working for them, as these weapons have begun appearing in those regions in the hands of Raffin Shiv raiders. No two are ever exactly the same, meaning they are all handmade. They are powered by either combustion engine or electric, either way with enough power for 5 minutes of use. These weapons are devastating and appear to be used by Raffin Shiv leaders. They are even making their chain knives and chainsaw bayonets (identical to IMI chain knife but quality is ST or UR)



**NOMAD NO DACHI 600eb**

(From Nomad Market)

**MEL - 0 - N - U - 4D6 - N/A - N/A - VR**

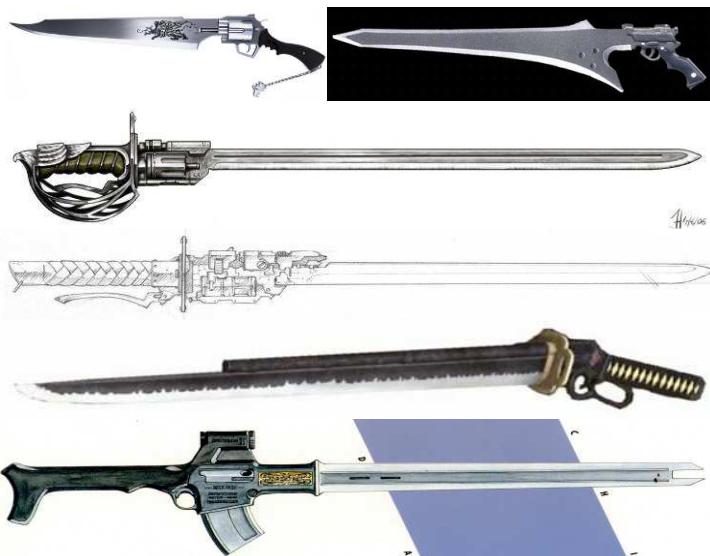
The nomad swordsmith Wallace made this huge sword from one solid piece of titanium.



### NOMAD SWORDS varies (From Nomad Market)

MEL - 0 - varies - U - varies - N/A - N/A - Varies

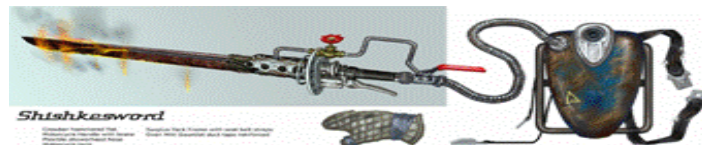
Swords and other melee weapons have made a huge comeback in the Nomad Community. Gun control laws vary a great deal in the United States, In some places the average static can buy anything short of a bazooka off the shelf, in other places owning a .22 will get you arrested. This is even more of a problem for the majority of Nomads who are sinless and cannot get a legal weapon permit. This creates an atmosphere where every nomad may have a gun, but they can be incredibly reluctant to use it. Not to mention ammo costs money, and supply can be limited. So swords, axes, knives, and other home made melee weapons have seen a surge in popularity. Nomad swords vary in all ways, but notably in quality. There are a few master smiths among the nomad community. These master smiths reputations are known far and wide. Master Khan in Night City for instance, creates the gunblades of the Paladins, while Master Wallace is known for the strength of his blades. The Alabama swordsmith Earl Mason is known for his intricate details and flourishes while retaining combat capability. Of course there are lesser smiths, making a variety of weapons that differ in quality, most of these weapons are actually made from scrap metal, even among the Raffin Shiv who will make them from whatever they can get their hands on. Among the Raffin Shiv melee weapons are even more common, and using them is seen as a sign of strength and bravery. Raffin Shiv swords tend to be jagged, rough, and often adorned with spikes. Even polearms are showing up. The rule of thumb is that the uglier and more wicked a nomad weapon is, the better, especially among the Raffin, who delight in leaving large gaping open wounds seriously prone to infection.



### PALADIN GUNBLADE 1000eb (From Nomad Market)

MEL/VARIES - 0/-2 - N - VR - 3D6/VARIES - VARIES  
- VARIES - VR

No two of these weapons are ever the same, and they are made by one man, a master swordsmith and gunsmith known only as Master Khan. These weapons are made only for Paladins, and carrying one by anyone else is an executable offense by nomad law.

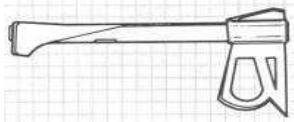


### SHISHKESWORD 185eb (From Nomad Market)

MEL/EX 0 N R 3D6+FIRE NA NA UR

Raffin Shiv are fucking crazy. Yes intimidation is half the battle, but this is taking things too far even for them. It's a sword, and it flames by way of sprayed petroleum jelly. This sounds good until you start swinging the sword around and droplets of napalm start flying off and setting everything around you on fire, or worse, dripping onto the you. The reliability listed speaks to the flaming aspect and apparatus of this insane and suicidal weapon. The sword itself is actually quite sturdy. (Takes 1 round to ignite the sword, while ignited there is a 10 percent chance every time the sword is swung that the blade will drip/spray, setting random objects on fire. Roll on the grenade chart to determine location from use the fire starts, if 1 is rolled drip falls on enemy, a 10 means drip falls on wielder. Damage for flame is 1d10 first round, 1d6 second, 1d6/2 third, and anything flammable will ignite continuing to do 1d6 damage per round until removed or flame extinguished.

# HATCHETS AND AXES



## ACE HAND AX 10eb

MEL - 0 - L - C - 1D6 - N/A - N/A - ST

Quite possibly one of the most useful items a nomad can own, much more than just a weapon.



## APOC TOMAHAWK 45eb

MEL - 0 - L - C - 1D6 - N/A - N/A - ST

Designed for both hand to hand and throwing, with a wicked piercing blade on the back end. Available in a variety of colors.



## ARASAKA COMBAT AXE 50eb

MEL - 0 - L - C - 1D6 - N/A - N/A - VR

A lightweight axe designed for combat. It is perfectly weighted for both hand to hand fighting as well as making a decent throwing weapon. The end of the handle is hollow, and contains a small assortment of items identical to those found in your basic survival knife, fish hooks, line, sinkers, 6 matches, and a compass.



## KOSUGI KAMA/KUSARI-GAMA 25-200eb

MEL - 0 - L - C - 1D6 - N/A - N/A - VR

Like all their weapons, Kusagi makes these in a variety of materials and styles. Wood and steel, all steel, lighter weight composites... And like their other weapons, they will also make them custom to order with a wide range of options... Kama's with the chain concealed in the handle, letting them dual purpose as Kusarigama, mono-crustalk edged blades, folding baldes, cord or monowire tethers for the Kusarig-Gama. The customers requirements will be fulfilled.



## NOMAD AXES varies

(From Nomad Market)

MEL - 0 - varies - C - varies - N/A - N/A - varies

Nomads, especially Raffin Shiv, will weaponize just about anything they come across, and there is no greater example of this than their axes. Some nomads have even taken to creating polearms. But even with axes, there are artisans among the nomad community who will make beautiful, but functional weapons.



## ACE HAND AX 80eb

MEL - 0 - L - C - 1D6 - N/A - N/A - ST

This is a multi-tool no outdoorsmen can live without. When not in use, the blade is kept safe in a plastic safety shell. The shell attaches to a handsaw blade that slides out of the axes handle. The back of the axe head is a suitable hammer, and at the base of the handle there is a metal loop for pulling tent stakes.



## RANGER FOLDING AXE 65eb

MEL - 0 - J - C - 2D6 - N/A - N/A - VR

The Folding Axe from ranger is every outdoorsmen's best friend. It is a fully functional lightweight and durable axe that folds up into a convenient and safe package. Never leave home without it.

## THROWN MELEE WEAPONS



### **BLOODY CARD 200EB**

**EXOTIC - -1/-3 - P - R - 1D6+3 - N/A - N/A - VR**

A standard credit card, or Trauma Team card, or library card etc... has the edges sharpened and reinforced to a monowire edge, then a thin cover is laid over the edge which acts as a sheath. With or without the sheath in place, the card appears completely normal and will still function as so. To remove the sheath, simply pull it off, extreme caution is recommended when using this item, as its extreme sharpness can be quite hazardous. With some training the card can be thrown, but this is not recommended, losing your credit cards gets costly.

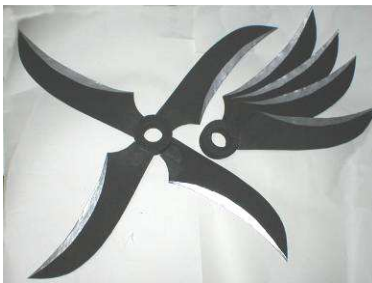


### **DEATH BALLS 5eb**

(From Nomad Market)

**MEL - NA - J - E - 1D6 - NA - NA - ST**

A favorite weapon of the Raffin-Shiv due to their versatility, low cost to make, and just plain nastiness. To make one is simple, get a hunk of wood and carve it into a ball, or a baseball, or whatever, then drive really long spikes into it. While killing someone with one of these is pretty unlikely, you will most definitely ruin their day, and their face. Often called nomad shuriken, these are thrown weapons. It's not uncommon to see two or three tethered together and used as a bolo. These death balls also double as very effective caltrops for shredding tires, and sometimes a soft and hollow tennis ball is used for the base so that more of the spikes length is driven into the tires when the vehicle runs over them.



