

DATAFORTRESS 2020

Presents:

ULTIMATE HEAVY WEAPONS

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



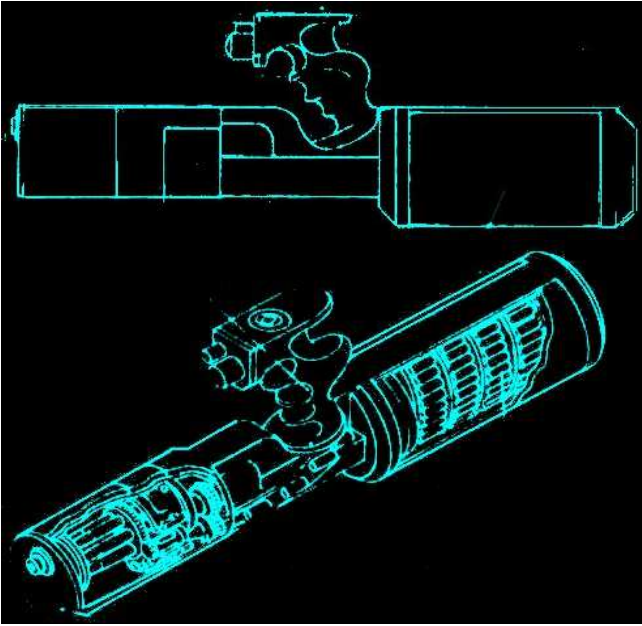
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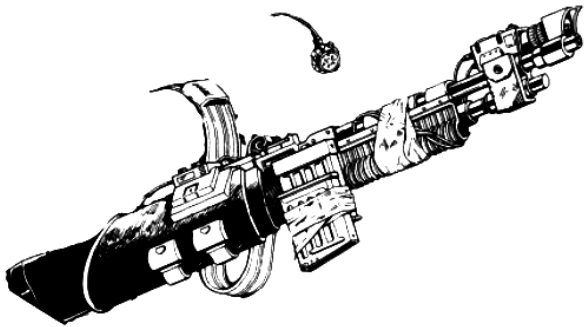
MACHINEGUNS

5.56MM



ARASAKA "BARRAGE" 3450eb
MG - -1 - N - P - 5D6 (5.56mm caseless) - 200 - 30
- VR

A man portable enclosed minigun capable of firing at 6000rpm. It is quite heavy, and we recommend using a gyro-stabilization torso harness, or at the very least a shoulder sling when using this weapon. It comes smartchipped as standard

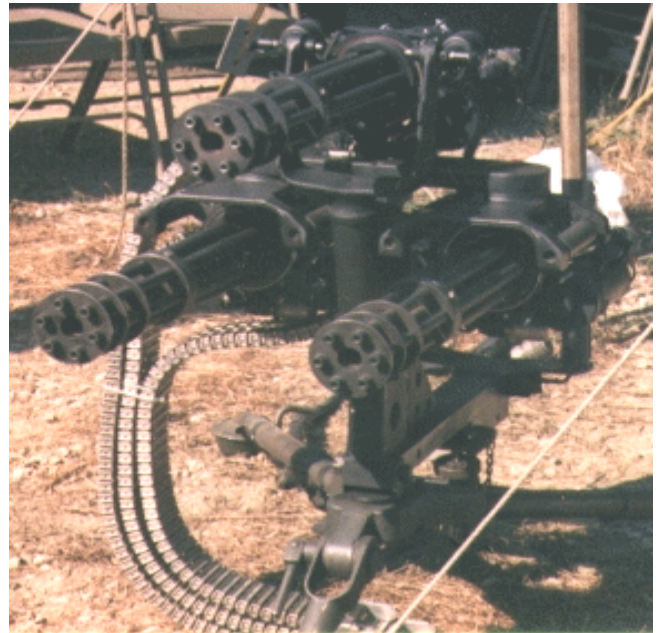


COLT M-98 LAMG 1230eb
MG - +1 - N - R/C - 5D6 (5.56mm cased) -
20/30/100 - 1/10 - VR

One of the few smartguns widely accepted by the nomadic community. This squad support weapon features a hard sleeve that fits over the users arm, this is preferred especially by the outriders as it helps to prevent them from dropping or losing their expensive weapons in combat. The weapon was built by Colt and served extensively in both of the Central American Conflicts. The weapon was recently dropped from military contract in favor of newer models but sales to the nomad community have kept the production going. The weapon comes with the now considered obsolete first generation integral smart-link (instead of a cyber link, this smart link merely consists of a wired targeting monocular displaying crosshairs), accepts 20 or 30 round clips and belt fed ammunition.



GE M-214 MINIGUN 3375eb
MG - 0 - N - R - 5D6 (5.56mm caseless) - 500 -
3/200 - VR
Its a minigun, nuff said.



GE TRI-STAR MINIGUN SENTRY 24,100eb
HVY - +1 - N - R - 5D6 (5.56mm cased) - 1000x3 -
50x3 - VR

Want to ensure absolutely nothing or no one gets past? These tri-mounted minigun sentries may seem like overkill, but you will never feel safer. Motion or heat activated, they contain the power to obliterate anything foolish to trespass in their field of fire. The downside is, each gun requires its own 1000 round ammo hopper, which has a tendency to limit the weapons field of fire.



MALORIAN"VENOM" 5620eb

RIF - 2 - N - R - 5D6 (5.566mm cased) - 500 - 50 - ST

Fed from a back worn ammo hopper, this 6mm minigun can be devastating.



MILITECH M-404 KAIGA 57275eb

MG - 0 - N - R - 5D6 (5.56mm caseless) - 250 - 60 - VR

This weapon is possibly the heaviest weapon available that can still be classified as man portable. While it is possible for an unassisted human with a very high strength to carry this, and even fire it, it is not recommended, nor can it be done for any length of time. The weapon can be attached to a Gyro mount, but even then the user is going to suffer from the weight. Like other miniguns, the weapon was designed to be mounted to a vehicle, however what really sets the Kaiga apart are the 350rnd helical magazines it feeds from... by replacing these with a belt, fed from an ammo hopper, you will reduce the weapons weight significantly, redistributing the overall weight of weapon and ammo more evenly over your body.



MILITECH "SUPPRESSOR" 1235eb

RIF - +1 - N - P - 5D6 (5.56mm caseless) - 200 - 1/3/30 - VR

This is a different design from what we are used to from Militech. This rifle is usually carried with a sling, and fired from the hip. It features a very large, and intuitively designed ammo box mounted underneath the gun, and for convenience an ammunition counter is installed above the grip. It comes smart shipped as standard.



MUSTANG ARMS "LAMBERT" 975eb

GL - +1 - N - P - 5d6 (5.56mm caseless) - 300 - 30 - ST

An odd design for a squad support light machine gun. Originally it was designed as a primary weapon for full conversions, however non augmented humans can use it as well. The users arm actually slides inside the weapon like a sleeve, and it comes smart chipped as standard. For those with cybernetic arms, the weapon actually magnetically seals on the limb, ensuring you never drop it unless you want to. The weapon is useless without the 300 round back mounted ammo hopper. Built in laser sight and optional smartlink.



VICKERS 850eb

(From Nomad Market)

HVY - 0 - N - P - 5D6 (5,56mm cased) - 100 - 30 - VR

This antique machinegun is one of the most reliable support weapons ever created. Water cooled, this weapon can keep firing almost indefinitely. Many weaponsmiths have configured them to fire the slightly smaller, but infinitely more common 5.56 round.

6.5 CL



ROYAL ENFIELD ORDINANCE "CHURCHILL" 1,085eb

HVY - -1 - N - R - 6D6-1 (6.5CL long caseless) 100 - 25 - ST

Belt or box fed, this machine gun is commonly found mounted on EDF vehicles. It can lay down an impressive field of fire.

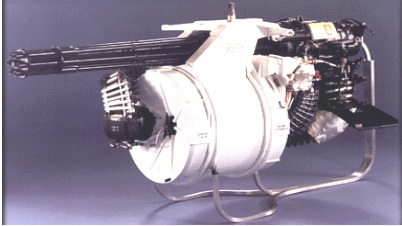
7.62MM



ARASAKA DMAG-3 5050eb

HVY - -1 - N - P - 6D6+2 (7.62mm cased) - 200 - 30 - ST

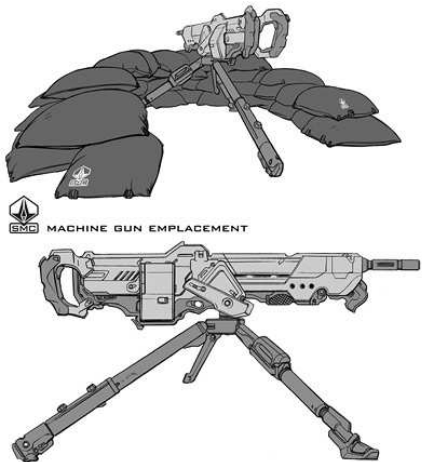
The heavy machine gun in use by Argentinian Military forces. It is smartlinked as standard and is chain fed from a back worn ammo hopper.



GE VULCAN-20 33,045eb

MG - -2 - N - R - 6D6+2 (7.62mm cased) - 3000 - 60 - ST

Primarily mounted in aircraft and armored vehicles. Not man portable under any circumstances.



MILITECH LIGHT-37 1635eb

RIF - +1 - N - R - 6d6+2 (7.62mm caseless) - 200 - 35 - ST

This heavy machine gun is perfect for defending your perimeter. Used extensively by many militaries around the world, including the US.



NOMAD MG 550eb

HVY -3 N C 6D6+2 (7.62mm) 50 25 UR

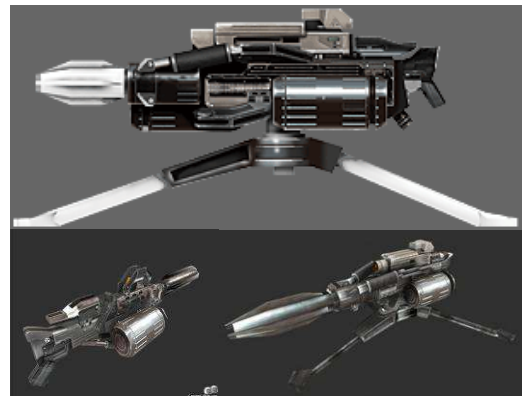
Nomads are even making there own heavy machineguns. While Browning M-2's are a relatively common sight, not everyone can afford one, and that .50 cal ammo gets expensive. But these nomad made MG's are cheap, fire the less expensive 7.62mm cased rounds.



MILITECH SENTRY-15 21,250eb

HVY - +2 - N - R - 6D6+2 (7.62mm caseless) - 500 - 20 - VR

Like the APEX this is a perimeter defense weapon capable of acting either completely autonomously or by remote control. It fires 7.62mm caseless ammunition and can cover a 360 degree radius of 100 meters. On autonomous setting it is movement activated and will fire on anything larger than 2 cubic feet, (actually it can be set to fire on almost anything larger than an insect). The weapon is not as armored as the APEX, but is much lighter and more portable. (The weapons computers operate at a skill of 20.)



