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BATES-BROWN COMBAT BOOTS

CLOTHING



DV: 3S

Rating:

(STR x 2)/—/—/—/—

Availability: 2

Cost: 200¥

CONTENTS

HAND TALONS BLADE



DV: 2P

Rating: 8/—/—/—/—

Availability: 4(L)

Cost: 75¥ (per blade)

CONTENTS

HERITAGE CLAYMORE BLADE



DV: 4P

Rating: 12/—/—/—/—

Availability: 3(L)

Cost: 750¥

CONTENTS

TACTICAL HAMMER

CLUB



SHORT

DV: 2P

Rating: 8/—/—/—/—

Availability: 4

Cost: 200¥

LONG

DV: 4P

Rating: 9/—/—/—/—

Availability: 4

Cost: 300¥

KNIFE/SPIKE

DV: 3P

Rating: 8/—/—/—/—

Availability: 4

Cost: +100¥

CONTENTS

ASH ARMS COMBAT CHAINSAW

EXOTIC MELEE



DV: 4P

Rating: 10/—/—/—/—

Availability: 3

Cost: 1,000¥

CONTENTS

MANRIKI CHAIN

EXOTIC MELEE



DV: 4S

Rating: 5/6/—/—/—

Availability: 2

Cost: 150¥

CONTENTS

URBAN TRIBE TOMAHAWK MK II

EXOTIC MELEE



DV: 2P

Rating: 10/9/—/—/—

Availability: 3

Cost: 150¥

CONTENTS

XIPHOS GLADIUS

EXOTIC MELEE



DV: 3P

Rating: 10/—/—/—/—

Availability: 4

Cost: 300¥

CONTENTS

COLLAPSIBLE CROSSBOW

BOW



LIGHT

DV: 2P

Mode: SS

Rating: 6/8/2/—/—

Ammo: 4(m)

Availability: 3(L)

Cost: 300¥

STANDARD

DV: 3P

Mode: SS

Rating: 2/10/4/2/—

Ammo: 4(m)

Availability: 3(L)

Cost: 600¥

HEAVY

DV: 4P

Mode: SS

Rating: 2/8/6/4/—

Ammo: 4(m)

Availability: 4(L)

Cost: 850¥

CONTENTS

COLT SECRET AGENT

HOLD-OUT PISTOL



DV: 2P

Mode: SS

Rating: 9/7/—/—/—

Ammo: 6(c)

Availability: 3

Cost: 550¥

CONTENTS

STREETLINE SPECIAL

HOLD-OUT PISTOL



DV: 2P

Mode: SS

Rating: 8/8/—/—/—

Ammo: 6(c)

Availability: 2

Cost: 200¥

CONTENTS

WALTHER PALM PISTOL

HOLD-OUT PISTOL



DV: 2P

Mode: SS/BF

Rating: 12/7/—/—/—

Ammo: 6(b)

Availability: 2

Cost: 345¥

CONTENTS

COLT AMERICA L36

LIGHT PISTOL



DV: 2P

Mode: SA

Rating: 8/8/6/—/—

Ammo: 11(c)

Availability: 2(L)

Cost: 230¥

CONTENTS

HK P50

LIGHT PISTOL



DV: 2P

Mode: SA

Rating: 10/8/5/—/—

Ammo: 15(c)

Availability: 2(L)

Cost: 450¥

CONTENTS

ARES PREDATOR VI

HEAVY PISTOL



DV: 3P

Mode: SA/BF

Rating: 10/10/8/—/—

Ammo: 15(c)

Availability: 2(L)

Cost: 750¥

CONTENTS

ARES VIPER SILVERGUN

HEAVY PISTOL



DV: 4P(f)

Mode: SA/BF

Rating: 12/8/6/—/—

Ammo: 30(c)

Availability: 4(L)

Cost: 610¥

CONTENTS

CAVALIER MARSHAL

HEAVY PISTOL



DV: 3P

Mode: SS/SA

Rating: 8/10/6/—/—

Ammo: 6(cy)

Availability: 2(L)

Cost: 650¥

CONTENTS

HK P60 TACTICAL HEAVY PISTOL



DV: 3P

Mode: SA

Rating: 9/10/6/—/—

Ammo: 15(c)

Availability: 2(L)

Cost: 700¥

CONTENTS

NEMESIS ARMS PRAETORIAN II

HEAVY PISTOL



DV: 3P

Mode: SA

Rating: 9/8/8/—/—

Ammo: 12(c)

Availability: 3(L)

Cost: 500¥

BLADE

DV: 2P

Rating: 6/—/—/—/—

CONTENTS

RUGER SUPER WARHAWK

HEAVY PISTOL



DV: 4P

Mode: SA

Rating: 8/11/8/—/—

Ammo: 6(cy)

Availability: 3(L)

Cost: 400¥

CONTENTS

STEYR TMP

MACHINE PISTOL



DV: 2P

Mode: SA/FA

Rating: 8/8/6/—/—

Ammo: 30(c)

