

# Weapons of Anime for Shadowrun, Third Edition, v0.34

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## Notes

This document can be found at <http://freespeech.org/ak404/shadowrun/>

Strangely enough, *Cannon Companion* does not include negative options. When less ammunition or concealability was called for, the Increase Ammunition/Improved Concealability options were reversed. Incidentally, the limit of rounds in a clip has been disregarded—a lot of limits have been disregarded. An alternate system introduced by Tzeentch (CC Redux) has also been used; when applicable options from that system will be used and noted. Realism and anime do not mix—please keep that in mind.

The prices of mass-produced weapons have been halved, rounded up to the nearest 5¥. This rule does not extend itself to heavy, rare, SOTA, or unorthodox weaponry. Prices, availability, street indexes, and legal codes may be adjusted as the GM deems appropriate. If a weapon has two listings, the bottom-most listing has its point values listed in parentheses. If a weapon is based on a real weapon, then the true weights and measurements will be listed below the entry. Descriptions for fictional weapons are unique to their anime. Otherwise, all measurements, descriptions, and classifications are either from the creators or pure speculation on my part.

An ongoing project, these conversions are always under revision. Feedback and requests are most welcome.

## AKIRA

### Laser Weapon: Kaneda's Experimental Laser Rifle

» One of the few energy weapons featured here, this is a request from Ravenna Jane. There are similar weapons in CC, but (justifiably) no rules for new lasers. A sniper rifle frame and some options were adopted, but it was all guesswork from there.

» AK404

This over-the-shoulder laser rifle comes with a low-light imaging scope and a sling; it cannot accept accessories. The rifle (but not the batteries) is completely composed of polyresin, making it undetectable to magnetic weapon detectors.<sup>1</sup> The rifle uses a variable damage system: it may be set to any Damage Level, up to Deadly. Like all lasers in SR3, it is best used against soft targets, but falls short against vehicles.



Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Laser	—	40 (pack)	SA	15M	6.2	GM	350,000¥	GM	1-K	—
Battery	3	—	—	—	15	GM	5,000¥	GM	Legal	—

**Cartridge:** Unknown. **Length Overall:** 940mm (~37"). **Weight:** 6.2kg (~13lb. 11oz). **Barrel:** 500mm (~19.69"), smoothbore. **Feed:** 40-charge, portable battery. **Muzzle Velocity:** NA. **Modes of Fire:** NA. **Safety:** NA.

**Design Point Value:** 1,400

**Firearm Construction Units:** 1.25

**Design Options:** Ceramic Components-3, Improved Power+1

**Modifications:** Electronic Imaging Scope Mag-3 [low light], Improved Ammo Capacity (Battery Pack+40), Sling

**Notes:** SOTA military-grade energy weapon: price multiplied by 50. Availability and Street Index are up to the GM. This laser rifle uses sniper rifle ranges and obeys Laser Weapon Rules.<sup>2</sup>

The battery pack weighs 15kg (33lb); its 40 charges are recharged at a rate of one charge per hour. The default setting is 15M, using 2 charges; by providing varying amounts of power, different results are achieved: as Damage Levels rise, Power Levels drop (consult the chart for more information). Lasers generate tremendous amounts of heat: for every setting higher than the default, reduce the user's Signature by 1 for that Combat Turn. Changing the Damage Settings is a Simple Action.

1 charge	18L
2 charges	15M
3 charges	12S
4 charges	9D

<sup>1</sup> "Weapon Detection," SR3 (237)

<sup>2</sup> "Laser Weapons," Cannon Companion (30)

## All-Purpose Cultural Catgirl Nuku Nuku (*Bannou Bunka Neko Musume*)

### Submachine Gun: Eimi's General Electric M134 Minigun

*"Turn around, close your eyes, and you will get a BIG surprise."*

This multiple-barrel 'Gatling-type' machine gun is based on the 20mm Vulcan development, and was specifically designed for use in helicopters in Vietnam. Due to its demands for power and ammunition, its application is limited to helicopters or vehicle mounts which provide the necessary space. The six barrels are revolved by an electric motor; they are normally parallel but can be clamped into various degrees of convergence if required. The action body, behind the barrels, carries six bolts in a rotating unit; these bolts lock into the barrels by rotation of their heads. The ammunition is belt-fed into the action body, the rounds are stripped out and located in front of the bolts, and as the bolt unit revolves so each round is chambered; at the uppermost position the firing pin is released and the round fired, after which the empty case is extracted and the bolt makes a complete circuit to pick up another round. When the trigger is released, the ammunition feed is isolated so that there is no danger of a cook-off during the short time the barrel and bolt assembly is coming to rest. (Hogg and Weeks 382-383)



Yoshikawa Eimi's (a.k.a. SNK-98) favored 'toy', she usually hides this rotary cannon in a large burlap sack. Due to the nature of the show, the weapon needs no time to build the barrels up to full speed, nor will it run out of batteries. The weight has also been reduced: Eimi's minigun weighs only 4kg (8.8lb), which is just light enough for a psychotic 12-year old girl android in a sailor *fuku* who couldn't hit the broad side of a barn.

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
SMG	4	50 (c)/belt	BF/FA	6M	4	8/1 wk	3,100¥	1.5	3-G	(1)

**Cartridge:** 7.62x51mm NATO. **Length Overall:** 800mm (~31.50"); just small enough to hide in a bag. **Weight:** 15.9kg (35lb); with power supply: 26.8kg (59lb). **Barrels:** 559mm (22"), 4-grooves, right-hand twist. **Feed:** 50-round detachable box, 4,000-round linked belt. **Muzzle Velocity:** 869m/sec (2,850fps). **Cyclic Rate:** ~6,000rpm. **Operation:** Externally-powered.

**Design Point Value:** 605

**Firearm Construction Units:** 0

**Design Options:** Ammo Loading: Belt Feed, Firing Mode: BF/FA, High-Velocity Capability, Improved FCU+4, Weight Decrease-8

**Modifications:** Extended Clip+30, Fore Grip

**Notes:** Comic-license weapon: price rounded up to the nearest 100¥. In burst-fire mode, Eimi's minigun fires 6-round bursts that inflict 12D damage. These bursts suffer recoil for each bullet in the same way as standard bursts.

In full-auto mode, Eimi's minigun has a maximum rate of 18 rounds per Combat Phase. This autofire can be directed in bursts at more than one target, but at least 6 rounds must be fired in each autofire burst. The fore grip provides one point of recoil compensation. Due to comic license, the range of Eimi's minigun has been reduced. The ranges are as follows:

Short	Medium	Long	Extreme
0-9	10-36	37-72	73-135

This weapon cannot accept barrel-mounted accessories.

## Appleseed

### Heavy Pistol: Poseidon Norinco Multi-Purpose Handgun 'Gong'

This is a request from sinsual. Deunan Knute's preferred sidearm in Volume Four, this pistol-sized shotgun can handle a variety of ammo (and blow a hole through a cyborg). There are almost no canon measurements, but the caliber has been specified at 10-gauge. (Shirow 30) Deunan might prefer something along the lines of EX explosive or APDS slugs, but that's just speculation. Because of its large caliber and relatively small frame, recoil is tremendous. This



problem has been remedied by greater weight, internal recoil compensation, and a horizontal fore grip. The instruction manual would strongly suggest firing this gun with both hands much in the same way that the IRS would strongly suggest turning in your taxes by April 15<sup>th</sup>, but Deunan would be the type to disregard such warnings.

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Shotgun	4	6 (c)	SA	9S	4.5	5/48 hr	900¥	1	5P-F	1 (2)
Shotgun	5	5 (c)	SA	8S	5.5	5/48 hr	835¥	1	5P-F	3 (4)

**Cartridge:** 10-gauge (sinsual: 12-gauge)

**Feed:** 6-round detachable box (5-round detachable box)

**Design Point Value:** 360 (333)

**Firearm Construction Units:** 1.25 (1.00)

**Design Options:** Ammo Loading: Clip, Barrel Reduction, Increased Power+1, Recoil Compensation+1, Weight Decrease-3  
(Ammo Loading: Clip, Barrel Reduction, Heavy Barrel, Recoil Compensation+1, Weight Decrease-4)

**Modifications:** Extended Clip+1, Fore Grip (Fore Grip, Underbarrel Weight)

**Notes:** Mass-produced weapon: price halved (rounded up). Like all shotguns, the 'Gong' obeys heavy weapon recoil rules.<sup>1</sup> Sinsual's version of this weapon offers four points of recoil compensation; the design options and modifications to his weapon may be found in parenthesis.

This weapon uses heavy pistol ranges, but functions according to shotgun rules.<sup>2</sup> The choke is permanently set to 2 for purposes of firing shot or flechette ammunition. The barrel may be removed for mobility and concealability: the gun gains +2 to Conceal but uses hold-out pistol ranges and a choke setting of 10 due to the lack of a proper barrel. This weapon cannot accept underbarrel accessories.

### X-Stun Shotgun Ammunition, per 10 rounds

When fired, these rounds spread out into a large polymer 'X', delivering massive amounts of kinetic energy upon impact. These inflict damage in the same way as standard slugs except that they inflict Stun Damage. In addition, the target must make a Knockdown Test against the 1.5 times the Power of the weapon. The Power of the attack may be resisted using Impact armor, but not Ballistic armor. A weapon firing X-Stun rounds uses heavy pistol ranges.

Conceal	Damage	Wt.	Avail.	Cost	St. Index	Legal
8	(As weapon) Stun	1	6/72 hr	70¥	2	As weapon

## Bubblegum Crisis: 2027-2033

Unless otherwise noted, all weapons from *Bubblegum Crisis* were originally converted by Shawn Hagen, then modified by AK404. All pictures are courtesy R. Talsorian Games, used without permission. Some weapons (like the Earth Shaker and Rail Gun) blatantly violate the rules set down by FASA as well as the laws of physics. These weapons are unique in design and require special rules, which are included in the weapon descriptions; these rules are for the sake of role-play and balance, and may be ignored for ease of game play.