ROSTOVIC MGR-760 1325eb

MG - -1 - N - R - 7.62 (7.62mm caseless) - 200 - 30 - ST

Fed from a 200 round drum helix magazine, this weapon can lay down a field of suppressive fire sure to keep your enemies heads down.



TOWA TYPE-66 1160eb

HVY - 0 - N - P - 6D6+2 (7.62mm cased) - 100 - 25 - ST
A Chinese heavy machinegun, they sell a whole lot of these in Africa and south America.

10MM RIFLE



ARASAKA BMHOW-12 7,720eb

HVY - -2 - N - R - 8D6 (10mm caseless) - 100 - 60 - ST

Designed as a helicopter doorgun to promote the 10mm rifle round, this man portable minigun will definitely turn the tide of battle in a favorable direction. Its cyclic rate is an unbelievable 1200 rounds a minute, and the thing weighs a back breaking 50lbs, with another 40 pounds for a fully loaded ammo hopper. A larger, backpack style ammo hopper is available that holds 500 rounds, but it weighs in at 90 lbs, a bit much for most people to lug around. For vehicle mounts, the weapon is available with a massive 2000 round ammo hopper, but you don't even want to know how much that weighs. The US military is currently looking into this weapon as a possible squad support weapon to be issued to full borgs in the field.



MILITECH M-73A VULCANUS 1580EB

HVY - -1 - N - P - 8D6/varies (10mm cased/40mm) - 50/100-1 - 10-1 - VR

A very short support weapon that is being developed to replace the M71B3, which is considered by many to be to unwieldy and cumbersome even with the gyro stabilization mount. While the 10mm rifle shell doesn't have the anti-armor capabilities of the big fifty, it's considerably more hard hitting than the 7.62 round, in a shorter and more manageable package. The Vulcanus is precisely weighted for recoil control, and like its predecessor it will attach to the Gyro-stabilization mount for better control (+2). It also has an available smartlink. For extra oomph, the weapon comes standard with a 40mm grenade launcher.

HEAVY MACHINEGUNS

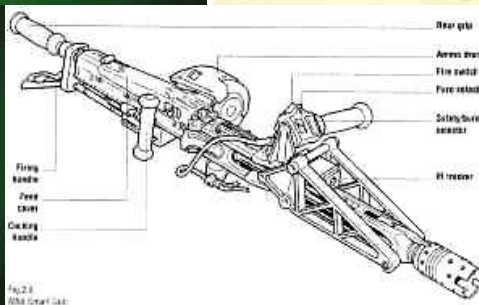
.50 BMG



ARASAKA HAM-17 2,450eb
HVY - 0 - N - R - 6d10 (.50cal BMG) - 50/100 - 3/30 - ST
 This belt fed "big 50" can be either tripod mounted, or placed in an open mount on a vehicle. A true support weapon, this will cover an area large enough for your men to advance, or sweep a field of fire to surely cut down any attacking force. The HAM-17 can be either belt or magazine fed, and smartchipping is available.

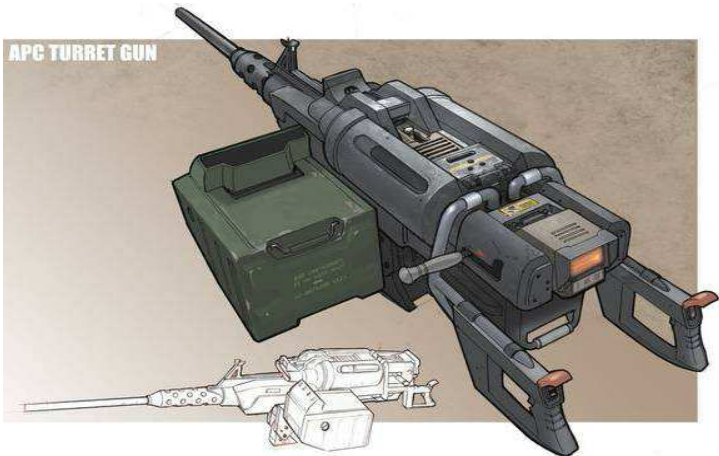


ARSAKA HMG-12 3,450eb
HVY - +1 - N - R - 6d10 (.50cal BMG) - 200 - 30 - VR
 The US Military is looking for an update of the venerable Browning M2HB... this is Arasaka's version. The HMG-12 is smartlinked as standard, accurate, and extremely reliable. It feeds from a 200 round box of belted ammo, and accepts a number of mountings, as well as a number of accessories.



MILITECH M71B3HB 4675eb
HVY --2 - N - P - 6D10 (12.7MM) - 50/100 - 15 -VR
 Militechs premier man portable heavy machine gun, commonly used with either a gyro-stabilizer mount, or a tri-pod. Accepts either magazine or belt fed ammunition. This weapon is a true beast, and sets a new standard for the heavy gunner role in the modern combat unit. Smart linking is available, however for those not wishing to go cyber, the weapon features a poor mans smart system, consisting of an optical site worn as head gear, providing low light, target acquirement, and target lock. To make use of this system, one must have the weapon plugged in and some training with this system is required as the smart system only covers one eye. This non-cyber smartlink can be used with any smartlink capable firearm, and adds a +1 to its accuracy, however the system was created for us with support machine guns, and is a built bulky to use with anything smaller. The system costs 400 eb, and is somewhat uncomfortable.

APC TURRET GUN



MILITECH M22HB 3,675eb

HVY - +1 - N - R - 6D10 (12.7MM) - 300 - 20 - VR

Like the Arasaka HMG-12, this is Militech's version of the updated M2HB, mechanically the weapon remains similar, however Militech has upgraded the weapon with standard smartlink, either direct, or through the firer's smArtgoggles, that incorporates a range finder that allows the firer to know the exact elevation to raise the gun for shooting at distance. The weapon also features an advanced cooling system built in, so it can maintain sustained fire without having to change out the barrel as often.

20MM LIGHT



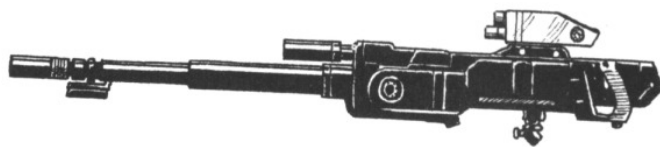
CMMC TI LUNG XHMG-47 3456eb

HVY - -1 - N - R - 4D10 (20mm light caseless) - 300 - 15 - ST

This extremely heavy chaingun is made man portable through the use of a power assisted gyro-stabilization harness. This is a brutal weapon, firing extremely large ammunition at a rate of 300 rounds a minute.

Ammunition is stored in a large back mounted ammo hopper, and fed by belt to the weapon. Even with the gyro stabilization mount, this weapon can only be carried by a very strong individual (min BOD of 9) and cybernetic enhancement is recommended. The gun, with ammo hopper and mount, weighs in at just under 300 pounds. While not everyone has the endurance and strength to use this weapon, those that do are truly monsters of the battlefield.

20MM

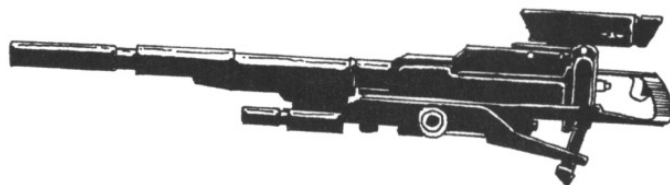


ROYAL ENFIELD "VICEROY" 8,750eb

HVY - +1 - N - R - 8D10 (20mm) - 100 - 1/20 - ST

This extremely impressive anti-tank gun fires the enormous 20mm round at an incredible 2400 rounds per minute. It must be mounted on a tripod, gyrostabilizer, or vehicle to be fired. Smartchipping is available. Very common sight on EDF vehicles.

30MM



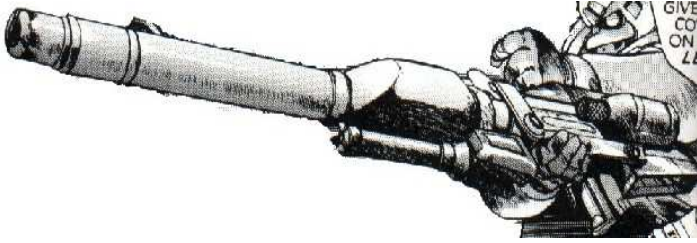
MILITECH BART-4 12,600eb

HVY - +1 - N - R - 9D10 (30mm) - 50 - 1/5 - ST

Damn that's a big gun, 30mm belt fed, the BART-4 is the bane of armor. Must be either mounted on a vehicle, or on a reinforced tripod to be fired.

ANTI-ARMOR WEAPONS

20MM



ARASAKA "SUIGYU" 5,450eb

RIF - +2 - N - R - 8D10 (20mm AP) - 10 - 1 - VR

This enormous rifle truly more than most can handle. Originally designed for full conversions and ACPA, it is possible for a strong man to carry and fire, though any doing so are strongly encouraged to do so only from a prone position. The primary purpose of this weapon is anti-armor, though it has also proven extremely effective as an anti-cyborg weapon.



ZM TARROW BTZ-602 4485eb

HVY - -1 - N - R - 8D10ap (20mm cased) - 5 - 1 - VR

This anti tank rifle from our eastern European friends is a common sight on the battlefield.

30MM

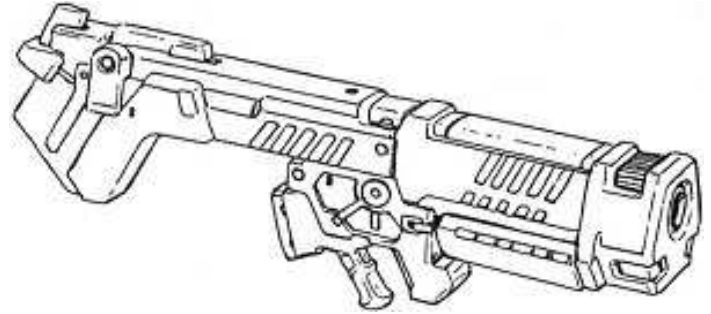


MILITECH AAR-49 7,670eb

RIF - +1 - N - R - 9D10 (30mm cased) - 8 - 1 - VR

Smartlinked and man portable only with a powered gyro stabilization harness, this anti-armor cannon is the bane of ACPA and even tanks. It loads like a revolver, though not even Norse Technologies biggest boomer buster has anything on this monster.