### **KOSUGI FOLDING SHURIKEN 15eb**

**MEL - 0 - P - C - 1D6 - NA - NA - VR**

These large heavy iron thrown weapons fold up for easy and safe storage then snap into place with the flick of a wrist. Much larger than standard shuriken, these are a full foot across when open.



### **KOSUGIN NARCO SPIKE 100eb**

**MEL - -2 - P - C - 1d6/2 - NA - NA - VR**

This heavy dart features a hollow interior, that can be loaded with the drug of the user's choice, then pressurized with the thumb pump on the back end of the weapon. When the point strikes, it depresses just enough to inject the narcotic.



### **KOSUGI THROWING SPIKES AND SHURIKEN 10eb**

**MEL - -0 - P - C - 1 point - NA - NA - VR**

Simple iron spikes designed for throwing, with tassels on the end for better flight. These come 5 at a time with a handy wrist sheath. The standard Kosugi throwing stars are 4 pointed simple affairs, but expertly balanced for stable flight and accuracy. They are typically sold in packs of three. Even with Spikes and Shuriken, Kosugi will make them custom to order (for 50eb extra), such as long throwing spikes that double as hair sticks, or shuriken that double as comb accessories. For 20eb extra you can have larger, heavier Shuriken (1d6/2 damage)

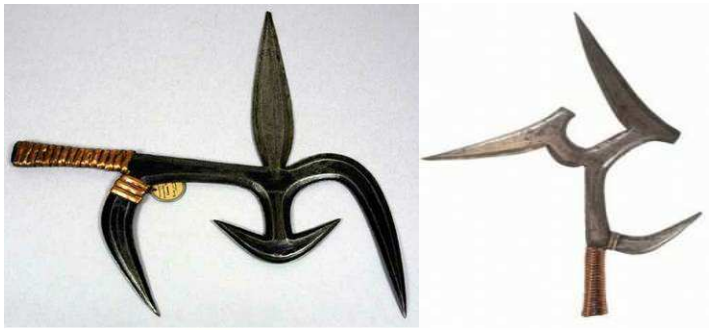


### **RAFFEN SHIV BOLO 50eb**

(From Nomad Market)

**MEL - -2 - P - C - 1D6 - NA - NA - ST**

The practicality of this weapon escapes us, but folks swear they have seen at least one Raffin Shiv use it with extreme effectiveness.



#### **RAFFEN SHIV MONGWANGA 100eb**

(From Nomad Market)

MEL - 0 - L - C - 2D6 - N/A - N/A - ST

These incredibly wicked throwing blades have been showing up in the hands of Raffen Shiv Raiders on the west coast recently. They are incredibly vicious and as effective in melee as when they are thrown.



#### **SAMSON THROWING HATCHET 15eb**

MEL - 0 - J - C - 1D6 - NA - NA - VR

Perfectly weighted and balanced.



#### **SHREDDER 45eb**

(From Nomad Market)

MEL 0/-1 L P 2D6 N N ST

The shredder is another Raffen Shiv invention. It is actually two separate weapons consisting of a heavy saw bladed and a double bladed large combat knife. They can be used separately, as the saw blade typically has holes cut into it to allow it to be safely gripped, but its real deviousness comes from using them together. The double bladed knife has a small notch cut into the front edge of both blades. The saw sits between the two blades and a peg in the middle of the saw rest in the notch. Using it in this fashion allows the attacker to pull back and hurl the blade, with the leverage of an atlatl. This increases the throw range of the saw blade by 50%.

## **OTHER MELEE WEAPONS**



#### **BARBED WHIP 10eb**

(From Nomad Market)

MEL 0 J C 1D6+3 NA NA ST

As if we needed more reasons to hate the Raffen Shiv, this is one their preferred methods of interrogating their prisoners, or for torturing anyone really. Nothing more than three strips of heavy leather with bits of barbed wire added on, they will strip flesh bar to the bone. They will even shred skinweave and other soft armor. (The bards remove a point of sp every time they hit, and 2 points if they do up to 50% of the SP rating in damage, and an additional point on top of normal rules for every increment of SP lost after penetration. The Aldecaldo and Jode nations have a standing 2000 dollar bounty on the head of any Raffen Shiv who carries one of these.



#### **DEVILS SPINE 110eb**

(From Nomad Market)

MEL - 0 - J - P - 2D6 - NA - NA - ST

Another popular melees weapon among the Raffen-Shiv, a devils spine is a decidedly lethal variation on the chain whip. Each large section of chain is a 4 sided blade honed to a razors edge. A hit from this weapon will literally strip the flesh from your body.



#### **GARROTE 15eb**

MEL 0 P C 1D6 N N ST

A simple length of piano wire, used to strangle and cut throats. Isn't quite as sharp as monowire, but does act as AP against soft armor, damage is not reduced.



#### KOSUGI CHAINWHIP 30eb

MEL - 0 - P - C - 2d6 - NA - NA - VR

Kosugi's chain whip consists of two 9 inch spikes with a 3-foot length of chain connecting them.



#### KOSUGI CLIMBING SPIKES 50eb feet 40eb hands

MEL - 0 - P - C - 1 POINT - NA - NA - VR

These are not really weapons, they are climbing tools, but they can make for effective rake attacks with a strike or kick.



#### KOSUGI FIGHTING SPIKES 10eb

MEL - 0 - P - C - 1 POINT - NA - NA - VR

A simple double ended spike with a ring in the center for you index finger. Very lightweight and agile weapons, they give your strikes a deadly sting.



#### KOSUGI IRON FAN 10eb

MEL - 0 - P - C - 1D6 - NA - NA - VR

Kosugi brings back the classic Iron Fan weapon, the weapon is typically a bludgeoning and defense weapon, however the outside edge of the spines have been sharpened, allowing for slashing attacks as well.



#### KOSUGI TIGER CLAWS 15eb each

MEL - 0 - P - C - 1D6 - NA - NA - VR

Each Kosugi Tiger Claw ring is made from a single piece of solid steel, virtually unbreakable. Using just one ring allows you to attack (1 point damage), but the weapons are fully realized with one on each finger (1d6).



#### NOMAD BULLWHIP 130eb

(From Nomad Market)

MEL - 0 - P - C - 2d6 - NA - NA - VR

Usually between 8 and 12 feet long, bullwhips are popular in the nomad community, especially among the Jodes still tend cattle on either pirate farms or as migrant work for agri-corps.



#### RAFFEN RIPPERS 120eb

(From Nomad Market)

MEL 0 J R 2D6 N N ST

Usually worn in pairs, these are gloves that imitate Ripper Cybernetics. Also referred to as Gypsy Gloves.



#### YOJIHIROMATA "SAKURA" 85eb

MEL - -2 - P - R - 3D6 (special) - N/A - N/A - ST

This is a specially weighted YO-YO with a monowire string. It was specially designed for Kimi while she was on an assignment guarding a girl at a private school, and features a hidden compartment. Now it is available to you. Extensive training is recommended before using this weapon, as the slightest fumble can maim and even kill you.

# ARCHERY



## ARASAKA SHADOWFLIGHT BOW/QUIVER 6850eb

BOW - +2 - N/L - P - 3d6+3 - 1 - 1 - VR

The Arasaka Shadowflight is a collapsible recurve with a rating of 8bt. When collapsed, the bow takes up very little space, but with the press of a button and a snap of the wrist, the bow unfolds and is ready to be strung. The bow was specifically designed to be paired with the Shadowbox quiver (shown above). Buttons on the bows grip allow the user to switch between various arrow heads before drawing them from the quiver. The quiver is bisected, containing 2 rotating cylinders, each holding eight arrows, stored without tips. Inside of these rings of 8 rotating shafts, is space for another 12 arrows, these are stored with tips, usually standard razor tips. The arrows on the outside rotating track are aligned with a second, lower rotating track below. Through control on the bow, the archer can select specialty tips from the lower rotating rack, then the quiver will screw the arrow heads onto the shaft tip, and push the arrow up an inch above the other shafts, for quick deployment.

## RECURVE CROSSBOW



## BARNETT HUNSTMAN 250eb

X-BOW - +3 - N - R - 3D6+2 (bolt) - 1 - 1 - VR

A classic styled crossbow, for the archer with refined taste.



## BARNETT TROUBLEMAKER 150eb

X-BOW - 0 - N - R - 2D6+1 (bolt) - 1 - 1 - VR

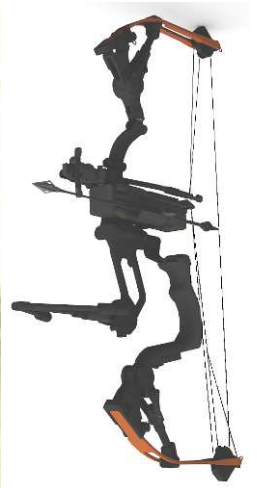
A very simple, very utilitarian crossbow, with a light draw, perfect for beginners.