**Note on Availability and Street Index:** The Availability codes given below are for standard Shadowrun. Add four to them for a BGC game to reflect the extra difficulty in getting weapons. In addition, double all Street Indexes given.

**Note on Legality:** Japan's current gun laws boil down to: "Own a gun, go to jail." In BGC, this hasn't changed much; though the Knight Sabers pack weapons, few members of general society do. The Legal Codes given below are standard Shadowrun; in MegaTokyo, carrying any weapon is enough to get the police's attention, and obtaining a possess or carry permit for firearms is impossible. On the other hand, in the Shadowrun manga by Kazuma Saki, shadowrunners do seem to be carrying weapons a bit more, even out in the open sometimes. I suspect Tokyo in Shadowrun's 2050 is a rougher place. (Hagen)

### Assault Rifle: Misaki Arms M42-A1 Short Machine-gun

"Manufactured by Misaki Arms exclusively for AD Police use, the M42-A1 can fire its 10mm brass-cased rounds from its 66-shot box magazine at a rate of 850 rounds per minute. The weapon is slide-cocked, with a built-in laser sight and collapsible

<sup>1</sup> "Recoil," SR3 (110)

<sup>2</sup> "Shotguns," SR3 (117)

stock, and it can be loaded with armor-piercing explosive ammunition—an addictive toy indeed.” (Wright and Ackerman-Gray 128)

In 2029, the Japanese Diet had decided that the M42 assault rifle was too powerful for the needs of the ADP, and the M42-A1 was the result. Developed from the M42 (the standard of the ADP until that year), the A1 variant lacks a grenade launcher, has reduced barrel length, a collapsible stock, an adjustable gas regulator, and a less powerful cartridge. The original magazine housing remains, modified internally to take the smaller 10mm magazine. (Using an assault rifle round with the shortened barrel would upset the ballistics of the weapon, since the propelling charge would not be fully consumed by the time the round left the muzzle, not only making the weapon less powerful, but less accurate as well.) The carbine uses the same operation and controls as the M42 rifle so that the ADP would easily adapt to its use. The addition of the useless laser sight is the fault of MegaTokyo’s ‘active citizenship’, who demanded that they be used so that bystanders would know where the bullets were going to land. In all aspects, the M42-A1 is a less efficient weapon, but Misaki Arms accomplished their goal: creating a stronger weapon without increasing the chances of collateral damage. The weapon is still ineffective against Boomer technology.



Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Assault	2	66 (c)	SA/BF/FA	8M	5.5	10/4 days	2,250¥	2	3-G	6

**Cartridge:** 10mm automatic. **Length Overall:** 850mm (~33.46”). **Weight:** 5.5kg (13lb. 9oz). **Feed:** 66-round detachable box. **Operation:** Gas-operated. **Modes of Fire:** Selective. **Safety:** Selector/safety switch, internal drop safety. **Sights:** Fixed Iron. **Cyclic Rate:** 850rpm.

**Design Point Value:** 900

**Firearm Construction Units:** 1.00

**Design Options:** Barrel Reduction, Recoil Compensation+2, Reduced Concealability-3, Weight Decrease-7

**Modifications:** Extended Clip+36, Extended Range Laser Sight (top mount), Internal Gas Vent-IV

**Notes:** Mass-produced weapon: price halved. Due to its round and modified barrel, the M42-A1 uses modified ranges—this is part of the design. The ranges are as follows:

Short	Medium	Long	Extreme
0-11	12-44	45-88	89-165

This weapon cannot accept barrel-mounted or underbarrel accessories.

**Submachine Gun: Misaki Arms M42-A1 (variant by Shawn Hagen)**

This standard weapon is indicative of the ADP. It is small, easily carried, and holds a large amount of ammunition. It comes with an integral laser sight, folding stock, and gas vent-II. The cocking handle is similar to that of a pump-action shotgun, being under the barrel. Of course, it only needs to be cocked once; after that, the weapon’s action is continued by funneling excess gasses to drive the action back.

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
SMG	4	66 (c)	SA/BF/FA	7M	4	8/1 wk	1,700¥	1.5	3-G	2 (3)

**Cartridge:** 10mm automatic. **Length Overall:** 850mm (~33.46”). **Weight:** 4kg (9lb 9oz). **Feed:** 66-round detachable box. **Operation:** Blowback. **Modes of Fire:** Selective. **Sights:** Fixed Iron. **Safety:** Selector/safety switch, internal drop safety. **Cyclic Rate:** 850rpm.

**Design Point Value:** 682

**Firearm Construction Units:** 0

**Design Options:** Firing Mode: SA/BF/FA, Improved FCU+2, Increased Power+1, Weight Decrease-8

**Modifications:** Extended Clip+46, Folding Stock, Low-Power Laser Sight (top mount), Internal Gas Vent-II

**Notes:** Mass-produced weapon: price halved (rounded down).

» The M42 is a good example of weapon philosophy when it comes to the ADP, who are in the uncomfortable situation of having to deal with Boomers in an urban setting. They have good weapons, but not for dealing with Boomers. Assault rifles, with each squad being backed up with light machine-guns (an infantry setup), would be better; unfortunately, such weapons would increase the amount of collateral damage caused by ADP actions. Therefore, the ADP is poorly armed, all things considered.

» Shawn Hagen

### Heavy Pistol: ADP Service Pistol, .454 Magnum Auto

"A large (30cm overall length) semi-auto hand cannon using a double-action only firing mechanism. To reduce recoil and control muzzle flip, a ported compensator is fitted to the barrel's muzzle." (141)



**B-Club Notes:** Throughout the ADP building there are lockers containing weapons for emergencies. Nene picked up one of these weapons during a Boomer attack but the large caliber pistol was ineffective.

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Heavy	5	10 (c)	SA	10M	2.25	5/48 hr	725¥	1.5	6P-E	1

**Cartridge:** .454 Magnum. **Length Overall:** 300mm (~11.81"). **Barrel:** 170mm (~6.70"), 4-grooves, polygonal, right-hand twist. **Feed:** 10-round detachable box. **Muzzle Velocity:** 270m/sec (~886fps). **Modes of Fire:** Double-action only. **Safety:** Automatic firing pin safety, decocking double-action system.

**Design Point Value:** 290

**Firearm Construction Units:** 1.25

**Design Options:** Increased Power+1, Recoil Compensation+1, Weight Decrease-4

**Modifications:** None

**Notes:** Mass-produced weapon: price halved.

### Heavy Pistol: Earth Shaker

"An enormous single-action, break-open revolver with only three chambers—but each shot is a 7cm-long, .60-caliber armor-piercing shell." (141)

This bulky, barrel-heavy revolver first appeared in the early millennium, a by-product of the age of cybertechnology, when Boomer technology had changed the tolerances of how much recoil from big-bore hunting rounds the human body could take, as well as withstand when being fired upon. With this mind, the race to craft the most powerful handgun in the world was resumed. One such handgun was the Earth Shaker, a product of Freedom Arms, an American company based in Wisconsin.



Produced in 2012, the Earth Shaker was one of the last guns to chamber the .60-caliber Magnum cartridge, based on the .600 Nitro Express. It wasn't as powerful as some of the more prolific (and more forgettable) handguns of the day, but it was designed to be used by normal, as well as cybered, shooters. By 2028, the design had been perfected by widening the walls between the chambers to better handle the force, as well as enlarging the trigger guard for larger hands. Unfortunately, the "Boomer Syndrome" had become a scientific fact just months afterwards. (61) By 2030, about 900 Earth Shakers had been shipped off to private collectors, but at that point, the decline of cyberware and rise of Boomer regulations had ended its purpose. As cyberware died out, so did this revolver. It is possible that cyberware—and the Earth Shaker—can make a revival in the future, but it is unlikely.

Now **this** is a nasty piece of work. This revolver breaks open like a Webley horse pistol and, like that weapon, it fires a round so big that it has less than six chambers. However, while the Webley had five, the Earth Shaker has only three. It fires a 15.3mm round; according to B-Club, that's big.

This is an extremely rare weapon—no doubt Leon is carrying one of the few in general circulation, assuming it isn't one-of-a-kind. Makes you wonder who his contacts are. (Hagen)

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Heavy	4	3 (cy)	SS	12M	3.25	18/1 mo	2,500¥	6	2P-E	2

**Cartridge:** 15.3x70mm (.60 Magnum). **Feed:** Top-break 3-round cylinder. **Operation:** Revolver (single-action)

**Design Point Value:** 486

**Firearm Construction Units:** 0.12

**Design Options:** Ammo Loading: Cylinder, Ammo Reduction-1, Firing Mode: SS, Heavy Barrel, Increased Power+3, Melee Hardening, Recoil Compensation+1, Weight Decrease-5

**Modifications:** None

**Notes:** The Earth Shaker is a rare weapon: the price rounded up to 2,500¥. The Earth Shaker suffers 2 points of compensated recoil per shot, but whenever this weapon is fired, the character must resist a (6 - STR)L (Stun) wound. The character must also make a Knockdown Test (6) with two successes to avoid being knocked back; if no successes are rolled, the character is knocked down.

The Earth Shaker uses custom ammunition that costs 200¥ per box of ten, with an Availability and Street Index equal to the weapon. This ammunition functions as APDS rounds (with half Ballistic and Barrier ratings). This revolver accepts all standard accessories except a silencer.