37MM



ARASAKA "DEVASTATOR" 22,980eb

HVY - +2 - N - VR - 24D10+5 (37mm ETE) - 8 - 1 - VR

This is truly the biggest of the big man portable guns you are likely to ever find. This weapon is impossible to fire without a gyrostabilizer mount and at least a body of 10, at least if you want to survive the experience. Most commonly this weapon is used by full conversions or mounted to an ACPA or linear frame, however recently the weapon has been issued to special forces teams (along with an improved version of the same powered gyrostabilizer mount used on the EMG-85 railgun). Anything short of a battleship hit with this weapon will most likely be destroyed. (Any human attempting to fire this weapon without a gyro stabilization mount will take 1d6+2 points of bruise damage regardless of body type, any human with a bod of 10 or lower (15 without the powered gyro-stabilization mount) firing this weapon must also roll a ten sided die, on a 5 or lower his shoulder is shattered. Also without a stabilization mount, any human firing the weapon, regardless of BOD will be flung back wards 2D6 feet unless thoroughly braced.)



MILITECH LIGHT-37 8,450eb

HVY - +1 - N - R - 16D10AP (37mm cased) - 3 - 1 - ST

Regardless of the name, there is nothing light about this monster. An accurized 37mm anti-tank/armor gun, this weapon is feared on the battlefield, and rightly so, since it tends to punch holes in anything short of a battleship. Note: No one with a strength rating of less than 9 should ever attempt to fire this weapon unless it is hardmounted. This version is usually assigned to cyborgs and ACPA.

EXPLOSIVES

BOMBS AND MINES



ARASAKA SATCHEL CHARGE 2456eb

EXP - 0 - N - P - 15D10 - NA - NA - ST

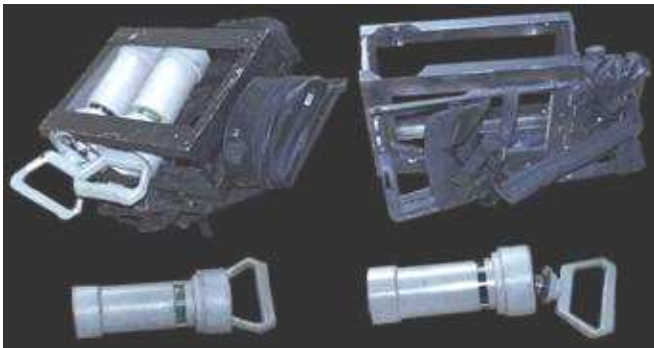
We aren't sure about this one. Idiot proof high explosives are a little too immoral even for Autumn Blade. We stock these primarily for our own operatives, and only the most trusted customers (if we sell you these and they end up in the hands of terrorists or they cause the death of innocents, we will come after you). These satchels contain 2 kilograms of shaped C-6 and the remote detonator is included.



ARASAKA C-6 REMOTE MINE 50eb

EXP - 0 - N - P - 2D10 - NA - NA - ST

This small explosive device is used for opening doors and the like. The blast has a 1 meter radius.



BOOMKEGS 480eb

(From Nomad Market)

HVY 0 N R 6D10 N N ST

A Boomkeg is basically a really large pipe bomb, stuffed with 2kg of c-6 or other stable explosive, wrapped in bb's, ball bearings, nails and screws, broken glass, whatever. To arm the device you pull the pin, this releases the handle. Once the handle has been pulled out the device cannot be defused, and it has a ten second fuse (possible to get them longer or shorter). A pulled handle is loose and swivels, allowing for greater momentum on a throw. These are the standard nomad explosive devices, and are used for everything from clearing obstacles to anti-personnel vehicles to demolitions.



DET BELT 400eb

EXP - 0 - N - P - Special - NA - NA - ST

Its a belt, you wear it around your waist to keep your pants up, and the only people who ever confiscate it are cops, and then only when you are being booked and put in a cell. Inside the belt is a 1/2 inch wide strip of thermite det tape, sown in between two layers of leather. The belt accepts any standard buckle. To arm the belt you must pull a tiny pin from the end of the belt, this activates a ten second delay electric fuse.

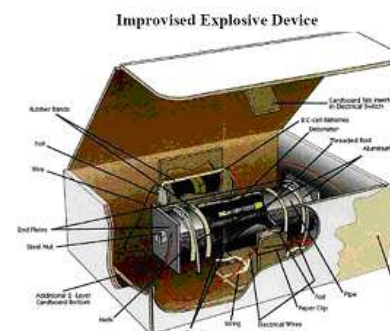
Available in black, brown, and white. (Damage is 6D10 points AP to whatever the belt is in direct contact with.)

Whatever you do, do not arm the belt while wearing it.



MILITARY FULL DEMOLITIONS GEAR 800eb

Includes 4kg of C-6, various other explosives, and all the tools you could possibly need for any demolitions work that might come up, including disarming enemy devices.

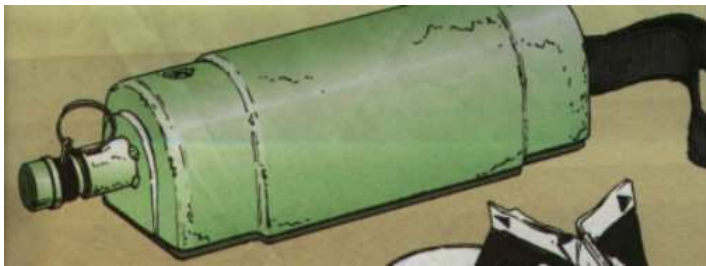


IED: IMPROVISED EXPLOSIVE DEVICE 10-2000eb

Evap - NA - varies - E - 2d6-10d10 - NA - NA -

varies

The combination of these vary so heavily as to be difficult to list, everything from old artillery shells wired up as land mines, to household chemical pipe bombs, and even a simple hand grenade crammed under a door lip set to explode when it opens



LIMPET MINE 600eb

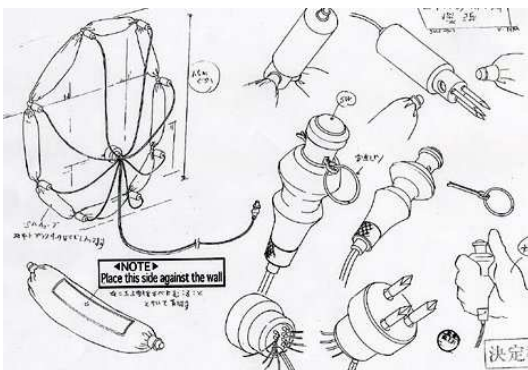
EXP - 0 - L - P - 8D10 (anti ship mine) - NA - NA - VR
A naval mine that is attached to the hull of ships by means of a high powered magnet. It uses a shaped charge with an electric timer to blow a large hole in the hull which will sink all but the largest of vessels. Unfortunately it takes a human to plant the device. While generally used for sinking naval vessels it is possible to use the device on land bound vehicles, aircraft, buildings or whatever else you can think of.



MILITECH PROXIMO-88 405eb

EXP - 0 - N - P - 4D10 - NA - NA - VR

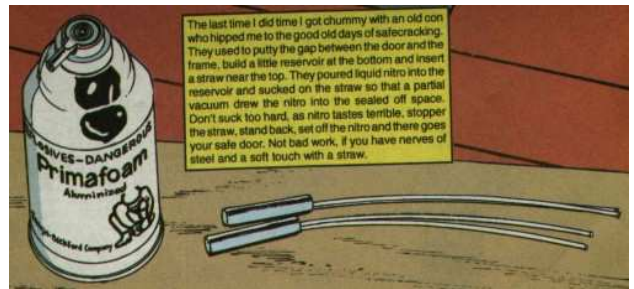
No wider than an average high school text book at its thickest point, the Proximo as it sounds, is a proximity triggered anti-personnel mine, with an infrared sensor. Made for urban environments, the back is covered in a strong adhesive, allowing the device to be stuck to walls and other surfaces.



MILITECH "SAUSAGE LINKS" C6 PACKETS 95eb

EXP - 0 - N - P - 2D10 per sausage - NA - NA - ST

"Sausage Links" are premeasured amounts of C-6 wrapped in an adhesive package allowing it to be stuck to surfaces. Primarily used to breach walls, doors, and other hard surfaces. Each sausage does 2D10 damage. Usually several are linked together to blow a big enough hole in a wall for people to deploy through.



PRIMAFOAM 150-300eb per can

EXP - 0 - N - P - 1D6 per ¼ Oz. - 6/12oz - NA - ST
An explosive foam, contained in a can. The foam looks just like shaving cream and the can itself is often disguised as a popular brand of shaving cream. This is the most stable and easily transportable explosive available. Damage is measured per quarter ounce with a blast radius of about 1/2 a meter. Primafoam is available in either 6 or 12 ounce cans.



PROPANE BOMB 60eb

(From nomad Market)

EXP - 0 - N - P - 8D10 - NA - NA - VR

These are not something you see often, even among the Raffin Shiv, as propane tanks are far too valuable a commodity... but occasionally, they will pop up as a last ditch weapon.... And many nomads have their tanks outfitted in advance for just such an occasion... a propane bomb is generally just a normal propane tank with extra material attached to create more shrapnel, and requires some other form of explosive, usually c-4 or dynamite, to be added to detonate the tank.



ROSTOVIC APTM-43 945eb

EXP - 0 - N - P - 7D10 - NA - NA - VR

An extremely powerful anti tank landmine from Russia. Its pressure trigger is set for 300 lbs, and the weapon also comes with a remote detonator for the personal touch.

HAND GRENADES



ARASAKA EMPG+ 450eb

EX - 0 - P - E - special - 1 - 1 - VR

This Arasaka made EMP grenade has double the effective range of the standard, with effects equal to that of the AMP Pulse rifle.



ARASAKA DVDT'S 20-50eb

EX - 0 - P - E - special - 1 - 1 - VR

Arasaka DVDT's (Diversion/Deterrents) are a popular little toy. Available in a wide variety of types, these less than lethal devices are little more than fireworks.

DVDT's are generally only available where or when it is legal to buy fireworks. All DVDT's are armed the same way, activated by pressing down the end cap and twisting, this activates the 3 second fuse. The Bang Type (gold with red trim) is the most common, and legal, type available. It is merely a miniature Flashbang, triggering a very bright light and a very bang. It's not really enough to disorient the target, but it might surprise him enough to let you get away, it might also cause him to see spots, or even be blinded if it was particularly dark before the device went off.

However its primary stated function is to alert others by sounding like a loud gunshot. The most dubiously legal variety is the Frag type, these are miniature pipe bombs, that have a blast radius of one meter (1D6).

They generally won't kill anyone, but they can be painful enough to send them away. The White DVDT is the Flare Type, it is basically a miniature road flare, that will burn for 2 minutes. The Gold with Green DVDT is an irritant dispersal grenade, and when it goes off it detonates a cloud of pepper spray for a 2 meter radius. There are also the Marker Types of DVDT, which are generally half white and half Blue, Green, Red, or Yellow. These are paint bombs that can be used to mark objects or people, similar in design to the ink bombs used by banks in case of a bank robbery. While the outer shell of DVDT's looks like hardened plastic, it is in fact molded cardboard, similar to paintball grenades.