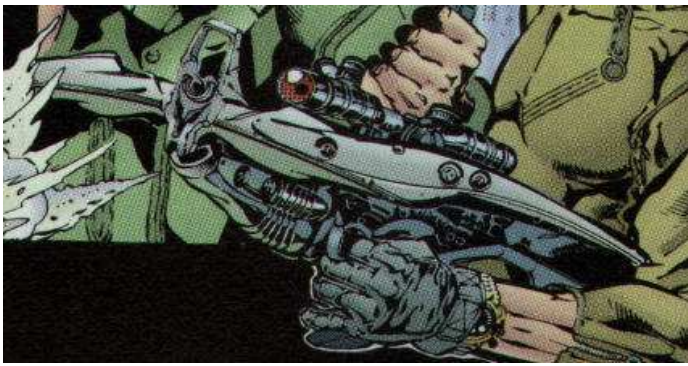


## EAGLETECH "HELLCAT" 875eb

BOW - +2 - N - P - 3d6+6 - 1 - 1 - VR

EagleTechs most powerful bow, 160 kilos (stepped down to 80). This bow is most definitely not for beginners.





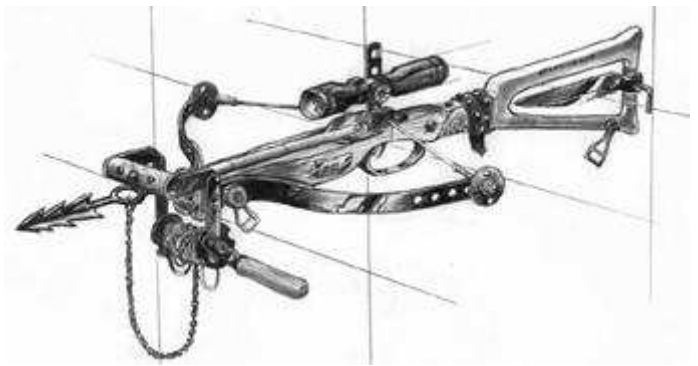
**EAGLETECH "NIGHTHAWK" 250eb**  
**X-BOW - +3 - N - R - 2D6+2 (bolt) - 1 - 1 - VR**  
 Eagletech's finest crossbow. Manufactured to exacting standards and utilizing state of the art materials, this is one of the finest crossbows you could ever hope to lay your eyes on. Comes standard with a telescopic low light sight.



**EAGLETECH "PANTHER" 195eb**  
**X-BOW - +1 - N - R - 2D6+1 (bolt) - 1 - 1 - VR**  
 Eagletech was getting complaints that their bows didn't stand up to abuse, so they developed this weapon to meet those needs. Guaranteed for life.



**EAGLETECH SABRETOOTH 610EB**  
**BOW - 0 - N/L - P - 3d6+4 - 1 - 1 - VR**  
 Another hard hitting compound bow from Eagletech.



**FETCHER CROSSBOW 220eb**  
 (From Nomad Market)  
**X-BOW +1 N C 3D6+2 1 1 VR**  
 Another fine crossbow, this one is fitted with a winch and comes with 5 barbed grapple arrows (+1d6). It also features a swing out knife blade on the buttstock as sort of a reverse bayonet. (Weapon is BT 7, requiring a character with a min BOD of 7 to arm it).



**KOSUGI NIGHTSHIFT 165eb**  
**X-BOW - +1 - N - R - 2D6+2 (bolt) - 1 - 1 - ST**  
 The Kosugi Nightshaft is a lightweight crossbow with a medium draw, and decent accuracy. Perfect for hunting or other "quiet" work.



**KOSUGI TWILIGHT 150EB**  
**BOW - 0 - N/L - P - 3d6+2 - 1 - 1 - VR**  
 A collapsible bow, perfect for covert work. Comes with either a soft or hard carrying case, either version comes with 12 arrows.



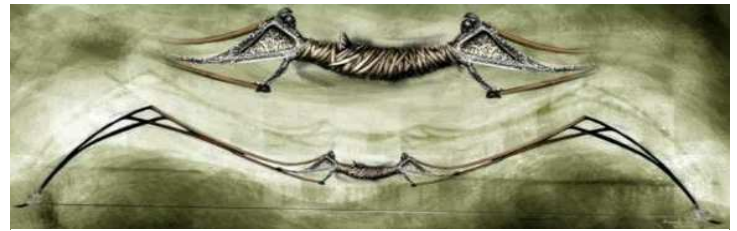
**KOSUGI GOBLIN 95eb**  
**X-BOW -2 L C 1D6+2 1 1 ST**  
 This small lever-cocking crossbow has an impressive amount of power for its size.



**MILITECH PREDATOR-X 765EB**  
**BOW - +2 - N/L - P - 3d6+4 - 1 - 1 - VR**  
 An extremely hard hitting and accurate crossbow from Militech.



**MILITECH RECON 765EB**  
**BOW - +2 - N/L - P - 3d6+3 - 1 - 1 - VR**  
 This full size crossbow from Militech delivers power in an extremely compact package thanks to the revolutionary reverse arm styling.



**NOMAD HAND CRAFTED BOWS** Varies  
 (From Nomad Market)  
**BOW** Varies N

Nomads have a fondness for bows. They are silent, they are stylish, the ammo can often be re-used, and in a pinch the arrows can be made in the field by hand with nothing more than a knife. So it only stands to reason that not only do nomads who use bows take their archery seriously, but that skilled bowyers making quality weapons that can double as a work of art are common. See Interlock Unlimited for stats on different bows, but a hand crafted nomad bow will have an accuracy of at least +1 and you are unlikely to see a bow with a draw below BT 5 or above BT 10. Price varies a great deal, but usually you can expect to pay between 400 and 2000 depending on the level of artistry. For instance the intricately carved long bow above has a draw of BT 7 and costs 1600eb.



**LUIGI-FRANCHI "VAN HELSING" 1785eb**  
**X-BOW - 0 - J - C - 3D6+1 - 20 - 0 - ST**  
 This self cocking repeating crossbow is the result of Tojima's recent vacation to Italy, where upon meeting with the artisans at Luigi Franchi, he gave the secrets to his own self cocking crossbow, for a percentage of profits. The artistry they put into this weapon must be seen to be believed.



#### **NOMAD HEAVY SLINGSHOT 10eb**

(From Nomad Market)

HVY 0 N C Varies 1 1 ST

They get a lot of jokes, but not everyone can afford a grenade launcher, or ammo for them. Hand grenades, smoke bombs, and home made explosive devices however are plentiful, and one of these will launch a 5lb object up to 50 meters. Some larger versions have made it all the way to 100 meters. Not bad for what amounts to a large fork and some medical tubing.

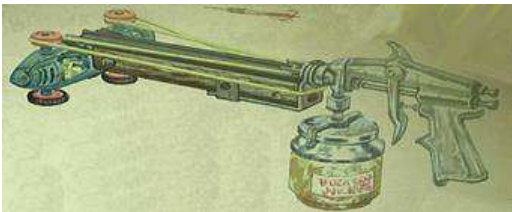


#### **NOMAD WRISTBOW 50eb**

(From Nomad Market)

X-BOW -1 L C 1D6-1 1 1 ST

An extremely common sight among nomad bikers and Raffin Shiv. Available in either standard crossbow style, or spring powered. Draw is BT 4.



#### **POISON DART LAUNCHER 25eb**

(From Nomad Market)

EX -1 N R 1pt+poison 1 1 ST

This weapon is obviously hand built, and uses an air-brush nozzle to spray a powerful knock out poison over the dart as it is being launched. The weapon uses recreational darts, common in any rec-room, bar, or carnival attraction. The fact that this was made by an inventive Blood carnie should be obvious. The poison used is a powerful and extremely fast acting sedative. (Requires a Difficulty 20 resist torture/drugs, or subject will fall unconscious within seconds, on a successful save subject will be at -3 per dose to all intelligence, tech, and reflex actions) The poison costs 500eb per jar and can only be found at a nomad market or more rarely with some individual Blood families Each jar holds 10 shots worth of poison



#### **RANGER SURVIVAL BOW 35eb**

BOW 0 L C 3D6 1 1 VR

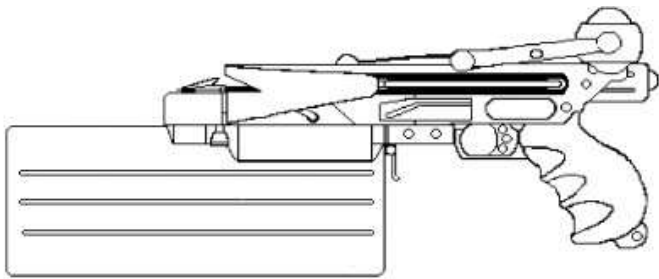
This simple bow breaks down for ease of carry, it is mostly used as the name suggests, as a backup survival tool or weapon. Very popular in the Nomad Community.



#### **RANGER SURVIVAL BOW 2025 150eb**

BOW 0 L C 3D6 1 1 VR

The latest product from Ranger archery, this remarkable bow folds up into an incredible small and convenient package. Folded it simply looks like a 2 foot long thin box. But unfold the arms and lock them into place, remove the string from the handy little compartment, string the bow, and you are good to go. Every camper or outdoorsman with even a slight talent for archery should get one of these and keep it in their vehicles or survival kits.