### Heavy Pistol: Member-II

"Made from a cut-down rifle action, this modular pistol fires modified 7.63mm hunting rifle ammo. A powerful, bulky pistol, it can be broken into action, grip, and magazine for concealment." (141)

A jury-rigged weapon commonly found in the hands of gangers, no corporation will list it in their official catalogs, but the design can be downloaded from the Internet or obtained from a reliable underworld source. Priss's version is more refined, with less weight, more power, and advanced materials.



**B-Club Notes:** When Priss was trying to escape with Cynthia, she used this weapon to attack a Boomer. While it is a high-power weapon, it is limited to three shots and that is a weak point. This weapon is a custom-made pistol, built from the receiver group of a rifle. It can be broken down into three separate components—receiver group; magazine; pistol grip—for ease of concealment. While very powerful for its size, it is hard to control and the short barrel limits its effective range.

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Heavy	5 (7)	2 (m)	SA	7S	4.25	5/24 hr	500¥	0.5	3-F	1
Heavy	5 (7)	3 (c)	SA	9S	3.65	24/30 days	2,570¥	2	3-F	2

**Cartridge:** 7.62x51mm NATO, modified; .308 Winchester, modified

**Modes of Fire:** Safe, semi-automatic

**Design Point Value:** 200 (514)

**Firearm Construction Units:** 1.00 (0)

**Design Options:** Barrel Reduction, Easy Breakdown, Heavy Barrel, Reduced Ammo Capacity-3, Weight Decrease-2 (Ammo Loading: Clip, Barrel Reduction, Ceramic Components-1, Easy Breakdown, Improved Concealability+1, Improved FCU+2, Increased Power+2, Weight Decrease-6)

**Modifications:** None (Internal Gas Vent-II, Reduced Clip-2)

**Notes:** Jury-rigged weapon: price halved. Priss's model is offered at full price; the design options and modifications to her weapon are in parentheses. Although the Member-II uses a sport rifle frame, it is a heavy pistol (firing at heavy pistol ranges due to the lack of a proper barrel). Its heavy caliber gives a +2 recoil modifier on each shot (including the first). This recoil is partially offset by its heavy barrel. Priss swaps the heavy barrel for a gas vent that provides two points of recoil compensation.

The Member-II can be quickly disassembled and re-assembled in 3 Complex Actions. Its component parts each have a Conceal of 7; recognizing the different parts as belonging to a gun requires a Pistols B/R (4) or a Perception (6) Test. Priss's gun is partially constructed of polyresin, reducing the risk of detection by magnetic weapon detection systems; increase Concealability by 2 when attempting to avoid detection from MAD systems.<sup>1</sup> This weapon cannot accept any accessories.

### Hold-Out Pistol: Freedom Arms Bostonian

Kenichi Sonoda drew Sylia holding the Bostonian as it "suited her." Not surprisingly, seeing as Sonoda designed her as well, Rally Vincent from *Gunsmith Cats* also carries this gun as a holdout. If one is looking for a connection, perhaps Sylia purchased it at the estate sale of the infamous bounty hunter, or maybe she knew Ms. Vincent. It is a small weapon, easily hidden and useless against Boomers. Then again, Boomers aren't Sylia's only problem. (Hagen)



Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Hold-Out	9	5 (cy)	SS	4L	0.5	10/2 wk	650¥	0.75	10P-E	—

**Cartridge:** .22 Long Rifle. **Length Overall:** 197mm (4.25"). **Weight:** 680g (4½oz). **Barrel:** 76.2mm (3"), 8-grooves, right-hand twist. **Feed:** 5-round cylinder. **Muzzle Velocity:** 220m/sec (~725fps). **Operation:** Revolver (single/double-action).

**Safety:** Frame mounted hammer block. **Sights:** Fixed iron.

**Design Point Value:** 130

**Firearm Construction Units:** 0.25

**Design Options:** Ammo Loading: Cylinder, Improved Ammo Capacity+1, Improved Concealability+2

<sup>1</sup> "Weapon Detection," SR3 (237)

**Modifications:** Custom Finish, Engraving, Personalized Grip

**Notes:** In 2032-2060, the Bostonian would be a rare weapon: price remains the same. Syla's gun is customized; reproduction models are available for 325¥ without modifications. This revolver accepts all standard accessories except a silencer.

### Light Pistol: New Nambu, Model 60

The New Nambu revolver is a conventional solid-frame side-opening type. The grip is rather small by Western standards but the pistol is well-made and robust, and is accurate. It has been the official Japanese police revolver since the early 1960s, being adopted in deference to American influence at the time. Since then two designs of automatic pistol, in 9mm and 7.65mm calibers, have been put forward, but have not been accepted. The Model 60 is also used by the Japanese Maritime Safety Guard. (Hogg and Weeks 68)

There is a picture of Nene in her ADP uniform holding a Japanese police revolver. These are issued to officers like Nene for cases when a weapon might be needed. This is often during traffic duty when officers are holding traffic during Boomer incidents.

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Light	7	5 (cy)	SA	6L	0.75	8/1 wk	600¥	0.5	8P-E	—

**Caliber:** .38S&W Special. **Length Overall:** 197mm (~7.75"). **Weight:** 680g (1lb. 8oz). **Barrel:** 77mm (3.03"), 6-grooves, right-hand twist. **Feed:** 5-round cylinder. **Muzzle Velocity:** 220m/sec (~725fps). **Operation:** Revolver (single/double-action).

**Safety:** Frame-mounted hammer block. **Sights:** Fixed iron.

**Design Point Value:** 120

**Firearm Construction Units:** 1.00

**Design Options:** Ammo Loading: Cylinder, Improved Ammo Capacity+2, Improved Concealability+1, Weight Decrease-2

**Modifications:** None

**Notes:** In 2032-2060, the Model 60 would be a rare weapon: price remains the same. Reproduction models are available for 300¥. This revolver accepts all standard accessories except a silencer.

### Shotgun: ADP TAC Squad 12-gauge Riot Shotgun

"This pump-action scatter gun holds seven rounds in its tube magazine plus one in the chamber. It must be hand-loaded shell by shell. The AD Police use shotguns mainly for crowd control (with buckshot rounds), but slugs or even shape-charged shells can be loaded for use against Boomers. The effectiveness of such ammunition against Boomers is inconsistent, however." (Wright and Ackerman-Gray 128)



The shells are stored in a tube under the barrel, so the weapon cannot accept underbarrel mounts. The sling attaches to the end of the magazine and to the rear of the weapon on its right, just under the ejection port. It does not have a stock for ease of use.

» This gun appeared during the Boomer rampage at the start of BGC#1. See the shotgun the APC driver cocks just before he gets splattered? That's it.

» AK404

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Shotgun	4	8 (m)	SA	9S	3.45	4/48 hr	690¥	1.5	5P-F	—

**Cartridge:** 12-gauge, 3" chamber. **Feed:** 5-round, tubular magazine. **Operation:** Slide-action. **Safety:** Frame-mounted.

**Modes of Fire:** Safe, single shot.

**Design Point Value:** 266

**Firearm Construction Units:** 1.50

**Design Options:** Improved Ammo Capacity+3, Improved Concealability+1, Increased Power+1, Weight Decrease-6

**Modifications:** Sling.

**Notes:** Mass-produced weapon: price halved (rounded up). This weapon includes a sling (already factored into the weight and cost). Being a pump-action shotgun, it takes a Simple Action to chamber the weapon, then another Simple Action to fire. This weapon cannot accept underbarrel accessories.

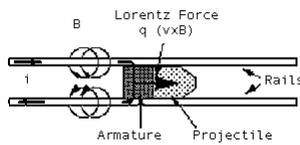
### Special Weapon: 'Stomach' Rail Gun

"This is an experimental gauss gun currently being field-tested through limited issue to the AD Police (selected ADP command officers have been issued such weapons, each one carrying it in the trunk of his Road Chaser). The 'Stomach' uses a spinning motor system to generate the energy which magnetically accelerates the armor-piercing slugs to hypersonic velocities. These walnut-sized slugs are loaded singly into the top-fitted magazine; there's only enough room for three shots. [...]" (128)

**B-Club Notes:** *Leon was packing this weapon when he followed Priss to Aqua City in an attempt to rescue her. The STOMACH (yes, that is what is written on the side) is a big—real big—gun with the capability to take a Boomer down with one shot, or at least knock it off its feet. It seems to be a weapon that Leon has to himself. While it is possible that other officers in the ADP have such a weapon, we never see one used by anyone else. In fact, we never see Leon use it again.*

You've got to wonder where Leon's getting his toys...

» This isn't a realistic weapon, so a few liberties with the rules were taken: rail guns will not be *man-portable* by 2032. Also, its penetration is excessive, making it recklessly overpowered for police work.



As I understand it, a rail gun relies on the Lorentz Force: if you send a current through a magnetic field, there will be a force applied to the current perpendicular to both entities. A rail gun consists of two 'rails' that a magnetizable particle slides along, providing a path for the current and a supplementary magnetic field perpendicular to the plane of the rails. They provide some magnetic flux, but the physics of these field/current interactions around the particle itself are fuzzy to me, but I think I got the idea. The two rails are magnetically charged with 'warm' energy, but not activated. However, when the user wants to make a shot, he loads the round, lets the capacitors charge up, waits for the opposing magnetic forces to gather enough force to push the projectile beyond Mach 1, then releases that energy (and the subsequent projectile). This takes time, as well as more space and power than the 'Stomach' could provide in the time frames presented in Shadowrun combat, hence all of the penalties attached to its use.