ARASAKA MCR-9 65eb

EX - 0 - P - R - 8D6 (fragmentation) - 1 - 1 - ST

This is a typical frag grenade, perhaps a bit more damage can be expected from it, but what sets it apart is its unique fuse system. After the pin is pulled, you depress the top once to activate the three second fuse. Depressing the top again, and holding it down, allows you to set the timer... it will have a fuse delay equal to the time you hold the grenade down, up to ten seconds. Depressing the top a third time activates a sensor in the grenade which will cause it to detonate on impact.



ARASAKA MCR-9 475eb

EX - 0 - P - R - special (microwave) - 1 - 1 - VR

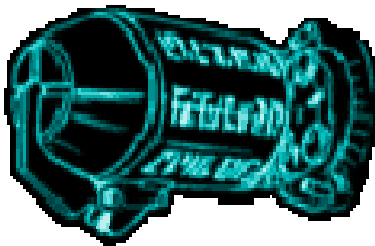
This simple and small device, barely larger than a hockey puck, is actually a single use microwave burst device. Very similar to an EMP grenade, the MCR-9 can either be thrown, or used as a landmine. When thrown the weapon can be set to detonate on impact or after 5 seconds. When set to used as a landmine the weapon is triggered by 2 lbs of pressure. For an additional 25eb, the device is equipped with a magnet so you can stick it directly on the target. (The U.S. military has also developed the MIC-14 cluster bomb, which contains 20 of these devices, all magnetically equipped.)



MALORIAN FABERGE 1775eb

EX - 0 - P - R - 0D6 (fragmentation) - 1 - 1 - VR

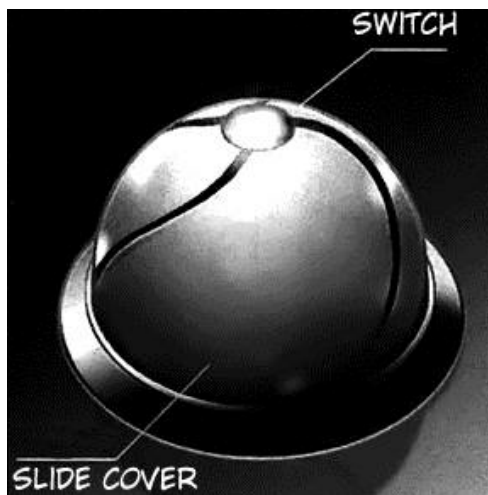
Okay, now we think Malorian is just messing with us... They are seriously offering a shiny chrome frag grenade with a ridiculous price tag, and somehow, somehow, they are getting people to buy them... mostly hip-hop artists and other celebrities, who see them as just another status symbol... one that is also a fully functional grenade that most people are calling the Disco Ball. For an addition 600eb, you can get the version with a solid gold outer shell, another 2 grand above that and you can get one encrusted with diamonds (that actually adds +3 to damage).



MILITECH "PORCUPINE" 185eb

EX - 0 - P - P - SPECIAL - NA - 1 - ST

This hand grenade is extremely lethal. It comes with a removable base, and when activated it has a 10 second fuse, after the fuse has spent, a motion sensor is activated which detonates the weapon. When detonated, the device launches 4 feet in the air, and explodes in a hail of barbed shrapnel (100 2 inch barbed darts in a 360 degree radius, the darts do 1d6/2 damage apiece, everyone in a 20 foot radius must roll 2d10 to see how many darts hit them.) The base is installed so you may leave the device as a trap, however if you remove the base you may throw the weapon like any standard hand grenade, and weights installed will cause the "Porcupine" to upright itself after landing.



MILITECH ELECTRO WEB GRENADE 160eb

EX - 0 - P - P - SPECIAL - NA - 1 - ST

This grenade, upon detonation, will send 20 small barbed darts out in a full 360 spread. Each of the darts only does a single point of damage, but they will also snag to clothing and armor. Each dart is tethered by a small, highly conductive wire. The user of the device has two choices in how the secondary action of the device is triggered. The first is that the device triggers one second after the darts have been deployed, the second choice is that it will wait until one of the wires is tugged, even slightly, anything that moves the central ball... regardless of trigger, when it happens, the central ball will send electricity coursing through the wires to the darts, each one acting as a taser (forcing an immediate stun save at -2) and shorting out electronics and cyber (as per the Militech Electronics Taser from CP 2020). The trigger choices for this device make it not only an effective offensive weapon but allow it to also be used to lay down an effective trap for pursuers.



NOMAD GRENADE 50eb

EXP 0 P C 6D6 NA NA ST

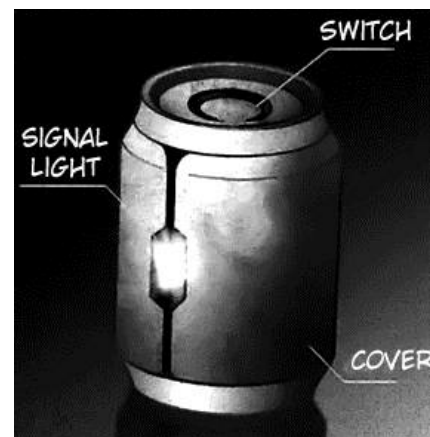
These hand made fragmentation grenades are commonplace in the Nomad community. While it's possible to get military surplus grenades, it's not always economical or feasible. Instead nomad explosives techs have begun making their own. They pack slightly less punch than a standard frag grenade, but they are very stable and have a six second fuse, which was seen as a necessary safety precaution. Do NOT get caught by law enforcement with one of these, as in most places in the country home made explosives carry far more severe punishments than manufactured ones.



NOMAD NERF BOMB 40eb

EXP 0 P C 5D6 NA NA ST

Hollowed out nerf footballs packed with explosives and shrapnel (steel shavings, ball bearings, nails, whatever). The damage is negligible but the range and accuracy is double that of a normal grenade.



TSUNAMI ARMS HELLCLOUD 1050eb

EXP 0 P C 3D6 NA NA ST

The Hellcloud is a two stage grenade... upon activation it has a 3 second fuse, after which it will release a dense colored pressurized gas. The gas is highly flammable, and will disperse quickly into an area roughly the same volume as a traditional tear gas grenade, dispersing the gas in roughly a 5 meter radius. 3 seconds after that, the grenade will spark, igniting the small amount of gas left inside the grenade still escaping, which in turns sets off the gas that has already been released. The gas burns for a full 3 seconds after ignition (3D6 to everything in the radius, igniting any flammable materials).

LAUNCHED GRENADES



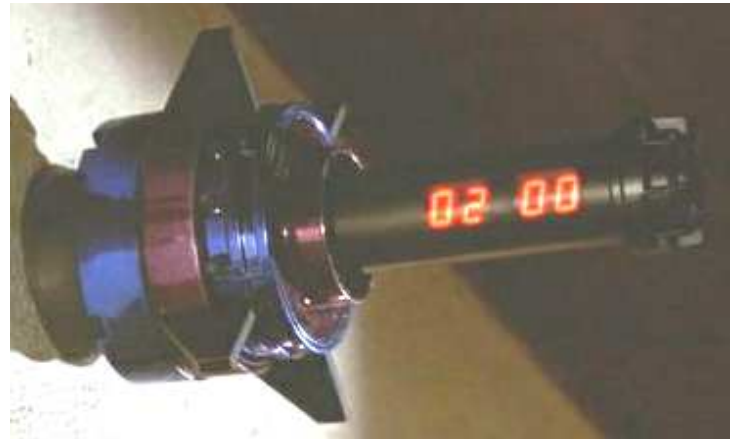
40mm Micro-Missile 85eb

The standard fragmentation version does 7d6, and comes in the same wide assortment as the standard 25mm micro-missile. (For damage of the variety types consult Blackhands 40mm grenade listing.) Made by a variety of manufacturers.



MILITECH N-00 DAMOCLES ?eb

This rifle launched low-yield nuclear device was developed by Militech as a way to destroy hardened bunkers and caves. The Damocles is laser guided and has a range of 2 miles. The blast from the Damocles has an effective kill radius of 50 meters (50d10 damage), and can be set to detonate on impact or by range. After detonation there will be an initial radioactive contamination of twice the area of the blast. The radiation will be considerably high for the first 24 hours but drop quickly after that, contaminating the soil and other materials in the area with low, but still dangerous if exposure is prolonged, levels of radiation. The Damocles is the final result of the re-opening of the W54 program, put forth by General Quartermain in preparation for a third South American Conflict, where caves, underground bunkers, dense jungles, and hardened facilities caused so many problems the last time around. The Damocles is U.S. military use only, and the Militech facility that manufactures them is itself on a military base, so even Militech does not have legal access to them.

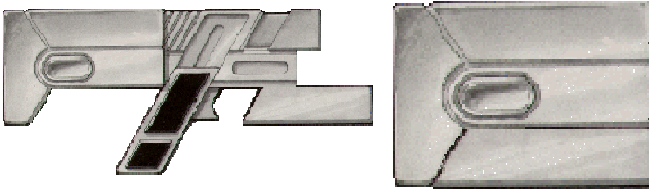


ARASAKA AAED BOMB 85eb

The Arasaka AAED (Adjustable Adhesive Explosive Device) is an adjustable timed explosive device launched from a specially designed weapon. The device's main method of adhesion is the large suction cup on the front. The suction cup secretes a chemical that activates when the suction cup depresses, allowing it a more firm grip to non-porous surfaces. For porous surfaces, the device has a barbed spike that will punch through the center of the suction cup and into the surface behind it. For metal surfaces, an electromagnet is activated at launch (the electro magnet limits the timer to 10 minutes). The AAED's timer is set via the launcher, up to 99.99 minutes. The launcher itself is a three shot, three barrel weapon with a wide beam laser site that not only determines the proper amount of force required to set the device (too much force and you put the device through the object, to little and it won't adhere) but also the density and properties of the target surface. You can also switch the range and adhesive properties to manual, in case you need to shoot the device through glass or some other surface, and have it attach to something behind. Finally you can make one more adjustment to the AAED, you set the charge to detonate forward in a blast similar to a shaped charge, or set it to detonate outward in a wide radius, it accomplishes this by moving the explosive charge forward or back along the timer/propellant shaft. Forward, the explosive charge slides into a ring, who inner shape is that of a cone, directing the blast into the surface the device has attached to. When slid back, the device is free from the hardened ring, and pulls a secondary ring out, packed with shrapnel. (Damage for the AAED is 8d6 and works as either high explosive or Frag, depending on charge position.)

GRENADE LAUNCHERS

25MM



ARASAKA FGL-1 560eb

GL - -1 - J - R - VARIES (25mm grenade) - 5 - 1 - ST

This 25mm grenade launcher folds into a very compact and unassuming package, but quickly folds out again to put the fear of god into your enemies.



DAI LUNG TZG-25 450eb

GL - -1 - J - C - VARIES (25mm grenade) - 10 - 1 - UR

A cheap and unreliable weapon, not exactly what you want to hear from a grenade launcher, but its low price and high ammo capacity make it a top seller.