#### RAVEN CROSSBOW 5000eb

X-BOW - +2 - N/L - ER - 1D6+2 - 6 - 1 - VR

This one of a kind crossbow was developed by the international arms dealer Char Yojihiromata (head of the AUTUMN BLADE organization) and his chief technician Ran Tojima for the notorious French thief known only as Arrow. The ultimate hand crossbow, it uses state of the art technology. Self loading, it uses high tension memory metal springs to make it self cocking as well. After the bow is fired the spring is activated, re-cocking the weapon. When not in use, push the top lever forward and the arms of the bow fold down to the sides, making the weapon concealable underneath a trench coat. It comes with a special harness which doubles as either a shoulder holster or belt rig. Extremely silent, this weapon cannot be heard from more than ten feet away without audio enhancement. The new technology doesn't end there either. It also makes use of specially designed explosive bolts for when stealth is no longer an option. Instead of using explosive heads the bolts themselves are filled with C-6, the metal in the bolts is very light to compensate for the extra weight. A small switch on the shaft allows you to choose between detonation on impact or 1 second after, depending on what the situation calls for. It can also use any standard hand crossbow bolt (explosive bolts do 2D10 and cost 100eb apiece.)



#### RECYCLE SHOT

(From Nomad Market)

X-BOW +1 LC 1D6 1 1 VR

Procing that nomads like to use everything, even after it no longer serves its original pupose, these hand crossbows made from old damaged pistols have begun popping up. They only have a draw BT of 4, but they do the job.



#### STASILIK XHII 310eb

X-BOW +1 N R 2D6+2 1 1 ST

This Russian crossbow utilizes a revolutionary compound pulley system, that minimizes the amount of space the arms take up without losing power from the bow.



#### RENNAISSANCE CROSSBOW 530eb

(From Nomad Market)

X-BOW +1 N R 3D6+3 1 1 VR

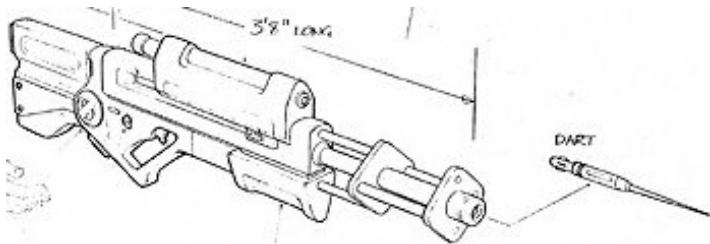
This is a heavy crossbow hand made by a Nomad weaponsmith in Alabama. (BT is 9, requiring a BOD of 9 to arm the weapon). The loving detail and craftsmanship make this instrument as much a work of art as a weapon.

## COMPRESSED AIR WEAPONS



### **AEROSAL GUNS 750eb**

These pistol shaped devices are used to dispense chemical agents in either gas or liquid form. Each miniature cylinder holds roughly 2 two shots. In gas form each shot spreads out to cover 2 meters, while liquid is treated as "squirt" damage (see CP2020 Rulebook). These are becoming popular with assassins who load them with various poisons, or as self defense non lethal deterrents often loaded with pepper spray or mace.



### **ARASAKA BG-TRANQ 495eb**

RIF - +2 - N - P - SPECIAL (drugs) - 10 - 1 - ST  
This weapon was originally designed to tranq big game so they could be electronically tagged, however other have found new uses for it. It uses highly compressed gas to fire a large dart filled with any liquid drug you desire to a range of 200 meters. Extra darts are 10eb apiece, but can be reused provided they don't break (any miss results in a break, successful hits only break about 10% of the time).



### **ARASAKA SG-48 460eb**

EX - 0 - N - R - 3D6 (harpoon) - 12 - 1 - VR  
The Arasaka SG-48 is an incredibly effective spear gun that features a pump style charging handle, so the weapon effectively works like a 12 shot underwater shotgun firing 18 inch harpoons.



### **CROSSMAN PAR-4 895eb**

P - +1 - N - R - special (paintball) - 20 - 1 - ST  
This is the ultimate paintball gun, and will fire a paintball accurately out to a range of 200 meters. 68mm darts can also be fired, though they must be manually loaded directly into the firing chamber. This weapon is extremely long, and was originally created to mark targets from a distance, but with specialty paintball rounds, its practical applications are limitless.



### **EISMAN NARCO PISTOL 100eb**

P - -2 - J - R - special (narc darts) - 3 - 1 - ST  
Designed for police, zoos, and mental institutions, the Eisman Narco pistol uses a standard Co2 cylinder to fire small darts out to a range of 20 meters. The darts themselves can be loaded with any narcotic, and are loaded into clips. These clips are attached directly to the front of the weapon. The darts come in packs of three with the clip, for 25eb, you must supply the narcotic yourself. Individual darts without the clip can be purchased in bundles of 6 for 40 eb.



### **H&K PIRHANA 260eb**

EX - +1 - N - R - 2D6 (harpoon) - 30 - 1/3 - VR  
A 30 shot spear gun firing 12 inch harpoons, capable of 3 shot burst. Range underwater of 20 meters.



### **H&K MINI-P 195eb**

EX - +1 - N - R - 2D6 (harpoon) - 1 - 1 - VR  
A single shot spear pistol firing 12 inch harpoons, the baby brother of the Piranha. Range underwater of 20 meters.



**HECKLER AND KOCH DG-7 "SANDMAN" 200eb**  
P - -1 - J - R - special (narc darts) - 6 - 1 - VR  
This is the military version of the Eisman Narco Pistol, it fires the same darts, though from a larger 6 round cylinder. Additional Cylinders cost 15eb.



**SPLAT PISTOL 45eb**  
(From Nomad Market)  
P-2 L C None 10 1 VR  
Nothing more than a slightly modified paintball pistol, this gun can be used to either fire narcotic or exotic loads, to mark targets, or to obscure windshields. It uses pressurized gas to fire, can be refilled from an air compressor, and each tank is good for 20 shots. It has a range of 25 meters.



**KOSUGI POCKET 45eb**  
EX - +1 - P - P - 1 Point/1D6/2 (dart) - 1 - 1 - ST  
Is it a pocket knife with a blow gun, or is it a blowgun with a bayonet... who knows, who cares... It comes with three darts.



**TECHNOMANCER ELCTRO-PNUEMATIC SPIKE GUN 500eb**  
(From Nomad Market)  
EX -3 N R 4D6AP (heavy spike) 5 1 ST  
Technomancers are a menace of ingenuity and scary ideas that they are obsessed with seeing to fruition. This gun is no exception. It only has a range of 20 meters and its not accurate by any stretch, but it fires 6 inch long heavy iron spikes with devastating force. The spikes can be made by any halfway competent metal smith for about a buck each. The spikes are AP but damage is not halved.



**ORBITAL AIR "DAISY" 165eb**  
P - 0 - J - R - special (5.3mm) - 10 - 1 - VR  
Using the same technology as the Tsunami Arms "Airhammer" and accepting the same ammunition, this weapon has become a favored sidearm on all Orbital Air off-world facilities.



**RYGUS PEPPERBALL FLASHLIGHT 100eb**  
P - -2 - L - C - special - 6 - 1 - UR  
A good idea, but it needs some work. The Pepperball was designed for police, repairmen, forest rangers, animal control officers, and women, as a means of defense against attackers and animals. The device is a flashlight that uses compressed gas cylinders to shoot a paintball full of the same gas as used in a pepper spray device. The only real downside is that if you shoot to close, you end up with a face full of the stuff yourself, shoot too far and the ball doesn't burst. Each ball releases a small cloud (1 foot radius) of pepper dust. The weapon has an effective range of 8 meters. The pepperballs are otherwise a standar paintball round and can be purchased in bundles of 10 for 20eb.



**TSUNAMI D-9 EXPRESS 1250eb**  
P - 0 - N - R - special (paintball) - 10 - 1 - VR  
Tsunami took a look at the Crossman PAR 4 and its applications, and decided they could top it. The D-9 gets another 100 meters range, and only holds ten shots, but is more reliable. Either weapon is potentially lethal at close range against unarmored targets, doing 2d6 (bludgeoning) at close range.

# FLAME WEAPONS



**DAI LUNG FD-1 395eb**

FLM - +3 - N - P - SPECIAL (flame) - 2 full minute - 2 full minute - ST

Another flame-thrower. Dai Lungs version lacks the adapter, so it must rely on its own fuel. It is also not very reliable, and has problems maintaining a steady pressure (sometimes stray globs will fall short of the target, in some extreme cases barely leaving the barrel to land on the ground in from of the user). But it is very cheap, so it is popular despite the hazards.



**DAI-LUNG "FLASHFIRE" 285eb**

EX - 0 - N - P - SPECIAL (flame) - NA - 1 - UR

If someone is stupid enough to use a flamethrower made by Dai-Lung, then I think the world would be a better place without them. This weapon has two fuel tanks with mix the chemicals to create the flame, unfortunately the control nozzle doesn't work quite right and the mixture keeps pouring after the trigger has been released.