» AK404

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Special	NA	3 (m)	SS	20D	20.85	GM	10,000¥	GM	2-K	4 (5)

**Modes of Fire:** Safe, single shot

**Design Point Value:** 1,996

**Firearm Construction Units:** 0

**Design Options:** Ammo Loading: Magazine, Firing Mode: SS, Increased Power+2, Recoil Compensation+4, Reduced Ammo Capacity-17, Weight Decrease-12

**Modifications:** Fore Grip, Sling

**Notes:** Experimental security-grade anti-vehicular heavy weapon: price rounded up to the nearest 1,000¥. The GM may determine if this weapon requires its own Active Skill or not.

The traditional "rail gun" has two rails of copper or some other highly conductive material which has a projectile that completes the circuit between the rails. The projectile must be highly conductive as well, and the contact design limits the life of such a weapon as the projectiles wear the rails with each firing. Because of this, the number of times that the 'Stomach' is fired equals the chance on a roll of 1d6 that it will suffer a +1 Target Number modifier from loss of barrel alignment. The 'Stomach' should be transported in a padded carrying case, available for 5,000¥. It is armored (5/3) and treated with Dikote™.



Custom ammunition comes in a 2kg box of ten for 500¥ (with the same Availability and Street Index as the weapon). These slugs inflict monstrous damage through sheer kinetic energy; they are anti-vehicular, using APDS rules (with half Ballistic and Barrier ratings) against non-vehicular targets.<sup>1</sup> Secondary damage—entry wounds, broken bones/armor, etc.—is at the discretion of the GM. Capacitors cost 500¥ apiece, good for four shots; they are not rechargeable. This weapon includes a sling (already factored into the weight and cost). Each shot imposes a +6 recoil modifier; the 'Stomach' offers 4 points of internal recoil compensation. Although this weapon is magazine-loaded and needs no intervention to re-chamber a round,

<sup>1</sup> "AV Rounds," Cannon Companion (36)

capacitor recharge takes one Combat Turn, so it can be fired only every other turn. In addition, the rail gun requires a full Combat Turn to “warm up” before it can be used. This weapon cannot accept any barrel-mounted or internal accessories, including smartgun links.

## Burn-Up W

### Sniper Rifle: Accuracy International L96A1

In 1985 the British Army began a series of trials to select a new sniping rifle; the final contestants were the Parker-Hale 85 and a design from a private company called the ‘PM’. The latter was eventually selected and became the L96A1, and 1,212 rifles were purchased.

The rifle broke new ground in design by assembling the various components around a light alloy skeleton frame which was then clad in a plastic stock of more or less conventional shape. As a result, casual damage to the stock makes no difference to the integrity of the weapon and it can actually be fired even if the stock is removed. The stainless steel barrel is free-floating, and the bolt action is a turnbolt with three forward locking lugs and one rear safety lug provided by the handle turning down in front of the receiver bridge. A fully adjustable bipod is fitted to the forward end of the skeleton frame. The British army’s specification called for a first-round hit at 600 meters range and accurate harassing fire at 1,000 meters; both these requirements are easily met by the L96A1. Iron sights are fitted, but the normal sight is a 6x42 Schmidt & Bender telescope. (Hogg and Weeks 197)

Maya can be seen using this sniper rifle in the first episode when it was equipped with a modification that allowed her to use smoke grenades (not possible in real life, of course). She uses it again on Axia; it proves to be ineffective, but Maya probably didn’t care, being content to plink at the bulletproof android to her heart’s content. Our little gun nut has a disturbing tendency to use her favorite weapon on just about everybody. I hope that she’s packing gel stun rounds...

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Sniper	—	10 (c)	SA	16S	6.4	14/30 days	3,870¥	4	2-K	—

**Cartridge:** 7.62x51mm NATO. **Length Overall:** 1,124-1,194mm (44.25-47.04”), depending on butt adjustment. **Weight Unloaded:** 6.5kg (14lb. 5oz). **Barrel:** 655mm (~25.79”), 4-grooves, right-hand twist. **Feed:** 10-round detachable box. **Muzzle Velocity:** 850m/sec (~2,790fps). **Operation:** Turnbolt-action. **Modes of Fire:** Safe, Fire. **Safety:** 2-position sliding, rear safety lug. **Sights:** Adjustable iron, 6x42 Schmidt & Bender telescope.

**Design Point Value:** 1,547

**Firearm Construction Units:** 1.25

**Design Options:** Ammo Loading: Clip, Ceramic Components-1, Increased Power+2, Weight Decrease-2

**Modifications:** Optical Imaging System Mag-3 [low-light], Extended Clip+6

**Notes:** Mass-produced weapon: price halved. Being a bolt-action rifle, it takes one Simple Action to chamber the weapon, and another Simple Action to fire. The L96A1 is partially constructed of polymer parts, reducing the risk of detection by magnetic weapon detection systems; increase Concealability by 2 when attempting to avoid detection from MAD systems.<sup>1</sup>

### Taser: Rio’s Taser Pistol

Like the Yamaha Pulsar, Rio’s heavy taser fires capacitor darts at her targets, eliminating the need for the wires that trail from the dart to the weapon.

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Taser	4	10 (c)	SA	9S Stun	3.48	12/7 days	1,140¥	2	6P-E	—

**Cartridge:** Taser Dart. **Length Overall:** 300mm (~11.81”). **Weight:** 3,480g. **Barrel:** 170mm (~6.70”), smoothbore. **Feed:** 10-round detachable box. **Muzzle Velocity:** NA. **Modes of Fire:** Double-action only. **Safety:** Automatic firing pin safety, decocking double-action system.

**Design Point Value:** 456

**Firearm Construction Units:** 0

**Design Options:** Ammo Loading: Clip, Improved Conceal+1, Increased Power+1, Reliable+1, Weight Decrease-2, Wireless

**Modifications:** Custom Finish, Extended Clip+6

<sup>1</sup> “Weapon Detection,” SR3 (237)

**Notes:** Mass-produced weapon: price halved. This weapon was created using Tzeentch's CC Redux; it is Reliable. Rio's taser uses Hold-Out Pistol ranges.

## City Hunter

### Heavy Pistol: Colt 'Python' .357 Magnum, 4" barrel

Colt's premier double-action revolver in post-war years with a fine reputation for accuracy with its 1:14 twist rifling. Early models were available with a nickel-plated finish but this was dropped with the introduction of stainless steel to supplement the existing blued carbon steel models. A very limited number were made with 203mm (8") barrels and chambered for .38S&W Special only. (Hogg and Adam 162)

Ryo Saeba is exceptionally good at what he does. He is able to handle any weapon, but his signature firearm is a custom Colt Python .357 revolver with a 4" barrel and blued carbon steel finish. Personal experience has taught me that this is a fine weapon with a smooth trigger pull in either single- or double-action, and despite its weight and caliber, it's a comfortable weapon to shoot, as most of the recoil is felt in the wrist. Regardless of what barrel is used, the gun is well-balanced; it's a shame Colt doesn't make them for the mass market anymore.



Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Heavy	7	6 (cy)	SA	9M	1.25	6/24 hr	1,800¥	2	8P-E	1

**Cartridge:** .357 Magnum, .38S&W Special. **Length Overall:** 242mm (~9.52"). **Weight:** 1,360g. **Barrel:** 102mm (~4.01"), 5-grooves, right-hand twist. **Feed:** 6-round side-opening cylinder. **Operation:** Revolver (single/double-action). **Safety:** Trigger-retracted hammer block. **Sights:** Adjustable rear sight.

**Design Point Value:** 180

**Firearm Construction Units:** 1.00

**Design Options:** Ammo Loading: Cylinder, Barrel Reduction, Improved Ammo Capacity+2, Weight Decrease-5

**Modifications:** Personalized Grip

**Notes:** With the restructuring of Colt's Manufacturing Company, this weapon is no longer being produced for the mass market—now a prized collector's item, its price has been doubled. The Colt Python may chamber .38 S&W Special with a 6L Damage Code. This revolver provides one point of recoil compensation and accepts all standard accessories except a silencer.

### Light Pistol: Nagant Model 1895

[...] In an endeavor to extract the maximum performance from the weapon, an attempt has been made to overcome one of the theoretical drawbacks of a revolver, the leak of propelling gas between the front face of the cylinder and the rear face of the barrel. In theory at least, this reduces the efficiency of the weapon, although in the best revolver designs [...], the tolerances are such that this objection becomes negligible until the weapon becomes worn.

The Russian M95, [...] incorporates a cam mechanism which, on cocking, causes the cylinder to be moved forward so that the rear of the barrel is enclosed within the mouth of the aligned chamber. The cartridge is also unusual in that the bullet is totally contained within the case, and the mouth is slightly reduced in diameter; thus, when the cylinder is pressed forward, the case mouth actually enters the barrel. On firing, the expansion of the case mouth and the enclosure by the chamber effectively combine to provide a sealed joint and to prevent the leakage of gas. As the action is operated for the next shot to be fired, so the cylinder is withdrawn, rotated, and returned once more to seal.

The Nagant Design [...] was the only 'gas-seal' mechanism to achieve total success: various other manufacturers produced weapons of this form but none became widespread. The value of such a seal is in any case questionable, particularly as it is achieved at the expense of needless mechanical complication; [...]. (Hogg and Weeks 72-73)

Colonel Johann Frederick von Hersen's chosen weapon in the *.357 Magnum of Love and Destiny* OAV, the Nagant M1895 promises what few other revolvers can give: a silenced shot. However, the "Crimson Reaper" takes the efficiency of his Nagant a step further, fitting it with a barrel extension and a set of rails to accommodate a top-mounted scope.