CONSTITUTIONAL ARMS BARJACK 625eb

GL - 0 - J - C - VARIES (25mm grenade) - 8 - 1 - VR

Designed for police work as a SWAT and Riot swaud weapon, the Barjack in a very compact 8 shot 25mm grenade launcher that can stand up to the harshest abuse. Comes with a removable adjustable shoulder stock (+1 accuracy).



MATSUCOPR 6X 245eb

GL - +1 - J - P - Varies (25mm grenade) - 1 - 1 - VR

This single shot 25mm grenade launcher is proof that big things can come in small packages. It's almost scary how concealable this weapon is. Matsucorp is going for police and military contracts with this one, though it has attracted attention from the other side of the fence as well.



MILITECH CHG-10 2,374eb

HVY - -1 - N - R - varies (25mm grenade) - 25/50 - 1/4 - ST

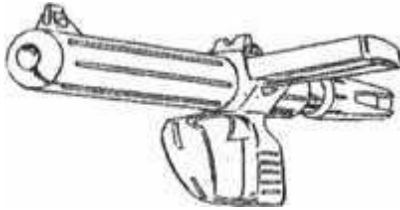
A man portable, belt fed, fully automatic grenade launcher. It's short lightweight design allows it to be carried in the field like a heavy machine gun. Further more it is designed to accept a variety of mountings, from its own tripod, to vehicle turret mounts or even a gyro-mount. The 25 round boxed belted ammo is standard, but 50 round belts are available as well.



MILITECH UNDERDOG-6 1625eb
 HVY - 0 - N - R - Varies (25mm grenade) - 6 - 1 - ST
 Militech's updated magazine fed underbarrel grenade launcher attaches to a wide variety of assault weapons.



OUTLAW STAR 80eb
 (From the Nomad Market)
 P/HVY - -1 - J - U - 4D6 or varies (12.ga/25mm grenade) - 1 - 1 - VR
 A single shot weapon capable of firing either 12 gauge shotgun shells, or 25mm grenades

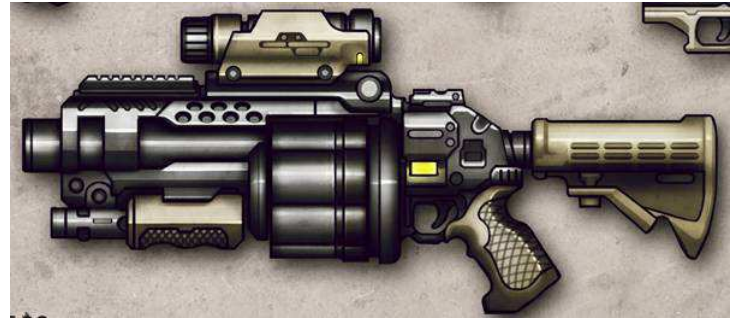


TSUNAMI ARMS "HEIHACHI" 750eb
 GL - 0 - N - P - VARIES(25mm grenade) - 25 - 1/3 - ST
 At only slightly larger than a standard machine gun, the Heihachi 25mm grenade launcher is the perfect support weapon for a quick insertion team, especially in situations where anti-personnel work is necessary, but property damage needs to be kept to a minimum. And with the three shot burst option you can definitely keep their heads ringing.



TSUNAMI ARMS PMMW-7 550eb
 RIF - -1 - N - R - Varies (25mm grenade) - 8 - 1 - ST
 A simple, magazine fed, 25mm grenade launcher in a package the size of a submachine gun.

40mm



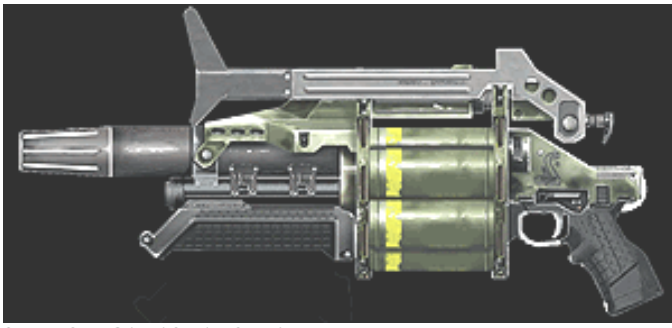
ARASAKA "FANG" 945eb
 GL - +1 - N - P - VARIES/4d6 (40mm grenade/12ga.) - 8/3 - 1/1 - VR
 A semi-automatic grenade launcher from Arasaka. Telescopic sight and rangefinder equipped standard. It has a built in 3 shot 12 gauge underbarrel shotgun for emergencies.



ARMALITE MARK-40 8760eb
 GL - +1 - N - P - VARIES (40mm grenade) - 50 - 1/5 - VR
 This fully automatic grenade launcher was developed for the military as a vehicle or tripod mounted support weapon capable of devastating damage.



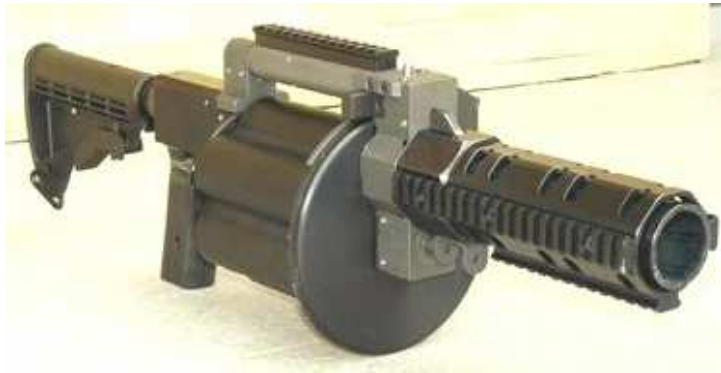
BIG BERTHA 150eb
 (From Nomad Market)
 HVY - -3 - J - C - VARIES (40mm Grenade) - 1 - 1 - ST
 A simple, although surprisingly elegant looking, 40mm grenade launcher.



CMMC PGL-49 1765eb

HVY - +1 - N - R - VARIES (40mm grenades) - 6 - 1 - VR

This 6 shot rotating drum grenade launcher comes equipped with folding stock for greater stability and built in laser range finder. This allows the user to make fast altitude adjustments for greater accuracy. This is actually a superior weapon to it's U.S. counterpart, the Militech M-212, and is highly sought after by arms dealers and mercenaries.



COLT TGL-5 1020eb

GL - 0 - L - C - varies (40mm grenades) - 6 - 1 - ST
The Colt Tactical Grenade Launcher is a standard in the industry.

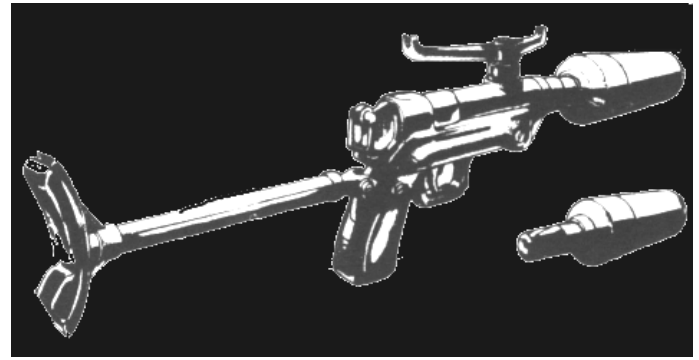


FATBOY 45eb

(From nomad Market)

HVY - -3 - J - C - VARIES (40mm Grenade) - 1 - 1 - ST

And here is a grenade launcher far more representative of Nomad culture.



FEDERATED ARMS 38-LSGL 120eb

GL - 0 - L - C - varies (40mm grenades) - 1 - 1 - ST
A lightweight, cheap, single shot rocket launcher specifically designed fire rifle launched grenades. All standard loads are available.



JUNKER 125eb

(From Nomad Market)

HVY - -1 - L - R - Varies (40mm grenade) - 1 - 1 - ST

These hand built single shot grenade launchers accept a wide variety of ammunition, ideal for support purposes.



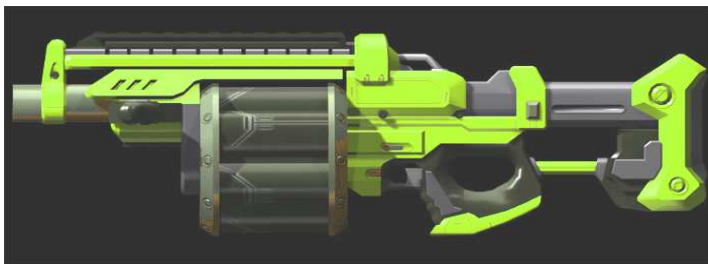
MALORIAN APOCA-FIST 1220eb

GL - -1 - L - C - varies (40mm grenades) - 6 - 1 - VR
Once again Malorian is thinking outside the box, and this unconventional grenade launcher is the result. The weapon's ammo cylinder encases and rotates around the firer's hand, creating a weapon with a very short profile. While it is of course available in gold and chrome plate, they have also made it available in more field worthy finishes.



MILITECH CHG-10 2,374eb
 HVY - -2 - N - R - varies (40mm grenade) - 12 - 1/4 - ST

A man portable fully automatic grenade launcher, its unique 12 shot carousel top mounted magazine give it a fast and smooth action, and allows for quick individual load changes.



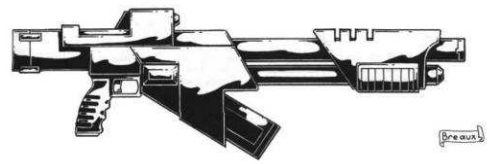
MILITECH U-56 1980eb
 HVY - 0 - N - P - varies (40mm grenade) - 8 - 1 - ST

This weapon is the bigger brother of the U-55 "Cowboy" 25mm grenade launcher, scaled up to fire 40mm.



MILITECH 640eb
 HVY - +1 - N - R - VARIES (40mm Grenade) - 4 - 1 - VR

A Militech rep got his hands on a nomad designed grenade launcher, and liked it so much he stole the design outright. The modified it slightly, and used modern tools, and now its one of Militechs most popular new weapons.



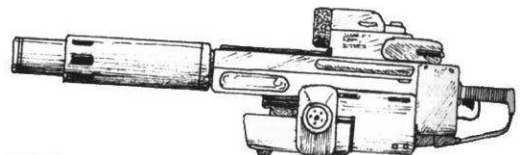
MUSTANG ARMS/MOSSBERG "BIGSHOT" 1475eb
 GL - +1 - N - P - VARIES (40mm grenade) - 10 - 1 - ST
 This pump action grenade launcher is a heavy, European but remarkably effective weapon. It also accepts 4 gauge shotgun shells, which have a tendency to leave a very messy target.



NOMAD PUMP GL 459/500eb
 (From Nomad Market)
 HVY - 0 - N - R - VARIES (40mm Grenade) - 3/4 - 1 - ST
 This is basically an oversized pump action shotgun firing 40mm grenades. Available in a 3 shot or slightly longer 4 shot model.



ROSTOVIC G55 1625eb
 GL - 0 - N - P - varies (40mm grenade launcher) - 20/40 - 1/3 - ST
 A European made, man portable support grenade launcher accepting either a 20 or 40 top loading box magazine. The interesting thing about this weapon is that it is capable of 3 round burst fire, and thus it is a popular choice for mounting in an open fixture on many vehicles.