**FN FM-304 FLAMETHROWER 985eb**

FLM - +2 - N - R - SPECIAL (flame) - 4 min. - 4 min. - VR

The EDF flamethrower, the fuel supply is worn on a harness and connected to the gun by an armored (sp: 8) flexible hose. This weapon is heavy, and most EDF troops aren't too sure about carrying the fuel supply directly on their body when bullets are whizzing around. However the weapon is sturdy and reliable.



**KENDACHI FP-INFERNUS 750eb**

EX - 0 - J - C - FLAME - 18 seconds - 18 seconds - ST

With the grizzly popularity of their Flamer, Kendachi decided to try making the package just a little bit larger and give it a more standard aesthetic. To operate you load the pre-mixed fuel cylinder, then pressurize it by hand using a small pump. You can get an effective range of about 5 meters this way.



**MILITECH "BURN" 885eb**

FLM - +3 - L - P - SPECIAL (flame) - 1 full minute - 1 full minute - VR

A lightweight portable flame-thrower. The front trigger, activated by squeezing the grip, creates a spark, while the rear trigger releases the napalm. Its fuel supply isn't very large, and to supplement this it comes with an adapter to attach it to a normal backpack style fuel supply.



**MILITECH M-240 FLAMETHROWER 790eb**

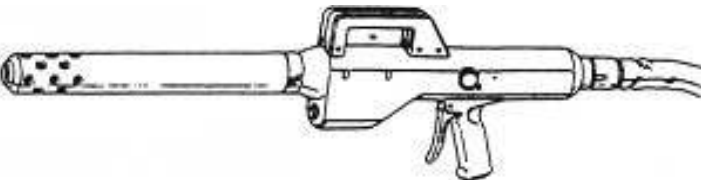
FLM - +3 - N - R - SPECIAL (flame) - 1 1/2 min. - 1 1/2 min. - ST

The standard military flamethrower. Features a large armored fuel supply, self lighting pilot. Not popular with many soldiers, even the ones using it, because flame weapon damage is so horrifying.



#### **NOMAD FLAMETHROWERS 50eb**

EX +2 N R special (flame) special special UR  
These hand made flamethrowers are a tale of woe waiting to happen. Yes, they unleashes absolutely horrific damage to the target, but their design is so simple and cheap that any number of things can go wrong from even the slightest mishap, and all of those things will leave the user burned to a cinder. Before using, you must pressurize the gasoline or diesel in the main tank with an air compressor. It is recommended you don't stand near anyone who even thinks about using one of these.



#### **ROSTOVIC F-24 695eb**

FLM - +1 - N - P - FLAME - 1.5 MINUTES - 1.5MINUTES - ST

A simple Russian flamethrower, easy to operate and self igniting.



#### **TSUNAMI ARMS BUSHBOSS 1125eb**

EX - 0 - N - C - FLAME - 1 minute - 1 minute - ST  
The fuel tanks and igniter for this flame unit are internal, but easily swapped out. For a flame thrower this is an impressively stable design, and sales have been high even with the price.



#### **TSUNAMI ARMS LFT-33 375eb**

EX - 0 - L - C - FLAME - 30 seconds - 3seconds - ST

This small flamethrower is available from Tsunami arms, and was created for DEA agents in South America.

# LASERS



**ARASAKA HLR-12X (prototype) 150,000eb**  
RIF - +3 - N - ER - 3D10-9D10 (laser) - 2 minutes - 20-1 - VR

Arasaka once again leading the way in weapons research and development have created a true battlefield laser rifle. While still in experimental stages and unknown to the general public, Autumn Blade has managed to get hold of 9 of these weapons, and are taking bids now. It operates from a heavy battery belt, and has a variable setting dial, allowing it to either fire 20 shots on low power, or one shot when cranked up to maximum power. Recharging the battery belt takes 6 hours. (3d10 for 100 three second shots on lowest setting, 6d10 for 10 three second shots on medium setting, and 9d10 for 2 three second shots on maximum setting.)



**ARASAKA HMWBW-12 12,590eb**  
SPECIAL - +2 - N - R - special (microwave) - 1 - 1 - VR  
Another new and innovative weapon from Arasaka. This weapon is a one-shot heavy microwave gun. Developed to take out the electronics of a target even though shielding, it has a range of 150 meters. Unlike normal microwave weapons, which project a wide spread pattern of microwaves, this weapon fires a tight condensed beam (about 8 inches in diameter) at the target, disabling its electronics even through most shielding. This weapon uses and expels a lot of energy, so is powered by a very powerful battery (about the size of a car battery but much stronger). It must be recharged for 12 hours after every use. This weapon is perfect for SWAT teams, although its hefty price tag will keep it out of their hands for now.



**ARASAKA/USAF "STARBURST" 60,075eb**  
EX - +3 - N - VR - 4D6 (laser) - 40 - 1 - ST  
The big brother and slightly less sophisticated version of the Starlyte. This rifle uses a much larger battery pack, which allows it to store more and slightly more powerful charges. In all other aspects it is the same. This weapon is to be issued exclusively to off-world United States soldiers. Battery packs are twice as thick and 3 times as long, but are only 150eb apiece. Autumn Blade has 20 of them for sale.

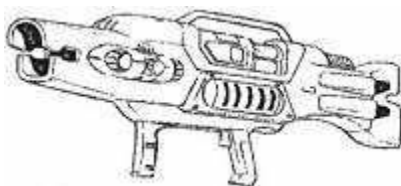


**ARASAKA/USAF "STARLYTE" 54,995eb**  
EX - +2 - L - VR - 3D6 (laser) - 20 - 1 - VR  
The worlds first true laser pistol. Developed jointly between the Arasaka Corporation and the United States Air Force, the Starlyte is the top secret brainchild of years of research. The Starlyte uses a high capacity battery clip, which slides like a magazine into the back of the weapon, to fire a pinpoint laser. The laser is limited to 1 second burns, and the battery holds enough juice for 20 shots before it must be replaced. This is set to become the standard sidearm for USAF off-world officers. It is sold to no one else. Autumn Blade has acquired 10 of them, 7 are for sale. We also have a surplus of 20 battery clips, which run for 200 eb apiece, and can be recharged from any standard electrical outlet. We are simply amazed that this weapon is able to function so well and look so damn good doing it.



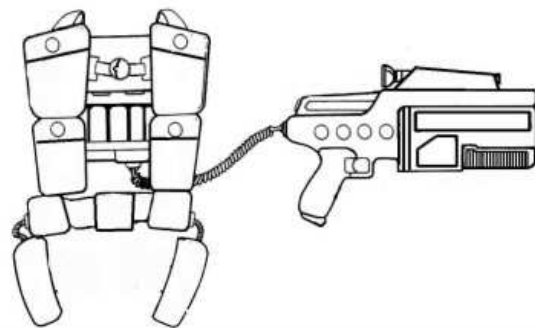
**ARASAKA X-LR-62 LASER RIFLE** 112,795eb  
 RIF - +3 - N - R - 3/5/10D6 (Laser) - Special/30sec/ -  
 1 - VR

A new man-portable laser rifle has emerged on the battlefield. What makes this model different is its limited power selector which only includes 3 settings. The first is light and it does 3d6 damage and has can achieve up to one hundred shots with the standard battery belt, or a virtually unlimited amount if plugged into a wall socket or sufficient generator, this is made possible by the electric recharging and amplifying cylinder attached to the gun which acts much like a car's alternator. On the second setting, medium, you get a total of 30 seconds before the power is drained from the weapon. The last setting is heavy, and it gives one 3 second burst of 10D6 damage and then the gun is completely drained. However, due to the special "alternator" built into the weapon, recharging from a wall socket takes half the time as a normal laser although until the weapon is fully charged again it cannot be used, even on the light setting. Due to the rarity and extreme cost of the weapon, supplies are very limited, (no more than 5 to a customer) and orders must be paid in advance.

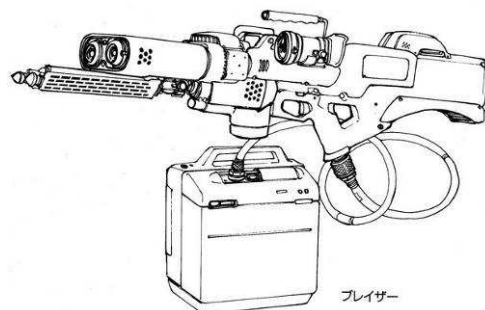


**DARRA-POLYTECHNIC "ARC-LIGHT"** 15,565eb  
 EX - -3 - N - R - special (electricity) - 30 seconds -  
 1-3 seconds - ST

The internal mechanism of this weapon is basically a large static generator. Once switched on it immediately begins building up a charge (takes 30 seconds) which can be released like a semi controlled lightning bolt. The effect is dazzling. Unfortunately it is somewhat hard to control the arc of electricity, and if the user isn't properly insulated he can do major damage to himself. This weapon is used for shorting out vehicle and cyborg electric systems, and the arc of electricity does 5D6 damage. Against flesh targets half the damage done is treated as stun. This weapon will even get through cheap shielding; NCPD C-SWAT just ordered five of them.