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Light	4	7 (cy)	SA	6L	0.95	GM	8,300¥	GM	8P-E	1

**Cartridge:** 7.62x38R Nagant. **Length Overall:** 229mm (~9.06"); with extension 405mm (~15.94"). **Weight:** 790g (1lb. 12oz). **Barrel:** 110mm (~4.35"), 4-grooves, right-hand twist. **Feed:** 7-round side-opening cylinder. **Muzzle Velocity:** 305m/sec (~1,000fps). **Operation:** Revolver (single/double-action). **Safety:** None. **Sights:** Front iron sight.

**Design Point Value:** 412

**Firearm Construction Units:** 0

**Design Options:** Ammo Loading: Cylinder, Barrel Extension, Improved Ammo Capacity+3, Weight Decrease-4

**Modifications:** Optical Imaging Scope Mag-2, Personalized Grip, Silencer

**Notes:** The Nagant M1895 is already an antique—its price has been quadrupled (rounded up to the nearest 100¥); this model is unique to Hersen. Reproduction models are available for 320¥; these do not include the imaging scope or personalized grip. This weapon provides one point of recoil compensation and uses heavy pistol ranges. Unlike other revolvers, this weapon can accept a silencer; if using alternative rules, the silencing action of the Nagant has no effect on range or power.

## Geobreeders

### Light Pistol: Maki Umezaki's 'Red-Nine' Mauser-Selbstladepistole c/96, 9mm Parabellum

During World War I the German authorities soon realized that they were in desperate need of small arms of every description, and that it would be most useful if the c/96 pistol could be made available in 9mm Parabellum. As a result of investigations made in mid-1915 by the *Gewehr-Prüfungs-Kommission*, Mauser began the production of 150,000 c/96 pistols in the desired caliber; the weapons were marked on the grips with a large red-stained figure '9', although there are some in existence with the black staining. [...] (Hogg and Weeks 38)

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Light	5	10 (m)	SA	6L	1.25	9/1 wk	2,840¥	2	8P-E	—

**Cartridge:** 9mm Parabellum. **Length Overall:** 312mm (~12.25"). **Weight:** 1,250g (2lb. 12oz). **Barrel:** 139mm (~5.50"), 6-grooves, right-hand twist. **Feed:** 10-round integral box. **Muzzle Velocity:** 442m/sec (~1,450fps). **Operation:** Short recoil.

**Modes of Fire:** Double-action only. **Safety:** Hammer safety. **Sights:** Fixed low-profile.

**Design Point Value:** 142

**Firearm Construction Units:** 0.50

**Design Options:** Ammo Loading: Magazine, Improved Ammo Cap+6, Improved Conceal+1

**Modifications:** Personalized Grip

**Notes:** The 'Red-Nine' Mauser is already an antique—its price has been quadrupled (rounded up to the nearest 100¥); this model is unique to Maki. Reproduction models are available for 600¥; these do not include a personalized grip. This weapon provides one point of recoil compensation. In addition, a reproduction holster-stock is available in either wood or polymer for 200¥; the stock may be used to provide a point of recoil compensation.

## Ghost in the Shell (*Kokaku Kidota*)

Unless otherwise noted, all weapons from *Ghost in the Shell* were originally converted by Avery Davies, then modified by AK404. All descriptions in italics are courtesy of Avery Davies, edited.

### Assault Cannon: SPIW 2020 Mini-14 Penetrator 'Getemono'

*Known affectionately by Bateau as "your standard issue big gun," the 'Getemono' is truly a monstrous weapon: a massive, magazine-fed armor buster made for taking out even the toughest of opponents, this semi-automatic assault cannon fires a 20mm discarding sabot HEAT shell with a 14.5mm penetrator from an over-the-shoulder position. It is not accustomed to being fired in rapid succession and is prone to jamming if done so: the 'Getemono's' mechanism is similar to the Mauser P08 toggle block, scaled up to handle 20mm rounds. It uses an advanced long-travel recoil absorption system that includes a muzzle brake, upper back support and backblast system which appears to channel the hot reaction gasses reward much like a recoilless rifle or disposable light anti-tank weapon. Despite this, the recoil for this weapon is tremendous, and only the toughest troops can manage it.*



Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Assault	NA	11 (c)	SA	18D	21	GM	10,000¥	GM	2-K	6 (7)

**Cartridge:** 20x109mm (a derivative of the MK-149 Phalanx). **Length Overall:** 1,800mm (~70.86"). **Weight:** 21kg. **Barrel:** 1,200mm (47.24"), smoothbore. **Feed:** 11-round detachable box. **Muzzle Velocity:** 609m/sec (~2,000fps). **Operation:** Gas-assisted toggle-locking system. **Safety:** Grip-mounted safety lever. **Sights:** Adjustable, aperture/post. **Modes of Fire:** Semi-automatic.

**Design Point Value:** 1,912

**Firearm Construction Units:** 1.00

**Design Options:** Recoil Compensation+6, Reduced Ammo Capacity-9, Weight Decrease-12

**Modifications:** Fore Grip

**Notes:** Military-grade heavy weapon: price rounded up to the nearest 1,000¥.

The 'Getemono' obeys heavy weapon recoil rules.<sup>1</sup> Each shot imposes a +4 recoil modifier; the 'Getemono' offers 6 points of internal recoil compensation, seven when the fore grip is used.

### Light & Heavy Pistols: IMI Jericho 942 & 942FS

The Jericho is a conventional locked-breech pistol using a dropping barrel which locks into the ejection opening in the slide. Hammer-fired and double action, the slide runs on internal frame rails, improving the accuracy. The pistol is normally in 9mm caliber but by replacing the barrel, return spring, and magazine, it can be made to fire .40S&W or .41AE cartridges. It is also available with various options such as single-action only or double-action only, ambidextrous safety catch, and a butt-mounted safety lock. It has been adopted by various Israeli police and security agencies. (Hogg and Weeks 58)



*Bateau's primary weapon for most of the film, the Israeli-designed and manufactured Jericho 942FS originally came in 9mm, but it can be modified to chamber .40S&W and .41AE. Bateau's, on the other hand, is chambered in for .45ACP. The F-series of the Jericho, such as Bateau's, has a frame-mounted safety for 'cocked and locked' carry.*

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Light	6	16 (c)	SA	6L	1	5/24 hr	310¥	0.8	8P-E	—
Heavy	6	10 (c)	SA	9M	1	5/24 hr	375¥	1	6P-E	—

**Cartridge:** 9mm Parabellum, .40S&W, .41AE; (Bateau: .45ACP). **Length Overall:** 207mm (~8.14"); (Bateau: 192mm). **Weight:** 1,090g (2lb. 6oz); (Bateau: 920g.) **Barrel:** 120mm (~4.72"), 6-grooves, polygonal, right-hand twist; (Bateau: 96mm). **Feed:** 16-round detachable box; (Bateau: 10-round). **Muzzle Velocity:** 360m/sec (~1,132fps). **Operation:** Semi-automatic short recoil system. **Safety:** Internal drop safety (frame-mounted safety). **Sights:** Fixed non-adjustable combat sights with optional GTLS (luminous sight) or three-dot system. **Modes of Fire:** Semi-automatic double action.

**Design Point Value:** 123 (150)

**Firearm Construction Units:** 1.00 (1.00)

**Design Options:** Melee Hardening, Weight Decrease-2 (Melee Hardening, Weight Decrease-6)

**Modifications:** Extended Clip+4.

**Notes:** Mass-produced weapons: prices halved. Design options and modifications in parentheses are those of Bateau's Jericho 942FS. The .40S&W version of this weapon holds ten rounds with an 8M Damage Code.

### Light Pistol: Beretta M8000 'Cougar F'

*The Beretta M8000 'Cougar' 9mm pistol is issued to field operatives of Section 6. It utilizes an unusual locking system that has the barrel rotating to release the slide, similar to the French MAB PA15. The result reduces recoil by channeling it in the barrel rotation and having the slide and barrel absorb the shock before it reaches the frame. The rotating barrel also offers an advantage in accuracy, theoretically, because the axis of the bore doesn't change as the gun is cycling.*



*The M8000's slide and barrel are manufactured out of chro-moly steel, and coated with matte black Brunton, a very durable Teflon epoxy resin. The M8000 departs from traditional Beretta designs by using a closed slide design to insure reliability.*

The Beretta Cougar 8000 Series semi-auto has developed a formidable reputation as a reliable, potent pistol. First designed primarily as an undercover gun, the Beretta Cougar 8000 is now carried by growing numbers of police officers as their official duty sidearm because of its superior ergonomic design, low recoil and inherent accuracy. NATO qualified,

<sup>1</sup> "Carrying Heavy Weapons," Cannon Companion (99)

the Beretta Cougar boasts an incredible life of more than 30,000 shots. Using the modern CAD design system, Beretta has been able to develop an ergonomically advanced pistol, [...], with great fire capacity and extraordinary long life. This has been possible also thanks to a brilliant adaptation of a proven locked breech system with rotating barrel.<sup>1</sup>

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Light	7	15 (c)	SA	6L	1	3/12 hr	360¥	0.5	8P-E	—

**Cartridge:** 9mm Parabellum. **Length Overall:** 180mm (~6.97"). **Weight:** 925g (2lb). **Barrel:** 92mm (~3.6"), 6-grooves, right-hand twist. **Feed:** 15-round detachable box. **Muzzle Velocity:** 340m/sec (~1,115fps). **Operation:** Short recoil-operated, locked breech, rotating barrel system. **Modes of Fire:** Safe, single/double-action. **Safety:** Ambidextrous safety/decocking lever (the Section 6 version has a right-side safety only), rotating firing pin striker, automatic firing pin block, chamber-loaded indicator. **Sights:** Square post front and square notch rear, white three dot system, adjustable for windage.