ROYAL ENFIELD HSGL-32 5,000eb
 HVY - -1 - N - R - varies (40mm grenade) - 50 - 1/5 - ST
 This man portable belt fed grenade launcher is perfect for your support needs. A long time favorite of many European militaries, including the EDF, the HSGL-32 is now available to you. While usually mounted in the turret of a tank, or on back of a jeep, the HSGL-32 is perfectly capable of being fired without assistance by an individual, providing he is fairly strong.



TOWA MANUFACTURING TYPE-P001 185eb
 HVY - -2 - J - C - Varies (40mm grenade) - 1 - 1 - ST

Used by both Chinese military and police, the Type-P001 is a single shot 40mm grenade launcher. Extremely simple to use.



TSUNAMI ARMS PSGL-6 140eb
 HVY - -1 - J - R - VARIES (40mm Grenade) - 1 - 1 - VR

Not much can go wrong with this single shot pistol size grenade launcher. It accepts any 40mm Grenade and can be concealed under a large jacket. Soldiers are often issued this instead of a sidearm.



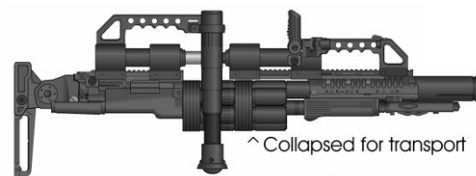
TSUNAMI ARMS HIKER-7 1850eb
 HVY - 0 - N - R - VARIES (40mm Grenade) - 8 - 1 - VR

Tsunami's 40mm grenade launcher seeks to serve both standard military operations, as well a police riot duties. The adjustable stock and weight of the weapon keep recoil manageable, and it comes smartlinked as standard.

MORTARS



Remote Trigger



^ Collapsed for transport

Ready to fire >



MILITECH MM-2601 "METEOR STORM" 4485eb
 HVY - +1 - N - P - 8D10 (60mm) - 6 - 1 - VR

The MM-2601 is a 6-shot mortar, easily transported and operated by one man... though he usually operates with a second individual in charge of carrying extra ammunition and reloading the cylinder. Most of the math involved in the mortar fire is handled by the handheld remote trigger, which has a small keypad, used to enter coordinates. The weapon self adjusts pneumatically for elevation and windage, as well as slight left right adjustments. The weapons barrel slides back to create a seal over the cylinder after each rotation, to get maximum velocity for each shot. Because of this design, the MM-2601 features a staggering rate of fire, and once the proper coordinates are entered, the weapon can have all six shots in the air before the first one hits. By making minor adjustments on between the shots, you can saturate the enemy ground with a volley of rounds. New rounds can be dropped into an empty cylinder one at a time for sustained fire, or in as little as six seconds the entire cylinder can be removed and replaced with a fresh one. In the event the weapon's electronics are damaged, it can still be manually adjusted and fired like a standard mortar.

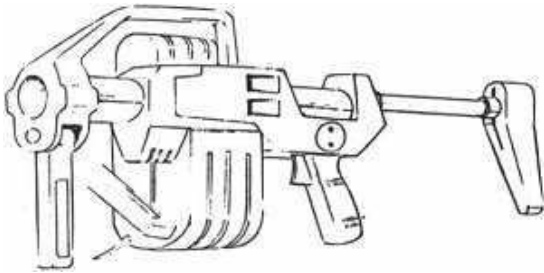


NOMAD MORTAR 180eb
 HVY -2 L P VARIES (40mm grenade) 1 1 ST

This simple device is a single shot 40mm grenade launcher that is used by resting it against the knee and firing. Not very accurate, but perfect for lobbing those grenades over heads.

LIGHT MISSILE AND ROCKET LAUNCHERS

25MM MICRO-MISSILE



ARASAKA MMW-52 1625eb

HVY - +2 - N - R - Varies (25mm Micro Missile) - 40 - 1 - VR

Never complain about lack of firepower again, the MMW-52's magazine holds 40 micromissiles and makes the perfect support weapon for any assault team. The weapon features a retractable stock and an adjustable foregrip for maximum comfort while firing. There is no more need to worry about full conversions, helicopters, ACPA, or AV's again, not with this bitch.



CONSTITUTIONAL ARMS "PURGER" 475eb

HVY - -1 - J - P - Varies (25mm Micro Missile) - 6 - 1 - VR

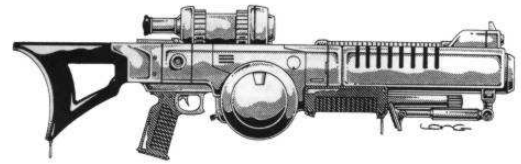
A six shot micro-missile launcher in a package so small it can almost fit in your pocket.



DAI LUNG "HORDE" 560eb

HVY - -1 - N - R - Varies (25mm Micro Missile) - 15 - 1 - UR

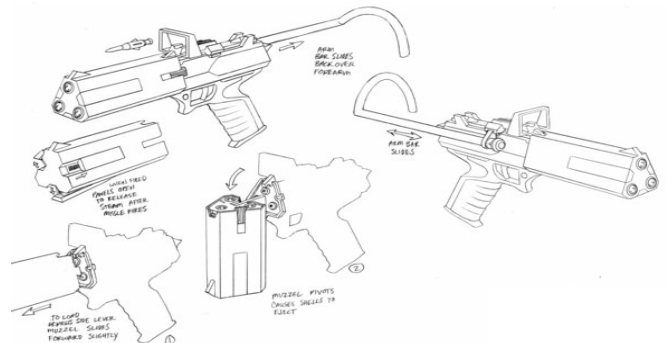
Dai Lung is again moving into a dangerous area with its Horde micro-missile launcher. The weapon is quickly losing favor among the Chinese troops it is issued to for its extreme inaccuracy and tendency to malfunction. Unfortunately, the weapons only real innovation, its rotating 4 barrel system, designed to prevent overheating from the missile exhaust, is the primary source of the weapons malfunctions. Most commonly the barrel will under, or over rotate and lock up, preventing the weapon from firing. When this happens the weapon must be disassembled, as due to a flaw in design the electrical system has a tendency to short out easily.



MILITECH "MEDUSA" 895eb

ML - 2 - N - P - Varies (25mm Micro Missile) - 30 - 1 - R

Tired of wasting shots with your micro missiles due to their insufficient tracking ability? Militech has the answer; they have developed a weapon that fires wire guided micro missiles. Just keep the target in site and you will hit. To further sweeten the deal, Militech has developed wire guided versions of all the standard micro missiles currently on the market, and are available for only 60eb apiece.



MILITECH ZRTN-3 350eb

HVY - -2 - L - P - Varies (25mm Micro Missile) - 3 - 1 - VR

A very simple micro-missile launcher with an easy to switch 3 shot tube.



TSUNAMI STORM-POD 1250eb

HVY - -2 - L - P - Varies (25mm Micro Missile) - 18 - 1/3/6/18 - VR

Like a miniature rocket pod normally reserved for heavy attack choppers, the Storm-Pod can unleash one, three, six, or all eighteen 25mm micro-missiles of various loads, at once, all in a package the size of an assault rifle.

40MM MICRO-MISSILE



ARASAKA MLD-7 3,980eb

HVY - +1 - N - R - varies/5d6 (40mm micro-missile/5.56mm cased) - 4/20 - 1-1/3 - VR

Arasaka makes with the old "switcheroo", where you usually see underbarrel grenade or micro-missile launchers on assault rifles, Arasaka has given a micro-missile launcher with an under-barrel assault rifle. The weapons main magazine is a revolving easy removable 4 round rotating drum, easily handling specialty loads, while the secondary weapons mag holds 20 round of 5.56mm ammunition.



ARMALITE X-SHOT 3887eb

HVY - +1 - N - R - varies (40mm micro-missile/) - 8 - 1 - VR

Armalite is the first American weapons manufacturer to embrace the 40mm micro-missile, and there X-Shot is a serious contender.



ROYAL ENFIELD R-680 MICRO MISSILE LAUNCHER 1150eb

HVY - +3 - I - r - varies (40mm Micromissile) - 3 - 1 - vr

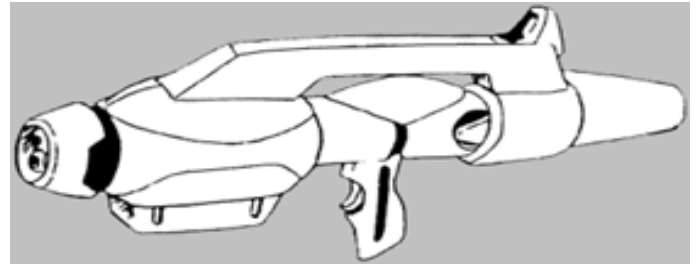
This weapon is preferred by EDF troops over a grenade launcher for its accuracy. It uses larger micromissiles than the Militech Urban Missile launcher, specifically designed for the weapon. The variety of 40 mm micromissiles is equal to that of the 40mm grenade allowing the weapon to serve a wide variety of purposes. (40mm micromissiles 80eb apiece)



SEBURO MPC-45 7,980eb

HVY - +2 - N - R - varies (40mm micro-missile) - 10 - 1 - VR

Not to be outdone by anyone, and making their first major play into the heavy weapons field, Sebuco stuns the world with their 10 shot 40mm micro-missile launcher. The side vents and bullpup styling really give a boost to the weapons accuracy. Never worry about not being able to put those micro-missiles on target again.



TOWA GU-12 2945eb

GL - +1 - N - P - VARIES (40mm micro-missile) - 4 - 1 - VR

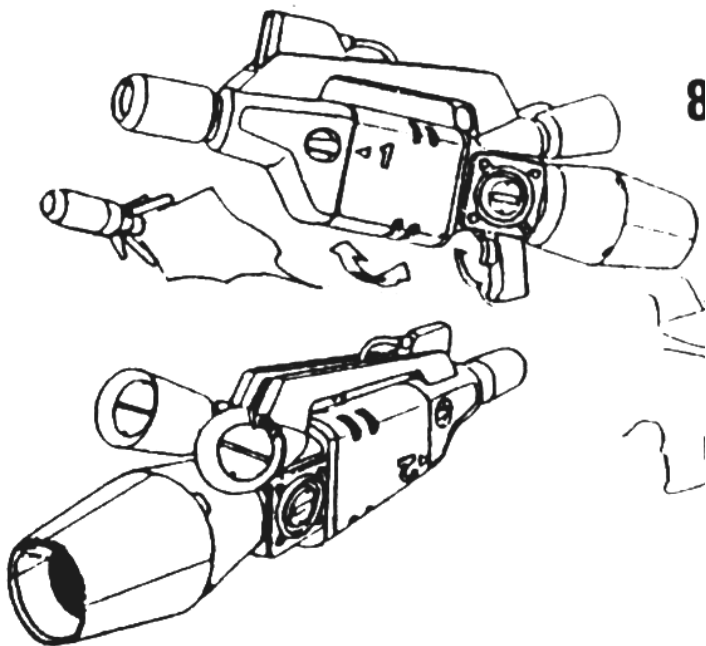
A Towa made micro-missile launcher firing the new 40mm size missiles. Perfect for those who don't want to waste time eliminating a target.



