

Name	Cost	Short	Med	Long	Attack	Damage	Reload	Size	Req	Type	Special
80KW Six-Shooter	\$50	1-6	7-10	11-14	4	0	3x1	S	1	Energy	
100KW Six-Shooter	\$100	1-6	7-10	11-14	4	1	2x1	S	1	Energy	
200KW Six-Shooter	\$120	1-6	7-10	11-14	4	2	2x1	S	2	Energy	
300KW Six-Shooter	\$150	1-6	7-10	11-14	4	3	2x1	S	3	Energy	
400KW Six-Shooter	\$200	1-6	7-10	11-14	3	4	1x1	S	4	Energy	
Light Pistol	\$140	1-8	9-15	15-17	2	3	2x1	S	1	Energy	
Heavy Pistol	\$200	1-8	9-13	14-16	2	4	2x1	S	2	Energy	
Handcannon	\$400	3-6	7-8	9-12	2	6	1x1	S	4	Energy	
Laserbow	\$120	1-3	4-8	9-11	1	5	None	M	4	Energy	
Blasterbow	\$120	1-4	5-10	11-14	2	4	None	S	3	Energy	
Pump Shotgun	\$500	1-5	6-8	9-11	3	5	2x1	M	5	Energy	
Double Barrel Shotgun	\$350	1	2-6	7-12	2	5	2x1	M	4	Energy	Both Barrels
Auto Shotgun	\$800	1-6	7-10	11-12	4	5	1x1	L	6	Energy	
200KW Twin Rifle	\$900	1-9	10-12	13-18	5	2	2x1	M	5	Energy	Both Barrels
400KW Lever-Action Rifle	\$350	2-10	11-14	15-21	3	4	3x1	M	2	Energy	
500KW Lever-Action Rifle	\$700	2-10	11-14	15-21	3	5	2x1	M	2	Energy	
600KW Lever-Action Rifle	\$900	2-10	11-14	15-21	3	6	2x1	M	3	Energy	
700KW Lever-Action Rifle	\$1,100	2-10	11-14	15-21	2	7	1x1	M	3	Energy	
1MW Lever-Action Rifle	\$1,200	2-6	7-16	16-24	1	8	Auto	L	4	Energy	
Low Burst Rifle	\$1,400	1-4	5-11	12-16	6	1	4x1	L	6	Energy	
High Burst Rifle	\$2,000	1-4	5-10	11-14	6	2	3x1	L	7	Energy	
Rotary Rifle	\$2,200	1-6	7-11	12-15	7	3	3x1	L	10	Energy	Hail of Bullets
1MW Scoped Rifle	\$1,700	4-6	7-18	19-24	1	10	1x1	L	8	Energy	Scoped
2MW Scoped Rifle	\$1,800	4-6	7-20	21-28	1	10	1x1	L	8	Energy	Scoped
3MW Scoped Rifle	\$2,000	6-8	9-20	21-30	1	11	Auto	L	9	Energy	Scoped

Name	Cost	Short	Med	Long	Attack	Damage	Reload	Size	Req	Type	Special
Throwing Knife	\$100	1-6	7-10	11-13	3	3	Auto	S	1	Projectile	
Throwing Axe	\$100	1-5	6-10	11-13	2	4	Auto	S	1	Projectile	
Stub Pistol	\$700	1-8	9-14	15-16	4	4	1x1	S	3	Projectile	
Crossbow	\$900	2-10	11-14	15-18	3	3	None	M	3	Projectile	
Sawed Off Shotgun	\$800	1-2	3-7	8-10	2	6	2x1	S	4	Projectile	
Bolt Action Rifle	\$1,000	2-8	9-15	16-22	1	6	1x1	M	4	Projectile	
Assault Rifle	\$1,300	1-6	7-12	13-16	6	1	2x1	M	5	Projectile	
Needler Rifle	\$1,800	N/A	1-13	N/A	N/A	2	None	M	6	Projectile	Seeking
Bazooka	\$2,400	5-6	7-18	19-28	1	15	Auto	L	9	Projectile	Explosion
Rocket Launcher	\$2,700	5-6	7-16	17-25	1	12	1x1	L	9	Projectile	Explosion
Grenade Launcher	\$1,900	5-10	11-14	15-20	4	6	1x1	L	8	Projectile	Explosion
Flamethrower	\$1,800	N/A	1-6	N/A	1	8	Auto	L	8	Projectile	Fireline
Boom Grenade	\$500	N/A	3-12	N/A	1	7	Auto	M	1	Grenade	Explosion
Kaboom Grenade	\$700	N/A	3-10	N/A	1	7	Auto	M	2	Grenade	Big Explosion
Riot Grenade	\$600	N/A	3-12	N/A	1	N/A	Auto	M	2	Grenade	Knockback
Dazzler Grenade	\$600	N/A	3-12	N/A	1	N/A	Auto	M	1	Grenade	Blind
Stun Grenade	\$800	N/A	3-12	N/A	1	N/A	Auto	M	3	Grenade	Stun
Tangle Grenade	\$800	N/A	3-12	N/A	1	N/A	Auto	M	4	Grenade	Web
Defoliant Grenade	\$600	N/A	3-12	N/A	1	N/A	Auto	M	3	Grenade	Cover Breaker