**Design Point Value:** 141

**Firearm Construction Units:** 1.00

**Design Options:** Improved Concealability+1, Weight Decrease-1

**Modifications:** Extended Clip+3

**Notes:** Mass-produced weapon: price halved (rounded up).

### Light Pistol: Ěeská Zbrojovka CZ100

Introduced in 1995, this chunky pistol brings synthetic materials into CZ construction. Slides and frame use plastics and steel; the pistol is a self-cocker, the firing system being under no tension unless the trigger is pulled. There is an automatic firing pin safety device. An unusual protrusion on the top of the slide, just behind the ejection port, is intended to permit one-handed cocking by simply placing this part against a hard surface and pushing down on the grip so that the slide is forced back to load the first round. The action is the usual Browning cam, locking the chamber top into the ejection port. A laser sight can be fitted into the rails provided in front of the frame. (31)



*The CZ100 is the Major's sidearm in the film, designed and manufactured by Ěeská Zbrojovka, Uherský Brod of the Czech Republic for law enforcement personnel as an on/off-duty sidearm. It uses a hexagonal barrel for better reliability and controllability.*

The CZ100 belongs to a new range of high-capacity semi-automatic pistols incorporating a locked breech. This pistol is distinguished by its modern conceptualization and the optimal combination of the frame with a high-impact plastic and steel slide. The consequently reduced weight significantly enhances the comfort of day-to-day carry.

The trigger mechanism is a DAO type and incorporates a firing pin safety. The pistol is equipped with a single side slide stop and a magazine catch. The slide is locked open when the last cartridge from the magazine has been fired. Its elegant shape and design facilitates shooting with gloved hands. Its operational and safety features justify ranking this handgun among the 'load and forget' category.<sup>2</sup>

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Light	7	13 (c)	SA	6L	0.65	9/1 wk	400¥	2	8P-E	—

**Cartridge:** 9mm Luger, .40S&W. **Length Overall:** 177mm (~6.97"). **Weight:** 645g (1lb. 7oz). **Barrel:** 95mm (~3.74"), 6-grooves, right-hand twist. **Feed:** 13-round detachable box (.40S&W: 10-round detachable box). **Muzzle Velocity:** 340m/sec (~1,115fps). **Operation:** Short recoil. **Modes of Fire:** Double-action only. **Safety:** Slide safety, automatic firing pin block safety, DOA mode of fire. **Sights:** Fixed low-profile.

**Design Point Value:** 162

**Firearm Construction Units:** 0.50

**Design Options:** Ceramic Components-1, Improved Concealability+1, Melee Hardening, Weight Decrease-3

**Modifications:** Extended Clip+1

**Notes:** Mass-produced weapon: price halved (to MSRP). The CZ100 has some polymer parts, reducing the risk of detection by magnetic weapon detection systems; increase Concealability by 2 when attempting to avoid detection from MAD systems.<sup>3</sup> The .40S&W version of this weapon holds ten rounds with an 8M Damage Code.

<sup>1</sup> From the Beretta website

<sup>2</sup> From the Ěeská Zbrojovka website

<sup>3</sup> "Weapon Detection," SR3 (237)

### Light Pistol: Mateba M2007

[...] The Mateba revolver was designed for international rapid-fire competitions; its designer, Emilio Ghisoni, saw that the principal drawback was that a conventional revolver had its barrel well above the firer's hand, thus developing a considerable turning motion which pulled the barrel up and off-target on firing. So he designed a revolver with the barrel set very low over the hand and the cylinder, therefore, was low-set in front of the trigger guard. The first model to appear, in 1983, was an eight-shot in .38 Special caliber, [...]. Then, in 1985, came a new design in which the cylinder was in the more conventional place above the trigger but the barrel was aligned with the bottom chamber, and the cylinder hinged upwards when opened, probably the only revolver which ever did so.

The idea was sound enough, and the workmanship impeccable, but although the pistols remained in limited production for some years, they appear to have ceased some time in the early 1990s. (Hogg 21)

*Togusa's Mateba (mah-TEE-buh) M2007 is a fairly unusual revolver. It is chambered for 9mm Parabellum, normally used in automatics. Its six-round cylinder hinges upwards; this design causes problems during reloading since it is nearly impossible to strike the ejector rod with the same hand holding the revolver (demonstrated when Togusa reloads his Mateba with a tracking round). It should be noted that the Mateba is famous for its accuracy: the hexagonal barrel is lined up with the bottom-most chamber, giving it a low bore line. In order to raise the front sight in line with the rear sights, a top-mounted counterweight is fitted to the frame. Added features are a safety that blocks the hammer from striking the firing pin and easily interchangeable grips and barrels.*



Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Light	5	6 (cy)	SA	6L	1	12/12 days	485¥	0.5	8P-E	—

**Cartridge:** 9mm Parabellum. **Length Overall:** 248mm (-9.76"). **Weight:** 1,000g (2.2lb). **Feed:** Swing-over 6-round cylinder.

**Operation:** Revolver (single/double-action). **Safety:** Frame-mounted hammer-block safety. **Sights:** Adjustable open iron.

**Design Point Value:** 97

**Firearm Construction Units:** 1.25

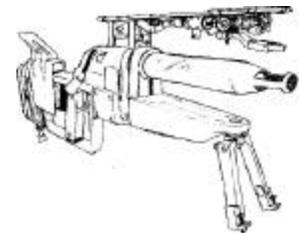
**Design Options:** Ammo Loading: Cylinder, Improved Ammo Capacity+2, Weight Decrease-1

**Modifications:** None

**Notes:** The Mateba-type revolver is a rare weapon: the price remains the same. This revolver cannot mount a silencer.

### Sniper Rifle: Mauser-Taxischied 'Kompromisslos'

The design of Mauser-Taxischied 'Kompromisslos' (German for "uncompromising") is, for a sniper rifle, unusual in that its unconventional shape places the shooter's eye in line with the barrel. While it takes some adjustment, there is no questioning the design's efficiency: the weapon has a guaranteed first-round hit capability out to 700 meters range.



Butt length is adjustable by a series of extension pieces, the fully adjustable stock is made of a composite of Kevlar, graphite, and fiberglass bound together with epoxy resins, and there is an adjustable hand rest in the forend for ease of use. For more fine-tuning, the single-stage trigger pull is adjustable by a micrometer screw. The free-floating barrel is carefully manufactured, rifled, and chambered to suit the ballistics of all variants of the .300 Winchester Magnum cartridge, fitted with a muzzle break and silencer, then surrounded by a thermal sleeve to reduce disturbance of sight lines by heat haze, as well as reducing the thermal signature of the rifle. A long bar underneath contains a harmonic balancer to reduce vibrations of the barrel, improving accuracy and providing a mount for a bipod. Sitting atop is a 'floating' sensor suite with several terminal input connections for visual interface; it implements (among other things) a binocular IR scope using CCD that may be adjusted manually or cybernetically. It is fairly powerful, able to 'see' through opaque materials (such as the armored windshield of a getaway car).

Altogether, the Mauser-Taxischied was perhaps the ultimate sniping rifle, but such precision does not come cheaply, and few armies were prepared to spend that sort of money on its snipers. Most went to Section 9, and commercial production ended in 2028: these rifles are available only to Section 9's sharpshooters.

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Sniper	—	5 (c)	SA	16S	6.3	18/60 days	20,000¥	5	2-K	—

**Cartridge:** .300 Winchester Magnum. **Length Overall:** 1,165mm (~45.87"). **Weight:** 6.3kg. **Barrel:** 650mm (~25.59"), 4-grooves, right-hand twist. **Feed:** 5-round detachable box. **Muzzle Velocity:** 868m/sec (~2,850fps). **Operation:** Delayed blowback. **Modes of Fire:** Safe, semi-automatic. **Safety:** Frame-mounted on left side. **Sights:** Charged Couple Device (CCD) system.

**Design Point Value:** 3,997

**Firearm Construction Units:** 0

**Design Options:** Ammo Loading: Clip, Improved FCU+1, Increased Power+2, Weight Decrease-6

**Modifications:** Electronic Imaging System Mag-3 [gun cam, low-light, thermographic imaging], Extended Clip+1, Internal Smartgun-II System, Range Finder, Ultrasound Sight, Silencer

**Notes:** SOTA security-grade weapon; price rounded up to the nearest 1,000¥. The bipod provides no recoil compensation. This weapon cannot accept any accessories. The advanced imaging system combines the imaging scope, ultrasound sight, and ranger finder into a single unit: the internal smartlink will interface with all of these items as if they were cyberware.

» A Charged Couple Device is the imaging chip in a camcorder or almost any other camera today, a small grid of photon sensors etched onto an IC chip. They can be sensitive to fairly low light; most low light scopes work on an entirely different principle that involves no actual image sensing as such. You can put one in place of a human eyeball in such a device to get a low light camera, and some are sensitive to infrared. Higher quality cameras use higher resolution (larger or more finely etched) CCDs, and really good ones optically split the image via its color components onto 3 CCDs, one for each of the RGB channels, effectively tripling output resolution.

» Mongoose

### Sniper System: Ultima Ratio Regum (Final Argument of Kings)

The existence of Public Security's premier sniper system was revealed in 2025, having been developed in answer to their need for a weapon capable of producing the highest possible first-round probability figure at 1,000 meters range. While the details of this weapon remain secret, it is supposed that it chambers 7.62mm Armor-Piercing Fin-Stabilized Discarding Sabot ammo, which consists of a depleted uranium sub-caliber round that easily punches through armor. Its conventional Mauser turnbolt action is assembled on a ceramic frame, hand-made by specially trained and qualified armorers. The fully adjustable double stage precision trigger and firing mechanism are treated with Dikote™, and the barrel is fitted with a muzzle brake/flash suppressor. The recoil absorbing stock is adjusted for length and height, offset and drop by a computer so the sniper can maintain his position for long periods without fatigue. It also features a gyro-stabilized mount. No iron sights are fitted, but the rifle is normally fitted with a Zeiss Divari "Z" scope giving 3-12x magnification. Though it may be fitted with any telescope or image-intensifying sight, rumors point towards a full-spectrum, computer-controlled "Full Sensing" targeting system that interfaces with the sniper to offer unparalleled accuracy.