TSUNAMI ARMS "KWAN" 3325eb

MG - +1 - N - C - varies (40mm micro-missile) - 8 - 1 - ST

The long barrel and bullpup configuration really aid in the accuracy of this Micro Missile launcher.



TSUNAMI ARMS TYPE 62 6270eb

HVY - +2 - N - R - varies (40mm mini-missile) - 8 - 1 - ST

A 40mm mini-missile launcher capable of being either man portable or easily mountable on ACPA or vehicles and fired electrically. Special targeting sensors and heat dispersion vents make the weapon more accurate and safer to fire in crowded situations.

MINI-ROCKETS



CCMMC SAT-30 4,980eb

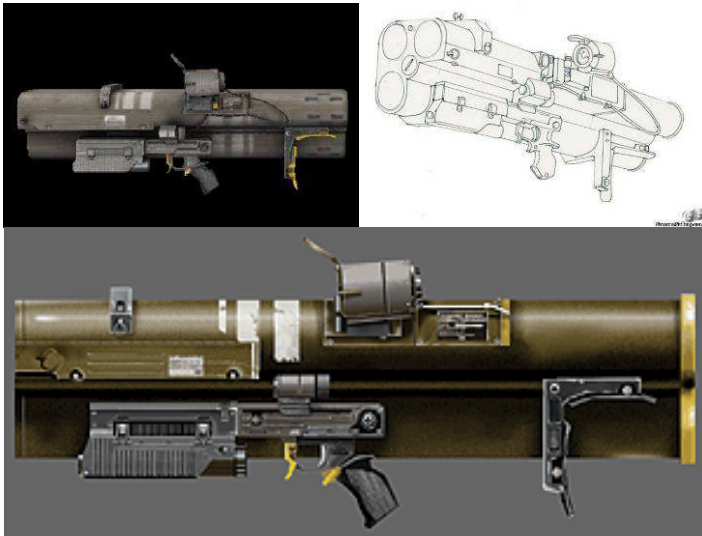
HVY - +2 - N - R - 6D10 (mini-rockets) - 6 - 1 - ST
Using the same rockets as the Mini-ROC 6 and 15 weapon systems, the SAT-30 is a formidable battlefield weapon, with a reloadable six round magazine.



H&K MR-3SHOT 4100eb

HVY - +1 - N - R - 6D10 (mini-rockets) - 3 - 1 - VR
Using the same small rockets as the MINI-ROC 6 and 15, the MR-3SHOT is a rifle sized rocket launcher with the destructive power to take down anything that gets in your way. The rockets are loaded manually and must clear the barrel by 10 feet before arming.

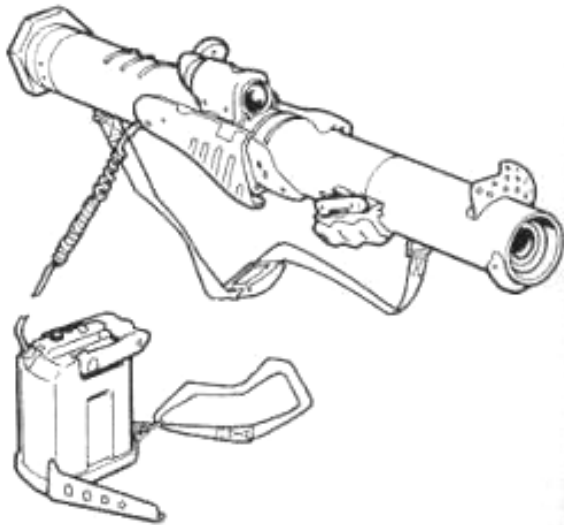
HEAVY ROCKET AND MISSILE LAUNCHERS



ARASAKA 3-SHOT 29,650eb

MG - +2 - N - R - 12D10AP HEAT - 3 - 1 - VR

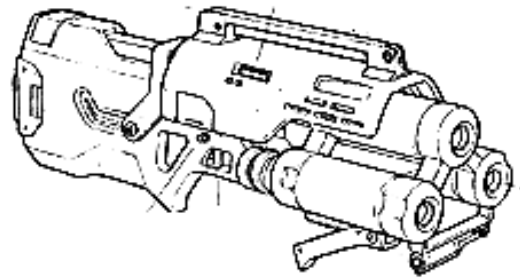
This three shot anti-tank missile launcher fires wire guided armor piercing HEAT missiles at the target. Royal Enfield Ordinance makes an almost identical weapon call the "Helghan" seen in the lower image. Because the two weapons are so similar, only one set of stats is needed. The REO version costs 50eb less.



ARASAKA M-78 13,945eb

HVY - +3 - N - R - 12D10AP HEAT - 1 - 1 - VR

A dual purpose missile launcher from Arasaka. For anti-tank purposes the fired missile is wire guided to target, but for anti-aircraft purposes the weapon introduces an entirely new device. It's called the VITA system, the missile itself has a small camera mounted to it, which transmits the video back to the weapon's eyepiece. The weapon controls the missile by remote though controls added to the weapons grips. What it all boils down to is that if you can play a simple video game you can hit your target. The computer, receiver, and other electronics for this system are stored in a small box about the size of a gas can, and are jacked into the weapon prior to it being fired.



ARASAKA TRIMIS-A 5,245eb

HVY - 0 - N - R - 5D10AP HEAT - 3 - 1 - ST

Firing a laser guided rocket just a tad larger than the 40mm micro-missile, this weapon is the latest innovation in both anti-cyborg and anti-vehicle armaments. The rockets run about 80eb apiece.



ARASAKA "YOKOZUNA" 11,560eb

HVY - -1 - N - R - 9D10AP HEAT - 1 - 1 - ST

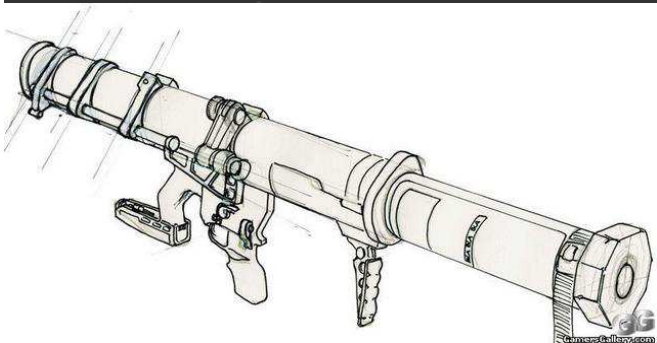
The latest laser guided missile launcher from Arasaka. You can program the missile to detonate any distance from the target, for greater utility.



ARMALITE STINGER 4 ROCKET LAUNCHER 3000eb

RL - +4 - N - R - 6D10 - 1 - 1 - VR

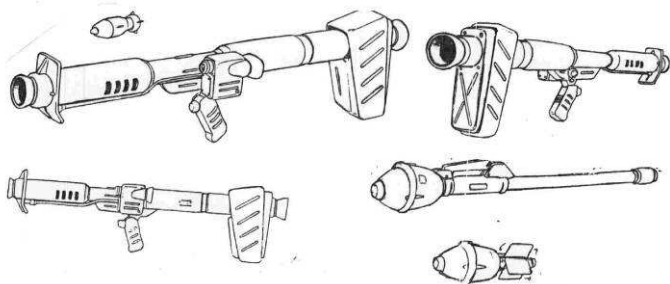
A multi-purpose rocket launcher that fires programmable missiles. The standard mode is heat seeking, but the missiles can also be set to detonate by distance, altitude, or manually...



CCMMC MSH-4285 2325eb

HVY - +2 - N - R - 4d10 - 1 - 1 - UR

This rocket has one unique feature. It fires its own rockets as well as those of the EDF's FN-RPAW rocket launcher. This greater functionality makes this weapon highly sought after. However the weapon does have a tendency to misfire. For ease of carry, the weapon's tube retracts.



CCMMC RPG-B16 2185eb

HVY - +2 - N - C - 6D10+5 - 50 - 1/3/15 - ST

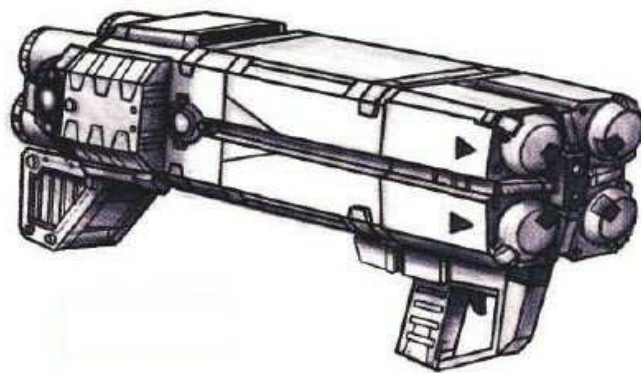
A Chinese bazooka styled rocket launcher, featuring a weighted rear lug for better counter balance, which vastly improves aim and makes it easier to keep the weapon steady. The rocket itself is noteworthy due to the fact that all the weapons propellant is stored in the stem, which falls away activating 4 pop out fins on the explosive head which keep the rocket flying straight onto its target.



DAI LUNG "BUSTER" 1640eb

HVY - -2 - N - P - 5D10 - 1 - 1 - ST

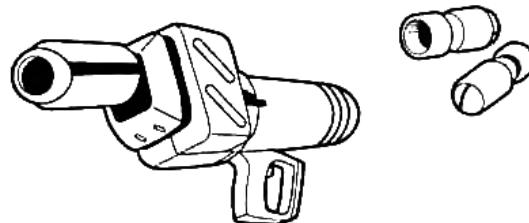
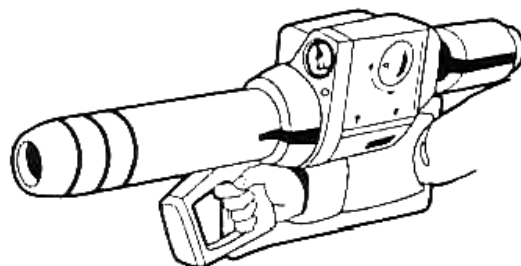
If you need a cheap rocket launcher this weapon is for you. The weapon itself is reliable; unfortunately the rockets it fires aren't as keen. There are many reports of duds, premature detonation, and everyone knows how inaccurate they are.



EDF ROC-4 33,500eb

RIF - +1 - N - R - 13D10 AP - 4 - 1 - VR

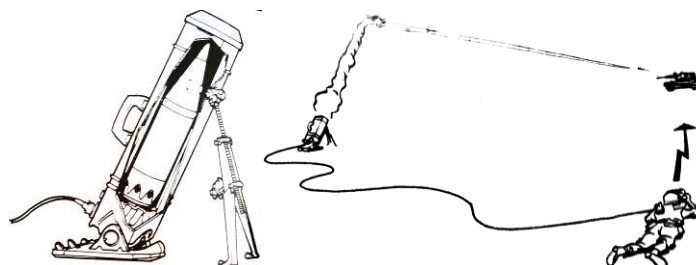
A four shot heat seeking missile anti-aircraft missile, commonly issued to EDF forces.