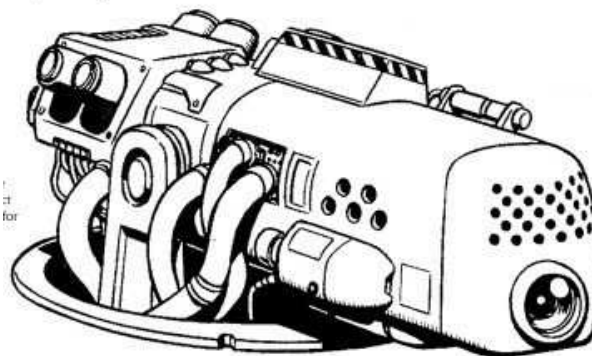


**MILITECH LASER PISTOL** 23,565eb  
 P - +3 - L - R - 1-6D6 (Laser) - 12-6 - 1 - VR  
 This is a standard small laser weapon, it acts much like any normal energy weapon (ie...variable power settings) and must be attached to a battery belt (shown here with weapon) to operate. Its only real advantage lies in its size.



**TECHTRONICA HB-64CL** 220,350eb  
 EX - +3 - N - R - 12D10 (laser) - 1 minute - 3  
 seconds - ST

Unlike other combat lasers, this weapon has no alternate setting, it is always on full power. The dual beam does incredible damage. It's a good thing this weapon is so expensive, and the power supply is so limited.



**TECHTRONICA M-444 VEHICLE MOUNTED EMP WEAPON** 9785eb  
 HVY - +0 - N - R - EMP Effect (SW) - 5 - 1 - ST  
 This targeted EMP pulse generator is a more powerful version of the M40 (see Blackhands Street Weapons or Chrome 2) (for damage increase each dice increment by one). Our advice is to heavily shield any vehicle this is mounted on, or at the very least turn the vehicle off before firing. We also recommend powering this weapon with its own independent battery supply. 1 car battery will provide energy for 5 shots.

# CHEMICAL/BIOLOGICAL WEAPONS



## BIO-TECHNICA NEUROAGENTS price varies

Bio-Technica Neuroagents are colorless and odorless aerosol dispersed narcotic with a light bitter taste that directly and severely affect the emotional centers of the brain. They take about 30 seconds after initial exposure to take effect, with an effective duration of about 5 minutes after exposure has ended. The most common method of using them is either through a hand held 5 dose sprayer, similar to a pepper spray canister, or via gas grenade (usually enough to fill a 20/20 room). Some of the Neuroagents can also be bought in a canister roughly the size of a fire extinguisher, containing enough of the substance to fill a small office building if dispersed through an operating ventilation system. All Neuroagents are strictly illegal for anyone but police or military use. (Resisting a Neuroagent requires a Very Difficult Resist Torture/Drug check)

### CRYBABY 50eb per 5 dose vial, 200eb per grenade

This Neuroagent uses its narcotic effect to put those effected into a deep sense of sadness and loss, often dredging up painful memories such as the death of a loved one. The effect is so severe that within moments of onset they are reduced to a sobbing heap, incapacitated by grief. This is one of the more effective Neuroagents in terms of practical application, and has been bought by many police departments, federal agencies, and military forces for dealing with hostage situations. A gas canister can be purchased for 1200eb.

### CUDDLES 50eb per 5 dose vial, 200 per grenade

Cuddles induces a state of extreme pleasantness and affection, providing a "warm, fuzzy" feeling. Those under it's influence say it's like standing in the sunshine with an armful of puppies. While not altogether effective in hostage situations, it has been shown to have some effectiveness in riots, and has shown great promise in mental institutions when dealing with raging individuals. Some Cybercrime police units have been expressing interest in using it as a non-lethal alternative when dealing with individuals suffering from Cyberpsychosis induced rage. A gas canister can be purchased for 1200eb.

### LUST (not available legally at all)

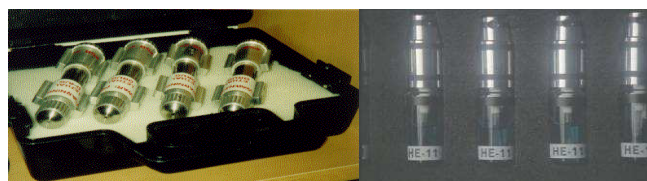
Called by the media "The Rape Spray" this Neuroagent is not sold, and according to Biotechnica it was only created for research purposes and is no longer being made. This Neuroagent targets the libido, sending it wildly out of control. All sexual inhibitions are lost and the target can only think of satisfying their carnal urges. While this substance is not manufactured officially, it appears the formula has reached the streets, where it sells for 200eb per dose. Possessing even a single dose of this substance is a felony with a mandatory minimum of a 10 year prison sentence, sex offender registration, and in some states chemical castration.

### PENITENT 65eb per 5 dose vial, 240eb per grenade

This works similarly to Crybaby, but instead of sadness and grief it causes intense feelings of guilt. This Neuroagent has never taken off, as it's effects can lead to a panicked state, making it useless for hostage situations or crowd control, and can quite possibly have the opposite effects, as subjects under it's influence often become suicidal... It has however been shown to be a very effective interrogation tool, as guilty parties will often confess their crimes. However as anyone effected by this has a tendency to confess all their crimes, including things that may not actually be illegal, or crimes they are not being investigated for, it's use is a topic of hot debate, and many human rights groups are lobbying to make its use illegal. Not sold by the canister.

### TANTRUM (Not available legally)

Tantrum induces feelings of rage, frustration, and anger. Originally it was developed with military application in mind, but human rights groups and the United Nations quickly asserted that it violated the Geneva convention and its use and manufacture was outlawed in the world court. There are rumors that the military continues to produce it.



## POISONS

In addition to a host of the more common (and uncommon) poisons available, Autumn Blade has developed the following:

### AVIARY RICE EFFECT 900eb per dose

We have all heard stories of how when you feed rice to a bird, it will expand inside them and cause them to burst. To imitate this effect, Autumn Blade has devised a chemical that upon contact with stomach acids will expand rapidly, filling up the stomach quickly and causing the victim to explode from the inside in a minimum of 5 hours. The chemical is odorless and tasteless and is meant to be mixed with food or drink. An antidote is available for 420eb, and must be taken within 4 1/2 hours of receiving the poison. (The effects of the poison are very painful, but unless suspicion is aroused, it will be diagnosed as an extreme case of indigestion.)

### JELLO DEATH 1675eb per dose

This is a contact poison which forms a gel when exposed to air, and becoming liquid again when exposed to water. It is best utilized by placing it in the shower or faucet head, then when the victim turns on the water to take a shower or wash his hands, it's all over. This is a very fast acting poison (will kill within 30 seconds of contact) and there is no antidote. After turning to liquid, it will become very sticky for 30 seconds, and then be diluted by the water harmlessly. All the evidence is washed down the drain leaving the facility safe again. (Note: the poison has a strong scent of almonds and burns on contact.)

# OTHER WEAPONS



**ARASAKA BIO-ASKARI GLUE-GUN (2300eb)**  
**EX - +1 - N - R SPECIAL (RESTRAINT) - 10 seconds**  
**- 3 seconds - ST**

Inspired by the success of motion restraints, Arasaka has tweaked the formula just a tad and now offers a spray gun with a ten gallon back mounted reservoir. This is just the thing to stop an unruly mob or a rampaging loon dead in his tracks without the possibility of injury. It's expensive however, and each reload is 1200eb apiece. Used by Riot, SWAT, and C-SWAT.



**ARASAKA ADVANCED FOAM RESTRAINT SPRAYER 2600eb**  
**EX - +2 - N - R - SPECIAL (RESTRAINT) - 30 seconds**  
**- 3 seconds - ST**

By modifying the chemical composition of the foam used in the Bitech Askari motion restrain foam, Arasaka has modified it so that the foam does not harden until 3 seconds after contact with air. The changes to the formula allow the substance to be sprayed over a wide area, making it an excellent Riot Deterrent, areal denial weapon, and obstacle creator. This sprayer is specially designed to make use of this new version of the compound, internally storing enough of the expanding foam in its liquid state to fill a ten by ten room, or stop a group of rioters dead in their tracks. The sprayer itself agitates and ejects the foam, then when the trigger is released a second sprayer mechanism washed the barrel in the chemical solution dissolving the residual foam. At the flick of a switch, the release solvent can be sprayed as well, freeing anyone or anything trapped by the foam... other wise the foam will dissolve as normal over time. The sprayer operates under its own internal supply, giving the weapon 30 seconds of continuous use, or it can be hooked up to a back mounted tank, allowing for 3 minutes of spray. The internal tanks can be refilled for 300eb, the back mounted tanks can be refilled for 1000eb at any licensed Arasaka dealer.



**DABORN RESTRAINT CASTER 300eb**  
**(From Nomad Market)**

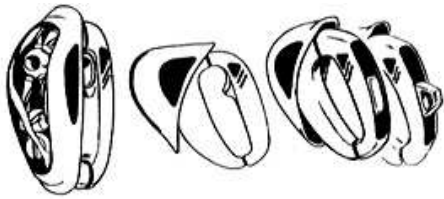
**EX -1 J R Entangle 1 1 ST**

A Nomad chemist named Daborn figured out the composition of the Arasaka Restraint Polymer foam, and began making his own. This gun uses a larger 30mm load, covering twice the area of the police version. (See Blackhands or Protect and Serve).