» SR doesn't allow for it, so I dropped the APFSDS, but that doesn't make it any less deadly than intended. This is one nasty, evil, weapon.

» AK404

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Sniper	—	6 (m)	SA	14S	4.8 (200)	GM	35,500¥	GM	1-K	6

**Cartridge:** 7.62x51mm NATO, .308 Winchester. **Length Overall:** 1,200mm (~47.45"). **Weight:** 4.8kg. **Barrel:** Not Known. **Feed:** 6-round integral box. **Muzzle Velocity:** 800m/sec (~2,625fps). **Operation:** Bolt Action. **Modes of Fire:** Safe, Fire. **Safety:** 2-position sliding. **Sights:** Zeiss Divari "Z" scope, "Full Sensing" system (see below).

**Design Point Value:** 3,545

**Firearm Construction Units:** 0

**Design Options:** Barrel Extension, Ceramic Components-3, Weight Reduction-8

**Modifications:** Optical Scope Mag-3 [gun cam, low-light, thermographic imaging], Internal Smartgun-II System, Range Finder

**Notes:** SOTA military-grade weapon; price rounded up to the nearest 100¥ and doubled. There are less than 500 of these rifles in existence. The 'Ultima Ratio' is completely constructed of ceramic components, making it undetectable to magnetic

weapon detection systems.<sup>1</sup> The gyroscopic stabilizer in the ring mount provides 6 points of recoil compensation. Being a bolt-action rifle, it takes one Simple Action to chamber the weapon, and another Simple Action to fire.

If using the CC Redux rules, the weapon also has a Dikoted Firing Mechanism, Single Set Trigger, Increased Damage Level (to 14D), and Flash Suppressor.

The 'Ultima Ratio' uses the SOTA imaging system of a specialized sniping platform; to be used to its full effect, a datajack and smartgun link are required. The VR helmet (which plugs into the datajack) connects with the Ultima Ratio's "Full Sensing" platform, taking advantage of its superior targeting systems—targeting in this manner falls under Sensor-Enhanced Gunnery (SEG) rules.<sup>2</sup> The platform uses IPA to identify and confirm the target, then Target-Acquisition Processing Systems (TAPS) in conjunction with the gyroscopic stabilizer to bore sight the target's center of mass until the computer has a 95% certainty of hitting the target. The drone then feeds the data to the sniper, who makes adjustments as he sees fit (like moving for a head shot), uploads his feedback to the TAPS for confirmation, then uses the smartlink to fire, via DNI or manual trigger. (The smartlink will not enhance SEG, but is needed to cybernetically fire the weapon.) Using the 'Ultima Ratio' in this manner takes time, as the drone will not confirm the shot until the TN is 2. Because the IPA and TAPS are customized for a single target, the bonuses they confer are doubled when used against that target. The drone can have only one target in memory.

The wise sniper is sensitive to the movements of the 'Ultima Ratio', and allows it to assist in aiming, but the gun's motion may be overridden at any time by simply moving to any desired target. This option allows the sniper to attack as per normal SEG. Because the sniper is holding his weapon, either the Rifle or Gunnery skill may be used. The same applies to Combat or Control Pool. This weapon may be hardwired to a BattleTac system—and usually is. Without its platform, the 'Ultima Ratio' uses standard ranged combat rules. This weapon cannot accept any accessories.

Due to its modified barrel, the range of the 'Ultima Ratio' has been extended. The ranges are as follows:

Short	Medium	Long	Extreme
0-165	166-330	331-770	770-1,100

#### 'Ultima Ratio' Sniping Platform

Handling	Speed	Accel	Body	Armor	Sig.	Auto	Pilot	Sensor	Cargo	Load
4/4	10	2	2	0	13	—	4	6	0	90

**Seating:** NA

**Entry Points:** NA

**Fuel:** Electric [grid link variant] (70 PF)

**Point Value:** 5,215

**Template:** Crawler, Large (Military-Grade)

**Other Features:** Datajack Port, ECCM-5, ECD-2, Electronics Port (2), Radar Absorbent Materials-3, Remote Control Interface, Rigger Adaptation, Ring Mount, Smart Materials, TAPS-2 Sharpshooter Software, IPA-2 Clearsoft Software

**Setup/Breakdown:** 5 minutes

**Landing/Takeoff:** NA

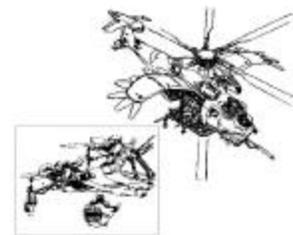
**Economy:** Active: 1 min/PF (Idle: 5 min/PF)

**Price:** 1,321,515¥

The platform is usually mounted in a sniping helicopter; it draws its power (as well as sensors and equipment) from the helicopter, but may be used as an independent unit. The package cost of the system is 1,340,000¥.

#### Section 6 Sniping Helicopter

This unique sniping helicopter is Section 6's premier piece of equipment, designed specifically for sniping targets at extreme ranges from an airborne position. When the helicopter is in position, the sides fold out, and the floor lowers creating a platform for four snipers, two on each side. The snipers jack into "device drivers" which control their cardiovascular functions and ensure weapon stabilization. Once jacked in, the snipers and their 'Ultima Ratio' rifles become a part of the helicopter. They use its small sniping platforms for extremely accurate target acquisition. There is no more precise sniping system in the world, and with the aid of an AWACS helicopter, the two are an almost unstoppable team. (Minor and Brenier)



Handling	Speed	Accel.	Body	Armor	Sig.	Auto	Pilot	Sensor	Cargo	Load
2	350	13	7	6	12	4	NA	7	172	2,460

<sup>1</sup> "Weapon Detection," SR3 (237)

<sup>2</sup> "Sensor-Enhanced Gunnery," Rigger 2 (58)

**Seating:** 2b

**Entry Points:** 0

**Fuel:** Gasoline(1,500 liters)

**Point Value:** 12,108

**Template:** Cargo Helicopter

**Other Features:** Datajack Port, ECCD-3, ECCM-7, ED-3, Life Support Systems: 20 hr, Radar-Absorbent Materials+3, Rigger Adaptation, Smart Materials, Thermal Baffles+2

**Setup/Breakdown:** NA

**Landing/Takeoff:** VTOL

**Economy:** 0.2km/liter

**Cost:** 15,256,080¥ (before sniping platforms)

These are the stats for a security-level sniping helicopter; the military version will undoubtedly be much more efficient. The package cost of the total system—helicopter and four sniping platforms with rifles—is 20,500,000¥.

### Submachine Gun: Steyr Tactical Machine Pistol (TMP)

» The TMP has already an entry in the Cannon Companion (p18), and uses its stats, but the weapon presented in *Ghost in the Shell* has an integral laser aiming module and foregrip with no penalties to weight or concealability.

» AK404

This weapon, introduced in 1989, consists of a synthetic butt and frame, synthetic receiver top, and a steel barrel and breechblock combination. It is hammer-fired, the firing mechanism being modified from that of the AUG rifle. The weapon works on the delayed blowback principle, the delay being performed by a rotating barrel which owes a good deal to the Steyr 1912 pistol. The barrel lies inside the casing which fits into the top cover and acts as a guide for the bolt. On firing, bolt and barrel recoil 10-12mm or so and then a lug on the barrel, having moved down a slot, hits a cam surface and rotates the barrel about 45° clockwise. This unlocks the bolt, the barrel stops and the bolt goes rearwards. A spring drives the bolt back to collect a fresh round and chamber it and then drives the bolt into the barrel and the barrel forward again, rotating it so as to lock the bolt before it goes into battery. Semiauto or autofire can be selected by a cross-bolt safety or by trigger pressure, as in the MPI 69. There are 41 parts, and only one screw, the lateral adjustment for the rear sight. There is no stock, but a grip in front of the trigger-guard can be folded down to give a two-handed hold. (Hogg and Weeks 99)



*The Steyr Tactical Machine Pistols issued to Section 6 are modified to accept an under-barrel laser aiming system. The frame is made of the IXEF1313 polymer, which has a greater resistance to changes in temperature than steel. This weapon is extraordinarily reliable and well-engineered: for cleaning and maintenance, it disassembles into five major components and is easily reassembled. In emergencies like extreme fouling, the system can remain operational by simply inverting the internal parts: immediate replacement is unnecessary.*

**Cartridge:** 9mm Parabellum. **Length Overall:** 282mm (~11.10"). **Weight:** 1,300g (2lb 14 oz). **Barrel:** 130mm (~5.12"), 6-grooves, right-hand twist. **Feed:** 30-round detachable box. **Cyclic Rate:** 900rpm. **Muzzle Velocity:** 380m/sec (~1,247fps). **Operation:** Delayed blowback. **Modes of Fire:** Selective. **Safety:** Cross-bolt safety/selector. **Sights:** Adjustable rear sight.