Availability: 3(L)

Cost: 690¥

CONTENTS

ULTIMAX 71

MACHINE PISTOL



DV: 2P

Mode: BF/FA

Rating: 10/8/8/—/—

Ammo: 15(c)

Availability: 3(L)

Cost: 550¥

CONTENTS

INGRAM SMARTGUN XI

SUBMACHINE GUN



DV: 3P

Mode: SA/BF

Rating: 11/9/6/—/—

Ammo: 32(c)

Availability: 3(L)

Cost: 750¥

CONTENTS

COLT MS-27 SHOTGUN



DV: 4P

Mode: SA/BF/FA

Rating: 5/11/8/—/—

Ammo: 12(c)

Availability: 3(L)

Cost: 950¥

CONTENTS

FRANCHI SPAS-24 SHOTGUN



DV: 4P

Mode: SA/BF

Rating: 4/11/6/—/—

Ammo: 10(m)

Availability: 3(L)

Cost: 750¥

CONTENTS

MOSSBERG CMDT SHOTGUN



DV: 4P

Mode: SA/BF

Rating: 4/11/7/—/—

Ammo: 10(c)

Availability: 4(L)

Cost: 700¥

CONTENTS

PJSS MODEL 55 SHOTGUN



DV: 4P

Mode: SA/BF(short)

Rating: 3/12/8/—/—

Ammo: 2(b)

Availability: 5(L)

Cost: 325¥

CONTENTS

RANGER ARMS AA-16 'WARHAMMER' SHOTGUN



DV: 5P

Mode: SA/BF/FA

Rating: 5/11/7/—/—

Ammo: 12(c)

Availability: 6(l)

Cost: 2,050¥

CONTENTS

REMINGTON ROOMSWEEPER

SHOTGUN



DV: 5P

Mode: SA

Rating: 9/8/4/—/—

Ammo: 8(m)

Availability: 2(L)

Cost: 325¥

CONTENTS

AK-97

ASSAULT RIFLE



DV: 5P

Mode: SA/BF/FA

Rating: 4/11/9/7/1

Ammo: 38(c)

Availability: 2(L)

Cost: 2,100¥

CONTENTS

BARRET MODEL 122

SNIPER RIFLE



DV: 6P

Mode: SA

Rating: 1/8/11/16/14

Ammo: 10(c)

Availability: 6(l)

Cost: 15,200¥

CONTENTS

CAVALIER CROCKETT EBR

SNIPER RIFLE



DV: 5P

Mode: SA/BF

Rating: 3/8/11/8/8

Ammo: 20(c)

Availability: 5(I)

Cost: 9,050¥

CONTENTS

IZOM ARTEMIS

ASSAULT RIFLE



DV: 3P

Mode: BF/FA

Rating: 4/10/8/—/—

Ammo: 8(c)

Availability: 4(L)

Cost: 1,800¥

GRENADE LAUNCHER

DV: As grenade

Mode: SS

Rating: 3/9/5/1/—

Ammo: 1(m)

CONTENTS

ONOTARI ARMS RHINO HUNTER A/B

SPORTING RIFLE



DV: 6P

Mode: SS

Rating: 1/4/11/11/10

Ammo: 7(m)

Availability: 4(L)

Cost: 12,500¥

CONTENTS

ONOTARI ARMS WAR HOUND

ASSAULT RIFLE



DV: 5P

Mode: SA/BF/FA

Rating: 4/11/9/6/2

Ammo: 38(c)

Availability: 5(L)

Cost: 3,100¥

SHOTGUN

DV: 3P

Mode: SS/SA

Rating: 7/10/6/—/—

Ammo: 6(c)

CONTENTS

RANGER ARMS M-1400 'SPRINGFIELD'

SPORTING RIFLE



DV: 5P

Mode: SA/BF

Rating: 1/7/10/9/8

Ammo: 20(m)

Availability: 4(L)

Cost: 7,500¥

CONTENTS

RUGER 101

SPORTING RIFLE



DV: 5P

Mode: SA

Rating: 2/6/10/12/11

Ammo: 8(m)

Availability: 2(L)

Cost: 11,100¥

CONTENTS

SHIAWASE ARMS TACTICAL MODEL 73 'FATAL LIGHT'

ASSAULT RIFLE



DV: 4P

Mode: SA/BF/FA

Rating: 4/11/10/8/3

Ammo: 100(c)

Availability: 5(L)

Cost: 5,500¥

CONTENTS

SHIAWASE ARMS TACTICAL MODEL 69

SNIPER RIFLE



DV: 6P

Mode: SA

Rating: 1/8/12/16/12

Ammo: 10(m)

Availability: 5(I)

Cost: 16,000¥

CONTENTS

YAMAHA RAIDEN SNIPER RIFLE



DV: 4P

Mode: SA/BF/FA

Rating: 4/11/10/7/2

Ammo: 60(c)