**ELLIS BOWEL DISRUPTOR 1250eb**

**EX - -1 - N - VR - special - 1 minute - 5 seconds - ST**  
 This extremely rare device was made by Ellis with an eye towards police in riot control capacities. When aimed at the targets midsection, it fires a highly focused, high vibrational sound what will agitate the targets intestines. The weapon has an extremely short range, only 5 meters, and has 5 settings, with the lowest causing discomfort and the highest causing extreme intestinal distress and instance complete bowel evacuation. The devices use on a person or animal is completely undetectable. Despite all this, the device is seen largely as a failed novelty. Even though the device does make a remarkable deterrent and utterly incapacitates its targets, the results also make it extremely unpleasant for police to take the targets into custody and the resultant mess is considered to dangerous as a possible bio-contaminant. For ease of storage the weapon folds up into a convenient package. The failure of this weapon to achieve even a single police contract bankrupted Ellis, and only 20 of the weapons were ever made, most in the hands of police departments or private collectors. But after his business failed, he released the schematics to a group of Netrunners known as the Digital Renegades, and occasionally home built versions do show up. The weapon fires 5 second blasts of sound, which is only audible as a low thrumming sound, and runs off a high capacity battery with enough power for 1 minute of use at the lowest setting. Each higher setting decreases the battery supply by 5 seconds. The effect of the weapon is last for a short period of time after the target is hit (1D6 rounds), followed by 30 minutes of minor discomfort.



#### **MALORIAN "DISCO" 95eb**

**EX - 0 - J - P - SPECIAL (strobe) - 30 seconds - 3 seconds - ST**

Here is a completely non lethal weapon for you, the Disco strobe gun from Malorian. This device is powered by an extremely bright halogen strobe which when aimed directly at a target is specially designed to induce an epileptic seizure (50% chance +5 percent for every consecutive 5 seconds). After being used for 30 seconds the bulb burns out and must be replaced (2eb), and the weapon is powered by three 9 volt batteries which last an approximate 6 full uses. (Note in tests, this weapon has been known to cause a permanent epilepsy, (5%chance) use caution when using.) Range of fifteen meters.



#### **MALORIAN SHARD 650eb**

**SMG - 0 - N - R - 1D6/2 special (slivers) - 30 - 1/3/10 - ST**

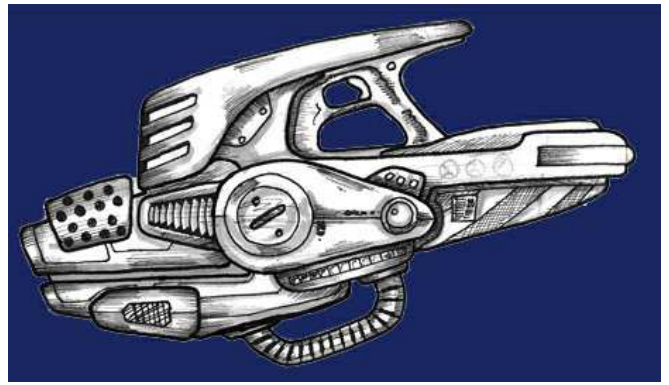
Malorian has finally perfected their Sliver gun ceramic flywheel technology. This is about as good as the technology is going to get, and it makes a pretty decent weapon, but it still doesn't have the practicality of a good handgun.



#### **MILITECH "CLOUDFALL" EAROSOL DISPERSANT 75eb**

**EX - -1 - P - P - special - 1 - 1 - ST**

Using the latest in RPV technology, Militech introduces the Cloudfall. Simply enter the altitude (up to 100 feet) pull the safety pin, and toss the device into the air. Two helicopter blades then spring out and carry the device to the desired height and upon reaching it the device begins to disperse the aerosol agent of your choice. Any gas agents are available, and the device carries the rough equivalent of 2 hand grenades worth. The aerosols are specially treated to be heavier than air, so the disperse downwards with a greater area of effect than a standard hand grenade. The device is reusable, but must be refilled by a qualified Militech technician.



#### **MILITECH "SPLINTER-STORM" 1575eb**

**SMG - 0 - N - R - 1D6/2 special (slivers) - 100 - 1/3/10 - ST**

Never one to let a technology go untested, Militech took the concept of the Malorian "Sliver" gun and ran with it. The Splinter-Storm uses the same concept, but incorporates an electrically driven spinnerwheel and a much larger block of poly-ceramics. What this creates is a virtual rain of 4cm slivers. The electric motor can run for hours and plugs into any wall socket for quick recharging (20 minutes). Extra poly-ceramic blocks are available for 30eb. The only sound you hear when this weapon is being used is the low whirring of the electric motor.



#### **TECHTRON 50 PINPOINT MICROWAVER 1000EB**

**EX - +0 - N - R - 2D6 special - 10 - 1 - ST**

This weapon is a larger version of the Techtron microwave guns, only twice as powerful, and much more highly focused with a range of 100 meters. While it is quite painful against humans, and damaging to cybernetics, the weapon was actually not designed to be used against personnel, but is instead used to disable electronics from a distance. Cellular Phones, Radios, computers, cyberdecks, and other communication devices can be taken out at a distance, without otherwise alerting the target(s) to your presence. The weapons beam itself is about the diameter of a quarter, and it must hit the electronic device in an area where a circuit board is present. Any unshielded circuitry within range hit by this beam will short out immediately, so while shooting it at a vehicle will generally do nothing, unless you know precisely where the circuit boards lie, shooting it at a radio or cyberdeck would likely render the device utterly inoperable. The high capacity battery has enough charge for ten shots, after which it can be replaced, or the device can be plugged in to any standard socket for 2 hours to recharge.

# AMMUNITION

## HANDGUN AND SMG SPECIAL AMMO:



H/V - hyper velocity is armor piercing and treats armor as being 1/3<sup>rd</sup> its value. The round has no stopping power and these bullets will pass through an unarmored target with very little (half damage) wound trauma. Cost is 150eb per box of 50, and are unavailable to civilians. Firing full auto may cause the gun to over heat and jam, possibly even blow up.



HESH Rounds - high explosive squash head ammo acts like an explosive hollow point round and it delivers incredible kinetic impact. Damage vs. unarmored target is x2 plus 1D6 due to explosive damage, vs. armored targets damage is halved plus 1D6 due to explosive damage. Cost is 150eb per box of 50. Unavailable to civilians.



Delayed Fuse Explosive Rounds - these are designed to explode after penetration. Used for assassinations these rounds are extremely deadly, very few people shot with these live. 150eb per box of 50, unavailable to public. Damage is normal plus 1D6.



TRACKING ROUND - these bullets are treated with a harmless radioactive isotope that allows the bullet to be found by a Geiger counter, the isotope lasts 5 days, and even if the bullets passes through the target enough residue will be present in the body to allow tracking. The isotope is sprayed on and a costs 40eb for a ten ounce can, any type of bullet may be sprayed but if used on the TGR it will be burned off.

## RIFLE SPECIAL AMMO:



ICE BULLET- available only for rifles this is a cased round made of frozen carbon dioxide, it must be stored in a special cooling container which keeps the cartridge at a constant temperature of -120 degrees f and once removed the bullet must be fired in 30 seconds. the bullet does regular damage to 250m then drops 1D for every 50 meters after but is useless against hard armor, the advantages of this round are that it dissolves after impact making ballistic test's impossible. 50eb apiece. Bullets made from frozen meat are also available, they have twice the range, and cost 75eb apiece.



THERMAL GENERATING ROUND - once again available only for rifles, this is an armor piercing round that has been treated with a special material that when fired the friction causes a chemical reaction which heats the bullet to +1000 degrees Fahrenheit. Due to the intense heat the bullet will simply pass through any soft armor or flesh...often cauterizing the wound. (AP soft armor sp is 1/4 hard armor is x 3, damage that penetrates is halved but there is an additional 1D6 in burn damage if the round exits the target, if the round remains inside the target damage is 3D6 the first round, 2D6 the second and 1D6 the third.) Rounds cost 60eb apiece.

## SHOTGUN SHELLS:



**X-stun rounds** - when fired these rounds spread out into a large x delivering massive amounts of kinetic energy upon impact, shells are 30eb apiece and do 4D10 (stun damage only), this damage ignores all armor.



**Busy Bee Shells** - When fired these shoot little devices that upon contact with a cyborg send a current through the cyborgs body rendering him completely immobile. The cost is 100eb per shell and there is no damage.



**FIN STABILIZED EXPLOSIVE TIPPED SABOT** – These devastating rounds are solid slugs with a small explosive charge attached to the tip. The explosive detonates on impact, weakening armor or causing massive tissue damage allowing the slug to continue traveling through the target unimpeded. While 25mm mini grenades create a larger explosion, these rounds act more like shaped charges to create a small localized blast that just punches its way through anything, also, unlike the grenades, there is no arming distance, they can be fired point blank range, though it's not recommended. Available in 20, 12 and 10 gauge, they do 3d10, 5d10 and 6d10 damage respectively and are sold for 500eb per box.