FEDERATED ARMS RL-16 2745eb

HVY - +1 - N - R - 7D10 - 1 - 1 - ST

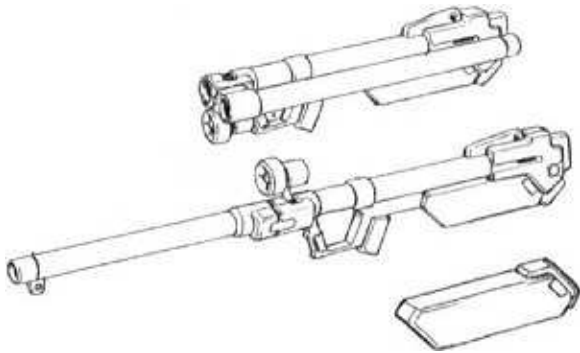
A compact but extremely powerful rocket propelled grenade launcher.



MILITECH ANVIL III 33,750eb

HVY - +2 - N - R - 20D10 AP - 1 - 1 - VR

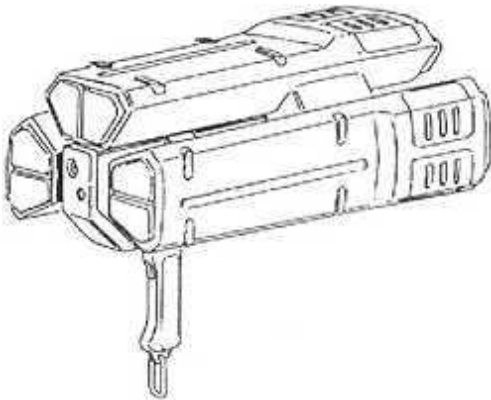
This laser guided missile is tube fired like a mortar round, where the after achieving sufficient altitude to arm (20 meters), the weapon will alter course drastically, to home in on the laser designated target. It is recommended a 3 man team operate this weapon, however if one shot is all that's needed, a single individual can transport and operate the weapon.



MILITECH BAZ-12 "FOLDING RPG" 3250eb

RIF - +1 - N - R - 5D10 - 10 - 1 - VR

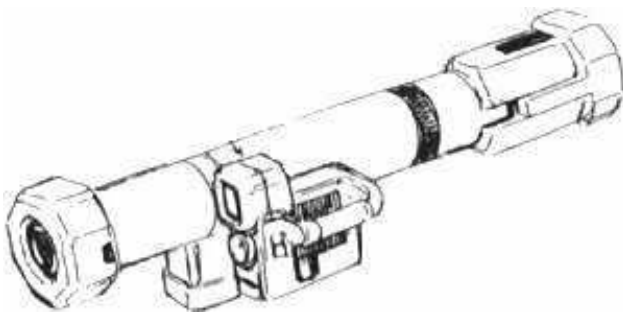
The designers at Militech are really a bunch of creepy devils aren't they. The Baz-12 was supposed designed to make it possible for vehicle crews to carry heavy firepower, without taking up too much space, as well as a more portable RPG for U.S. military personnel. However, the BAZ-12 folds up into such a small package that it can easily fit inside most large suitcases or duffel bags. Due to this the weapon has become extremely popular with black ops teams, and unfortunately terrorists.



MILITECH SAM-72 "SIXSHOOTER" 41,500eb

HVY - +2 - N - R - 7D10 - 6 - 1/2 - VR

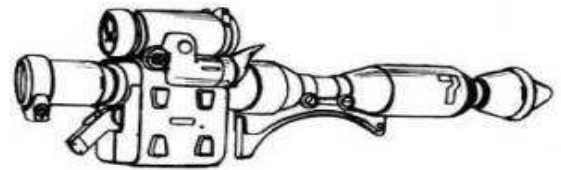
The SAM-72 from Militech is a bit heavy and unwieldy, making it hard to carry in the field, but its effectiveness more than makes up for that. One man is all that's needed to fire this behemoth, and properly trained he is more than capable of defending against any airborne attackers.



MILITECH TOW-15 21,500eb

RIF - +3 - N - R - 18D10 AP - 1 - 1 - VR

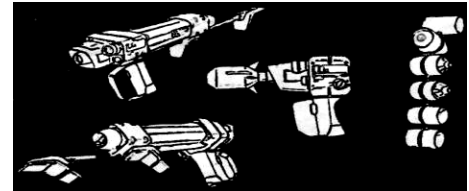
One of the largest man portable rocket launchers available, eliminate anything with this. It fires a very deadly and very large wire guided missile.



MILITECH "TYSON" 12,485eb

GL - +1 - N - R - 8D10 - 1 - 1 - VR

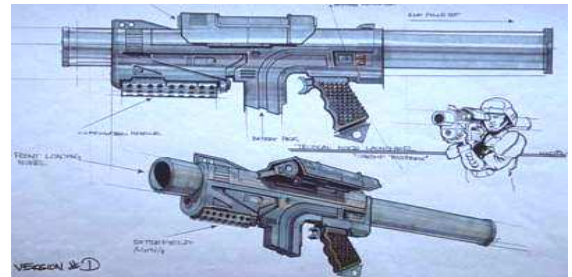
The latest in surface to air weapons, the Tyson fires a heat seeking fire and forget missile with state of the art tracking technology. The most remarkable thing about the weapon is that is also useful against ground targets, and for this purpose there is a switch on the weapon, allowing it to convert to a wire guided anti-tank weapon with enormous effectiveness.



MILITECH XLAW 3560eb

HVY - +2 - N - P - 7D10AP HEAT - 1 - 1 - VR

Militech is taking the LAW in a new direction and making it reusable and much more compact. Rockets are loaded onto the front of the weapon before firing, and the weapon features a folding shoulder stock.



NOVA ARMS "JOE" 3800eb

RPG - +3 - N - P - 11D10 (AP HEAT) - 1 - 1 - ST

Nova delivers with this heat seeking surface to air disposable RPG.

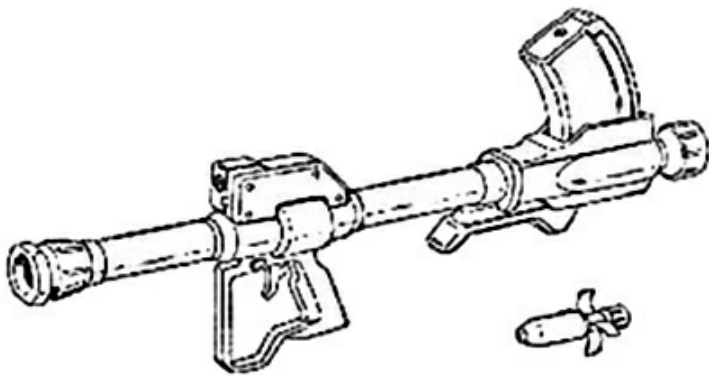


NOMAD HARPOON 190eb

(From Nomad Market)

HVY -3 N R 6D6HP 1 1 ST

The weapon itself is unremarkable, it is just a standard Russian style RPG. What is important here is the specialized ammo. Instead of a warhead, the Nomad Harpoon affixes a long metal spike to the rocket. Its only accurate out to about 25 meters, well, as accurate at it gets, but it will penetrate just about anything short of a tank. The Harpoon is armor piercing (hyper penetration reduces SP 1/3rd, damage that penetrates is not reduced). The Harpoons themselves feature pop out barbs, and are often attached to drag lines to capture or board vehicles, or the weapon is fired directly at the vehicles engine block to disable it.



ROSTOVIC "GORBA" 4050eb

HVY - +1 - N - P - 7D10 - 5 - 1 - ST

A Russian bazooka, popular to eastern Europe, African, Chinese, and South American militaries.



SKODA BOGDANOV-7 21,145eb

HVY - 0 - N - R - 11D10AP HEAT - 1 - 1 - ST

A reloadable equivalent of the U.S H LAW from Skoda. Standard issue anti tank weapon in most eastern european militaries.



ROSTOVIC SPNK11 "SPANKY" 1250eb

HVY - 0 - N - P - 4D10AP HEAT - 1 - 1 - ST

The latest RPG from Russia.



TOWA TYPE 54 1400eb

RL - +4 - N - R - 6D10 - 1 - 1 - VR

A heat seeking antitank disposable rocket launcher.



ROYAL ENFIELD CB-79 1415eb

HVY - +1 - N - C - 5D10 AP HEAT - 6 - 1 - VR

Easy to operate, incredibly effective. The CB-79 is one of Europe's favorite anti-armor weapons.



TOWA TYPE-113 6,525eb

HVY - +2 - N - R - 12D10AP HEAT - 1 - 1 - ST

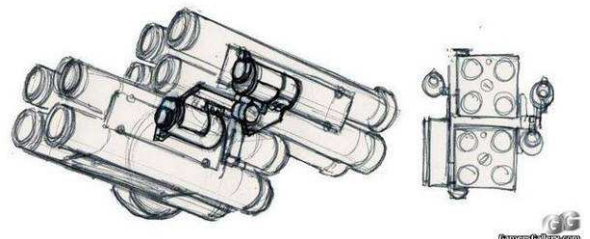
The standard wire guided missile launcher for the Chinese army.



ROYAL ENFIELD ORDNANCE RL111 1920eb

HVY - +1 - N - P - 6D10 - 1 - 1 - ST

A standard RPG used by most European militaries including the EDF.



TSUNAMI ARMS "GAMERA-8 46,270eb

HVY - +2 - N - R - 7D10 (missile) - 8 - 1 - ST

A minimum BOD rating of 8 is required to carry and fire this weapon for any length of time. It is basically an 8 shot version of Militech's Scorpion 16. The heat seeking active surface to air rockets it fires automatically track their targets so you don't have to remain "on target" once you have fired.

(Created and written by Deric Bernier, images from Deric Bernier, Appleseed, 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, Gun0runner, Gneocidal Penguin, Vulne Pro, 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, Vortex, Soldier, Back To The Future II, Echo, Event Horizon, Starship Troopers, Majestic, The Saint, Robotech: Sentinels, Deathlock, Hunter, Black Ops, Death's Head, X-Men, Firearm, Sharp-n-pointy, Biometal, Nick Fury: Agent Of Shield, Dirty Pair: Flash, Silent Mobius, and other various manga, Anime, Comic book, video game, film, and RPG sources. Special thanks to Matsuo, Darth Brass, darcjedi, Tom_Braider, thedap, wuher_da_brewer, Capt_MarVel, Glim999, Pulseriflefan, TK513, gunnerk19, Tommin, Wolverine_solo, and all the many fine prop replica builders of Mastucorp, the RPE, and BBC)

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