Name	Cost	Short	Med	Long	Attack	Damage	Reload	Size	Req	Type	Special
Shank	\$50	Melee	Melee	Melee	3	1	None	S	1	Melee	
Knife	\$50	Melee	Melee	Melee	2	2	None	S	1	Melee	
Machete	\$100	Melee	Melee	Melee	1	4	None	S	1	Melee	
Short Sword	\$100	Melee	Melee	Melee	3	2	None	S	2	Melee	
Long Sword	\$120	Melee	Melee	Melee	2	3	None	M	2	Melee	
Tall Sword	\$150	Melee	Melee	Melee	1	5	None	L	3	Melee	
Motor Blade	\$200	Melee	Melee	Melee	5	2	None	M	4	Melee	
Axe	\$100	Melee	Melee	Melee	3	2	None	S	2	Melee	
Staff	\$150	Melee	Melee	Melee	5	1	None	M	3	Melee	
Spiked Flail	\$120	Melee	Melee	Melee	2	3	None	M	2	Melee	
Hammer	\$100	Melee	Melee	Melee	1	4	None	S	2	Melee	
Light Club	\$100	Melee	Melee	Melee	3	2	None	S	2	Melee	
Heavy Club	\$150	Melee	Melee	Melee	3	3	None	M	3	Melee	
Spear	\$150	Melee	Melee	Melee	4	2	None	M	3	Melee	
Glowlash	\$250	Melee	Melee	Melee	8	0	None	L	5	Melee	
Electrolance	\$200	Melee	Melee	Melee	6	1	None	M	4	Melee	
Scorchlance	\$200	Melee	Melee	Melee	4	3	None	M	4	Melee	
Twinlance	\$250	Melee	Melee	Melee	7	1	None	L	5	Melee	
Shudderlance	\$200	Melee	Melee	Melee	3	2	None	M	5	Melee	Knockback

Name	Cost	Armor Rating	MV Penalty
Unarmored	N/A	2	0
Clay Plates	\$100	3	0
Woodward	\$100	3	0
Bonestack	\$100	3	0
Dinohide	\$300	4	0
Mesh Shirt	\$300	4	0
Flak Covering	\$300	4	0
Metal Plates	\$600	5	0
Ceramic Plates	\$600	5	0
Kevlar Vest	\$600	5	0
Vectran Vest	\$1,000	6	-1
Thermoplastic	\$1,000	6	-1
Biosteel Shirt	\$1,500	7	-2
Kinetic Shirt	\$1,500	7	-2
STF Covering	\$2,000	8	-3
Ferrobone Vest	\$2,000	8	-3

Name	Cost	Purpose or Effects
Hemp Rope	\$10	Thick sturdy rope, 50 feet long
Micro Rope	\$30	Nearly invisible rope, 200 feet long
Grappling Hook	\$5	To hook onto surfaces
Lockpick	\$20	For unlocking a lock without damaging it
Locksplitter	\$40	For destroying locks
Charcoal and Paper	\$1	For writing
Datapad	\$100	For storing notes
Deck of Cards	\$1	For gambling
Dice	\$1	For gambling
Musical Instrument	\$2	Make music
Sleeping Bag	\$20	Protection while sleeping on the ground
Fold-a-Cot	\$60	Raised platform to sleep on
Tent	\$100	Sleep in style
Canteen	\$5	Store liquids
Binoculars (Lense)	\$40	Magnify distant sights (20x)
Binoculars (Electric)	\$120	Magnify distant sights (1x-50x)
Spymic	\$80	Amplify and listen to distant sounds up to 500 feet away
Candles (Wax)	\$1	Small area of light
Candles (LED)	\$2	Small area of light
Flinter and Tinder	\$1	Start fires
Matches (Chemical)	\$2	Start fires
Firesparker	\$5	Start fires
Lantern (Oil)	\$5	Wide area of light
Lantern (Electric)	\$15	Wide area of light
Flashlight	\$10	Long narrow beam of light
Fold-a-Shovel	\$5	Dig holes
Wirecutter	\$1	Cut barbwire, fences, etc.

Name	Cost	Purpose or Effects
Motion Detector	\$70	Warn when motion is detected
Heartbeat Scanner	\$200	Determine location of entities within 100 feet
Filter Mask	\$80	Block harmful air
Cybergills	\$80	Breathe underwater (in fresh water only) for 3 hours
Nightsight	\$80	See in low-light or dark conditions
Sal Volatile	\$10	Used to revive Downed Dinomounts after combat
Jolter	\$30	Apply Sal Volatile dose on D12 roll of 6+
Whiskey Drop	\$5	Restore 2 Hitpoints instantly
Small IRP	\$10	Restore 1D6 Hitpoints instantly
Medium IRP	\$20	Restore 1D12 Hitpoints instantly
Large IRP	\$50	Restore 2D12 Hitpoints instantly
Critical IRP	\$150	Restore 40 Hitpoints instantly
Medpack	\$15	Restore 1D12 Hitpoints over time
Autosurgeon	\$40	Restore 2D12 Hitpoints over time
Fold-a-Doc	\$120	Restore 40 Hitpoints over time
Deathrattle (Drug)	\$200	Restore to full Hitpoints instantly if at 1 or 2 Hitpoints
Shimmer (Drug)	\$25	+4 AR until next Movement Phase
Tower (Drug)	\$25	Max 5 damage from a single source until next Movement Phase