

Automatic Weapons

Type	Cali	Range	Damage	AP	ROF	Enc	Min St	Notes	Cost
Thompson	.45	12/24/48	2d6+1	1	3	18	--	Auto-Select	\$350
B.A.R.	.30	24/48/96	2d8	2	3	25	1d8	A-S, Snap	\$300
M1919	.30	24/48/96	2d8	2	4	40	--	Hi-recoil	\$750
M2	.50	50/100/200	2d10	4	3	90	--	Veh, HW	\$1000
Vickers	.303	24/48/96	3d6	2	4	43	--	Hi-recoil	\$750
Steyr SMG	9mm	12/24/48	2d6	1	3	16	--	Auto-select	\$300
MG34	7.92	24/48/96	3d6	2	4	38	1d8	Hi-recoil	\$500

Heavy Weapons

Type	Cali	Range	Damage	AP	ROF	Enc	Min St	Notes	Cost
Boys Anti-tank Rifle	.55	24/48/96	2d10	4	1	45	1d8	HW, Hi-recoil	\$5000
Mortar	3 inch	50/100/200	3d6	1	1	30+9 per shell	-	HW, Hi-recoil, Large Burst	\$10000
Bazooka	Bazooka Shell	24/48/96	4d8	9	1	13+3 per shell	-	HW, Snapfire, 1 action to reload	\$7500
75 MM Howitzer	75mm	75/150/300	3d8	4	4	Must be towed+20 lbs per shell	--	Hi-recoil. HW	\$25000

Hand Grenade (US)-\$50

Encumbrance 2 Range: 5/10/20

Area of Effect: Medium Burst Damage: 3d6

Potato Masher Grenade (Ger)-\$25

Encumbrance 2 Range: 5/10/20

Area of Effect: Medium Burst Damage: 3d6-2

M10 Anti-tank Grenade (US)-\$100

Encumbrance 4 Range: 4/8/16

Area of Effect: Small Burst Damage: 3d6 AP 5 HW

Satchel Charge-\$1000

Encumbrance 6 Range: 3/6/12

Area of Effect: Large Burst Damage: 4d6 HW AP 2

Tear Gas Grenade-\$20

Encumbrance 2 Range 5/10/20

Area of Effect: Medium for 3 turns

Effect: targets caught in the gas will suffer -3 for all Agility and Strength related tasks and skills for as long as they remain in the cloud and 1d4 turns after.

Smoke Grenade-\$10

Encumbrance 2 Range 5/10/20

Area of Effect: Small, then Medium 3 turns

Effect: targets hidden by smoke are -6 to be hit by Shooting, +2 Parry, affects those looking out, into or through smoke equally.

Stick of Dynamite-\$50

Encumbrance 2 Range: 4/8/16

Area of Effect: Medium Burst Damage: 2d6

Bundle of Dynamite-\$1000

Encumbrance 8 Range: 3/6/12

Area of Effect: Large Burst HW Damage: 3d6

Demolition Kit-\$50

Encumbrance 3

Plunger, fuses, blasting caps

Combine with Knowledge (Demolitions) and the appropriate amount of dynamite for destroying buildings and the like.

Timer-\$10

Encumbrance 1 Useful for bombs and other things

Flame Thrower-\$5000

Encumbrance 70 Min Str d8 Range: 0 Holds 10 shots

Area of Effect: Cone Template Damage: 2d10 Ignores Armor

If specifically targeted by a firearm, will cause 2d10 and automatically ignite the wielder

Sticky Bomb-\$150

Encumbrance 6 Range: 4/8/16

Area of Effect: Medium Burst

Damage: 4d6 HW AP 7

On a throw check, sticks to target, and fuse activates for 1d4 turns. *C-1

Nerve Gas Grenade (lethal)-\$500

Encumbrance 2 Range 5/10/20

Damage: Vigor check or Wound Area of Effect: Small, then Medium, then Small

Stopped by Gas Mask *C-1

Nerve Gas Grenade (paralysis)-\$200

Encumbrance 2 Range 5/10/20

Damage: Vigor check or unconscious 2d6 minutes

Area of Effect: Small, then Medium, then Small

Stopped by Gas Mask *C-1

Choke Gas Capsule-\$100

Encumbrance 1/3

Effect: when thrown with a successful Head Shot, the glass capsule breaks delivering a powerful tear gas to the target, who suffers a -4 to all rolls for 4 turns (Vigor check, with raise to half effects -2/2 turns). *C-1

Anti-Nerve Gas Capsule-\$200

Encumbrance 1/3

Effect: when cracked open it will neutralize a cloud of either type of nerve gas. *C-1

Anti-Personnel Mine-\$200

Encumbrance 10, Damage 2d6+2, Small burst template, 1 round to set

Anti-Tank Mine-\$1000

Encumbrance 20, Damage 4d6, AP 5, Medium burst template, 1 round to set