**Glue Shells** - these are underpowered charges filled with a gooey substance and are fired at the faces of the enemy to blind them. Cost 30 per box of 12. No damage.



**POWDERED GLASS SHOTGUN SHELL** - These are quite possibly the most evil things ever created. When fired this round emits a large cloud of fine glass, while this round won't normally kill instantly its after effects are horrendous, initially the glass will rip the skin to shreds, if a head shot occurs then the target is most certainly blinded for life, but the nastiness doesn't even start here. The powdered glass doesn't show up on X-RAY and is too small for the surgeons to go digging. The Miniscule pieces of glass soon begin to itch horribly, scratching might dislodge some of the glass, but is more likely to cause an infection. Any movement in an area hit by this round will cause severe pain and itching. 30 percent of the people shot with this round who have lived have gone insane. The shot itself might not kill you, the infection might not even kill you, but if you're hit with this round you will wish it had. Autumn Blade came across a supply of this ammo while raiding a Militech warehouse for Arasaka, the supply was taken as a means of keeping it off the street. This ammo is extremely rare and Autumn Blade is refuses to sell any of these shells no matter what the cost. Autumn Blade uses these rounds as a threat against betrayal, it works exceedingly well. The rounds are kept hidden and only the Inner Circle knows of their location. Effective range for the shell is 20 feet, afterwards no damage is taken. Useless against any armor and after ten feet even normal clothing provides ample protection. Damage is 2d6 immediate, with infection and metal instability following.

# ARROW AND BOLT HEADS

Specialty arrowheads are available for long bows, compound bows, and heavy crossbows. Most of these arrowheads are considerably heavier than normal, and reduce range by half.



**ACID** – The tips on these arrowheads are filled with 3 times the acid of a paintball round, at a higher concentration, and will eat armor, or most other substances, at a rate of 1d6 per round for 6 rounds. 30eb apiece.



**A/V** – This arrowhead has a microphone and camera and a transmitting range of 500 meters. Both camera and mic are on a motorized ring, allowing them to be adjusted via remote after the arrow has been imbedded. Battery allows for 2 hours of continuous use, but the device can be activated and deactivated via remote. 200eb apiece.



**EMP** – This arrowhead delivers an electro-magnetic pulse on impact. Effect is identical to an EMP grenade, 240eb apiece.



**FLASHBANG** – This arrowhead acts identically to a 25mm flashbang grenade. Cost 40eb apiece.



**FLARE** – This arrowhead burns white phosphorous from four nozzles for 20 seconds, used as either a signal flare, or for illumination. 80eb apiece.



**GAS** – these arrowheads come loaded with tear gas or smoke (red, green, white, or blue), acting exactly like a 25mm gas or smoke grenade. 55eb apiece.



**GRAPPLE** – This titanium arrow is attached to a monowire spindle, and hopefully some form of winch, to attach a line. The hook supports up to 265lbs and has retracting hooks for easier storage. 25eb apiece.



**MOTION RESTRAINT** - effects identical to a motion restraint caster. 85eb apiece.



**PITON** – This arrowhead works similar to the grapple head, however it is meant to be fired into a firm surface, such as rock or concrete. Upon impact a very small explosive charge is fired, not only driving the arrow tip deeper, but also driving the four forward snapping hooks into the surface as well. If properly set this arrowhead will support up to 250lbs. 75eb apiece.



**SONIC** – This large arrowhead emits an incredibly high pitched squeal for two minutes, it is can be used as either a signal device or to disorient the enemy. Can be retrieved and recharged. 15eb



**STUN** – This broad blunt arrowhead is meant to stun the target, and hits like a punch. 5eb.



**TASER** – Delivers an electrical short on impact, effect is a stun save at -2. Can be retrieved and recharged. 35eb apiece.



**TRACER** – Arrowhead loaded with a tracer, allows a target successfully struck to be track, transmitter distance of 1 mile. 50eb apiece.



**TIMEBOMB** – The explosive charge on this is 3d10, and it can be set to detonate from between 1 second and ten hours.

(Created and written by Deric Bernier, images from Deric Bernier, Appleseed, Cyberpunk 2077, Macross, Masamune Shirow, Gundam, Dirty Pair, Dark Minds, Men In Black, American Flag, Aliens: Colonial Marines, Deathwish, Deathstroke the Terminator, Starman, Kite, Space: Above and Beyond, Star Wars, Ice Pirates, Akira, Backlash, Babylon 5, Burn Up W, Dave Dorman, DS9, Dream Wave, Neon Cyber, Earth 2, Grendel: Devils Legacy, Hardboiled, Nausicaa, Secret Of Blue Water, Negative One, Punisher: Big Nothing, Runaway, L-gaim, Layzner, Ghost In The Shell, Catwoman, Titan AE, Wildcats, Stark Future, Total Recall 2070, Windaria, Rifts, Gurps, Trigun, Alien series, No Escape, Akira, Killzone, Firefly, Doom, Bubblegum Crash, Humanoid, Punishers Armory, Halo, Alien Legacy, The 5th Element, Time Cop, Shadowrun, Tomb Raider, Equilibrium, Intron Depot, Final Fantasy, Hellsing, Parasite Dolls, Bubblegum Crisis, Kappowwe Toys, Gungrave, AD Police, Bubbleguim Crisis 2040, Grimjack, Project Snowblind, Bubblegum Crisis, S.I.N., Dirty Pair, Gundam, Doom, Gasaraki, Blue Gender, Hellboy, Blade series, Escape from New York, Escape from L.A., Eatman, G.I.T.S.: Stand Alone Complex, Jon Sable: Freelance, I Robot, Nomad, Mystery Men, D20 Future, D20 Apocalypse, Deadlands: Hell On Earth, Car Wars, Demolition Man, Fortress, Iria Zieriam, Natural City, Space, Above and Beyond, Stealth, Unreal Tournament, Moonwalker, Gunm, Southern Cross, Grifter, Battle Lords, Lensman, SeaQuest, Robocop, Aspen, Homeboys, Judge Dredd, Terminator: Burning Earth, Edison Giacotolli, Vortex, Soldier, Back To The Future II, Echo, Event Horizon, Starship Troopers, The Saint, Robotech: Sentinels, Deathlock, Hunter, Black Ops, James Bond, Death's Head, X-Men, Firearm, Nick Fury: Agent Of Shield, Dirty Pair: Flash, Silent Mobius, Mafia Wars, Army Of Two, Capcom, Hitman, Fatal Fury, Street Fighter, Deus Ex, Quake, Air Gear, Btoom, Tekken, Perfect Dark, Fallout, Bouncer, Frontlines, Crysis, District 9, Zatoichi, Bleach, Blame, The Rundown, Avengers, Green Arrow, GI-Joe, Call Of Duty, Brink, Doom, Eon Flux, Haze, Poseidon Arms, Nerf, Starhawk, Bayonetta, Bionic Six, Hudson Hawk, Avatar, Command And Conquer, Wastelands, Borderlands, and other various manga, Anime, Comic book, video game, film, and RPG sources, Raben-Aas, Sharp-n-pointy, Biometal79, Phatandy, Bordon, Shimmering Sword, Vulnepro, El Pinoy, Br0uHaHaasdsada, Larkabella, licataknives, meandmunch, Devilita Andree Wallin, Fuchsiart, imDRUNKonTEA, Guilty Spark, Refrigerador, Italiener, Pascal Eggert, Josh Nizzi, Bokuman, Machine56, Kunkka, Johan Bergstrom, Slipgate Central, Dominic Marko, Francis001, platypusgreen, jimmypham, Warrenlou, flipation, digimech, molybdenum, Spoonboy, Doll Fac3, Eikochan, bakanecone, teh dave, SC4V3NG3R, solkee, molinaro, KaranaK, genekruger, theelphin, garanum, 2ngaw, shed2602, gorrem, moyachiche, inception08, vietnguyen, rgus, archie, David Nakey, Kuroitora, aerpenium, Dead Robot, teruchan, acidburn08, Markovah, Mort Janu, MishaMoStyle, Blitz Bot, k hos, James Lemay, Gun0runner, Gneocidal Penguin, Kalor, ionen, djake, jett0, cyzrauk8, windriderx23, firestoned, anjinanhut, regis, libertyspikesv5, rimancreative, deutscherherbst, hexonal, Ryujiin10, Raverunner, daisukekazama, dannortonart, bringmeasunkist, Merkaba998, tovenius, Message2god, peterku, nervousgryphon, knightwatch, Brian Rogers, tsukijin, talros, Michael Kingery, ygolochysp, Swatninja, Cyber999, marcwf, WarmGunMod, bcjfla76, bullseye breon, Carlo Arellano, Special thanks to Matsuo, Darth Brass, darcjedi, Tom\_Braider, thedap, wuher\_da\_brewer, Capt\_MarVel, Glim999, Pulseriflefan, TK513, gunnerk19, Tommin, BritNerfMogul, Tigadee, Johnson Arms, Wolverine\_solo, and all the many fine prop replica builders of Mastucorp, the RPE, Nerfhaven, Nerfhq, and BBC)

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