Availability: 5(L)

Cost: 3,200¥

GRENADE LAUNCHER

DV: As grenade

Mode: SS

Rating: 4/11/7/1/—

Ammo: 4(c)

SHOTGUN

DV: 4P

Mode: SS/SA

Rating: 7/9/8/—/—

Ammo: 2(b)

CONTENTS

ARES M-22A1 'MAD MAMMA' MACHINE GUN



DV: 7P

Mode: FA

Rating: 1/10/10/10/8

Ammo: 100(belt)

Availability: 6(I)

Cost: 15,000¥

CONTENTS

ARES ARMS VIGOROUS ASSAULT CANNON



DV: 7P

Mode: SA

Rating: 1/19/11/9/6

Ammo: 15(c)

Availability: 4(I)

Cost: 12,500¥

CONTENTS

CRACKSHOT ARMS ROARING THUNDER

MACHINE GUN



DV: 3P

Mode: BF/FA

Rating: 4/12/10/—/—

Ammo: 100(belt)

Availability: 4(L)

Cost: 5,500¥

CONTENTS

INGRAM BLACK KNIGHT MACHINE GUN



DV: 6P

Mode: BF/FA

Rating: 1/10/11/8/8

Ammo: 10(m)

Availability: 3(L)

Cost: 9,200¥

CONTENTS

INGRAM VALIANT

ASSAULT CANNON



DV: 4P

Mode: SA/BF/FA

Rating: 2/11/12/7/3

Ammo: 50(c) or 100 (belt)

Availability: 4(L)

Cost: 4,175¥

CONTENTS

PANTHER XXL

MACHINE GUN



DV: 7P

Mode: SA

Rating: 1/9/12/8/6

Ammo: 15(c)

Availability: 6(l)

Cost: 10,000¥

CONTENTS

SHIAWASE ARMS NEMESIS MACHINE GUN



DV: 4P

Mode: BF/FA

Rating: 4/11/11/8/2

Ammo: 50(c) or 100(belt)

Availability: 4(L)

Cost: 4,550¥

CONTENTS

ARES SCYLLA

SPECIAL WEAPON



DV: 7S

Mode: SS

Rating: 8/10/6/—/—

Ammo: Special

Availability: 8(I)

Cost: 15,000¥

CONTENTS

NARCOJECT HORNET

SPECIAL WEAPON



DV: As toxin

Mode: SS

Rating: 6/8/10/—/—

Ammo: 9(m)

Availability: 3

Cost: 500¥

CONTENTS

SHIAWASE BLAZER

SPECIAL WEAPON



DV: 6P

Mode: SS

Rating: 14/12/10/—/—

Ammo: 5(m)

Availability: 4(L)

Cost: 2,500¥

CONTENTS

KRIME THUMPER LAUNCHER



DV: As grenade

Mode: SA

Rating: —/8/7/5/—

Ammo: 3(m)

Availability: 3(L)

Cost: 1,500¥

SHOTGUN CONFIGURATION

DV: 4P

Mode: SS

Rating: 12/6/3/—/—

Ammo: —

CONTENTS

RANGE INCREMENTS

QUICK REFERENCE



RANGE	METERS
Close	0–3
Near	4–50
Medium	51–250
Far	251–500
Extreme	500+

UNARMED COMBAT

QUICK REFERENCE



WEAPON

DV

**ATTACK
RATINGS**

Unarmed

2S

(STR + REA)/—
/—/—/—

SELECT WEAPON MOD BONUSES

QUICK REFERENCE

BIPOD

+2 to Attack Rating when deployed (wireless +3)

DIKOTE

+1 to Attack Rating for bladed weapons

FOREGRIP

Adjust Attack Ratings by +1/+2/+1/—/—,
reduce BF Attack Rating penalty by 1

GAS-VENT (IMPROVED)

Adjust Attack Ratings by —/+1/+2/+2/—;
Attack Rating reductions for SA, BF, and FA
change to 1, 3, and 4, respectively

GAS-VENT SYSTEM

No Attack Rating penalty from SA fire,
reduce BF penalty by 2

HEAVYWEIGHT

Adjust Attack Ratings by -2/+2/+1/—/—,
change BF Attack Rating modifier to 3



SELECT WEAPON MOD BONUSES

QUICK REFERENCE

LASER SIGHT

+1 to Attack Rating (wireless +2)

MELEE HARDENING

When item is used as melee weapon:

DV 3S, 4/—/—/—/—

PERSONALIZED GRIP

For firearms, adjust Attack Ratings by +1/+1/—/—/—; for melee weapons, adjust Attack Ratings by +2/—/—/—/—

QUICK-DRAW HOLSTER

Receive bonus Minor Action when Quick-Draw action is taken

SMARTGUN SYSTEM

+2 to Attack Rating
(wireless adds +1 dice pool bonus)

STOCK

Adjust Attack Ratings by -1/+2/+1/—/—