### Submachine Gun: Zavodi Crvena Zastaba CZN-M23 '9-Weapon'

*Manufactured by ZCZw (Zavodi Crvena Zastaba), located in Kragujevac, Serbia, the CZN-M23 '9-Weapon' is the standard issue weapon of Section 9. It appears to be a descendent of the FN P90 and like its predecessor, fires 5.7x28mm FN. It may be fitted with a single-shot 25mm grenade launcher (not seen in the movie, as the Major opts to throw the grenades instead) and modified with a "B-Kit" to accept hypervelocity "hot" loads without malfunction (although the weapon will overheat under the stresses of sustained fire).*



Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
SMG	3	35 (c)	SA/BF/FA	6M	3.75	6/48 hr	1,000¥	2	4-G	4

**Cartridge:** 5.7x28mm FN (SS190). **Length Overall:** 650mm (~25.59"). **Weight:** 3.75kg (8lb. 26oz). **Barrel:** 383mm (~15.08"), 6-grooves, right-hand twist. **Feed:** 35-round detachable box. **Muzzle Velocity:** 720m/sec (~2,362fps). **Operation:** Blowback, fires from a closed bolt. **Modes of Fire:** Selective. **Safety:** Selector/safety switch; internal drop safety. **Sights:** Adjustable open iron. **Cyclic Rate:** 950rpm

**Design Point Value:** 385

**Firearm Construction Units:** 0

**Design Options:** Bullpup Configuration, Concealability Reduction-3, Firing Mode: SA/BF/FA, Weight Decrease-6

**Modifications:** Extended Clip+15, Internal Gas Vent-III

**Notes:** Mass-produced weapon: price halved (rounded up for special properties). The 5.7x28mm FN cartridge has an automatic x0.75 Ballistic Armor modifier to reflect that it is designed to penetrate body armor; it costs 50¥ for a case of ten, with the same Availability and Street Index as the weapon. If these rules are disregarded, raise the Power Level by 2. Hypervelocity rounds do not follow these rules. (see below) With the exception of HV rounds, there are no variants to 5.7mm FN ammunition.

The '9-Weapon' can accept a 25mm single-shot mini-grenade launcher; it is a top-mount that reduces the CZN-M23's Concealability by 1, available for 1,000¥. The 'B-Kit' is available for 2,000¥ (with the same Availability and Street Index as the weapon). It comes standard in an armored briefcase (5/3) and may hold the following: a submachine gun tool kit; survival knife (w/trauma patch), top-mount flashlight, available space for the launcher, twelve mini-grenades, and four clips of ammo. It weighs 6kg.

Hypervelocity 'hot' rounds are anti-vehicular.<sup>1</sup> However, small arms (pistols and submachine guns) are not designed to use AV rounds. To reflect this, for every AV round fired from the '9-Weapon', roll 2d6. If the result is less or equal to the amount of shots fired, the firing mechanism has ruptured, requiring repairs. Repairing the weapon requires the appropriate B/R (5) skill with a base time of 72 hours and a gunsmithing shop. These penalties are partially negated by using a reinforced barrel made for firing AV ammunition (included with the B-Kit, this barrel weighs 1kg.); setting up the gun to accept the barrel takes 3 Complex Actions. While the reinforced barrel is used, roll 2d6 for every shot fired after three rounds *only*; if the result is less or equal to the amount of shots fired after the initial three shots, the firing mechanism will rupture. The firing mechanism will always fail after 70 shots. This weapon cannot accept barrel-mounted or underbarrel accessories.

## Golgo 13

### Assault Rifle: Duke Togo's M16A1

Eugene Stoner, a prolific and talented inventor of small arms, produced the Armalite while he was employed by the Fairchild Engine and Airplane Company in the late 1950s. The rifle was developed in 1956 to an army specification, and Stoner chose to use the existing .222 Remington cartridge with an improved bullet, and in many ways the rifle is a scaled-down AR10—as already noted in the section on that gun [290-291]. In July 1959, production of the rifle was licensed to Colt, and the AR15 made its name by being adopted by the smaller nations of Southeast Asia in the early 1960s. The AR15 was an ideal size for smaller men to carry through the jungle, and from this beginning it gradually came to be used and finally accepted by the United States forces operating in Vietnam. It eventually became the standard rifle of the United States Army.



The AR15 mechanism used a direct gas tube which delivered a blast of gas from the barrel to the front face of the bolt carrier. This moved back under the gas impulse and, by means of a cam, rotated that bolt inside the carrier, so the its lugs unlocked from the chamber (sic). The carrier and the bolt then ran back, compressing a return spring. The spring then thrust carrier and bolt forward, stripping a round out of the magazine as they did so, chambering a round and finally closing the breech. The final movement forward of the bolt carrier rotated the bolt into the locked position. The rearward stroke of the carrier had also cocked the firing mechanism. [...] The basic M16 was soon modified into the M16A1, the principle change being a positive bolt closure device which helped overcome a tendency for cartridges to stick as they were being loaded. This was standardized in 1967 and remained the principle US Army rifle until supplanted by the M16A2 in 1983. (Hogg and Weeks 291-292)

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Assault	1	30 (c)	SA/BF/FA	8M	4.9	24/30 days	6,700¥	GM	3-G	2

**Cartridge:** 5.56x45mm M193, 5.56x45mm NATO. **Length Overall:** 990mm (~39"). **Weight:** 2.86kg (6lb. 5oz). **Barrel:** 508mm (~20"), 4-grooves, right-hand twist. **Feed:** 30-round detachable box. **Operation:** Gas-operated. **Modes of Fire:** Selective. **Sights:** Fixed Iron. **Cyclic Rate:** 800rpm. **Muzzle Velocity:** 988m/sec (~3,250fps).

**Design Point Value:** 1,340

**Firearm Construction Units:** 0

**Design Options:** Barrel Extension, Ceramic Components-1, Easy Breakdown, Improved FCU+1, Recoil Compensation+2, Weight Decrease-8

<sup>1</sup> "AV Rounds," Cannon Companion (36)

**Modifications:** Imaging-3 [low-light, thermographic]

**Notes:** Duke Togo's M16A1 is a customized weapon offered at full price. This weapon provides two points of recoil compensation. Duke Togo has had his gun modified so that it can be quickly disassembled and re-assembled in 3 Complex Actions. In addition, he has replaced many of the metal parts with polyresin, reducing the risk of detection by magnetic weapon detection systems; increase Concealability by 2 when attempting to avoid detection from MAD systems.<sup>1</sup>

Due to its modified barrel, the range of the Duke's M16A1 has been extended. The ranges are as follows:

Short	Medium	Long	Extreme
0-55	55-165	166-385	386-605

## Gunsmith Cats

### Light Pistol: Ěeská Zbrojovka CZ75

*"As far as I know, nobody but **nobody** has ever used such hard metal in a handgun...the CZ75 is the pinnacle of semi-automatic handgun evolution..." –Rally Vincent*

This pistol, introduced in 1975, rapidly acquired a reputation for accuracy and reliability. Chambered for the 9mm Parabellum cartridge, it was obviously not intended for Czech service use but for export, and it achieved considerable success. It was also widely copied and license-built in other countries, notably as the original ITM pistol in Switzerland, the Springfield P9 in the USA, and the Tanfoglio [TA90] in Italy. It is a recoil-operated weapon, using the usual modification of the Colt swinging lock breech lock in which the link is replaced by a shaped cam beneath the breech. The firing lock is double-action, similar to that of the Walther P38, but the safety catch is well-positioned on the left of the frame and locks the hammer linkage. The magazine is a double-column type which holds 15 rounds. (Hogg and Weeks 30)

Referred to by some experts as the best 9mm handgun of the century, the CZ75 is Rally Vincent's chosen weapon and one of my favorite weapons as well. While the CZ75B (just one of the CZ75's ten variants) has a firing pin block and extended slide rails that "make up for the loss of accuracy," it is still one of the most dependable and accurate handguns on the open market, imitated by firearms manufacturers around the world. Overall, the handgun is pure pleasure to shoot: well-balanced, light, smooth, and easy to sight with, it is easily on par with the Beretta M92 for half the price: while the Beretta approaches \$900 and over on the open market, the CZ75B can be found for a mere \$400.

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Light	6	15 (c)	SA	6L	1	3/12 hr	490¥	2	8P-E	1

**Cartridge:** 9mm Parabellum. **Length Overall:** 209.5mm (~8.25"). **Weight:** 1,000g (2lb. 3oz). **Barrel:** 122mm (~4.8"), 6-grooves, right-hand twist. **Feed:** 15-round detachable box. **Muzzle Velocity:** 338m/sec (~1,110fps). **Operation:** Short recoil. **Modes of Fire:** Single/double-action. **Safety:** Manual safety, safety stop on the hammer, firing pin safety. **Sights:** Fixed low-profile.

**Design Point Value:** 196

**Firearm Construction Units:** 1.50

**Design Options:** Cased Only, Reliable+1, Steel Construction+3

**Modifications:** Extended Clip+6, Trilux Reflex Sights

**Notes:** Mass-produced weapon: price halved (rounded up). This weapon was created using Tzeentch's CC Redux; it is Extremely Reliable. The CZ75 is made entirely of steel, increasing the risk of detection by magnetic weapon detection systems; decrease Concealability by 3 when attempting to avoid detection from MAD systems.<sup>2</sup> This all-steel construction also provides one point of recoil compensation. Its trilux reflex sights allow rapid target acquisition, reducing the penalty for a fast draw by -1 when used correctly (not firing from the hip), as well as a -1 Target Number modifier when used correctly in combat. The bonuses from these sights may not be combined with laser sights and smartgun links.<sup>3</sup>

<sup>1</sup> "Weapon Detection," SR3 (237)

<sup>2</sup> "Weapon Detection," SR3 (237)

<sup>3</sup> "Steel Construction" and "Reflex Sights," CC Redux

## IRIA: Zeiram the Animation

### Sport Rifle: Iria's Boom Stick

*This is Iria's weapon of choice and always within arm's reach. It can be extremely accurate when used by someone who understands how to work it. The rifle also has a secondary feature that allows it to set off small mines and can be adapted to fire missiles.*



This is a request from Bonefish. Based on the English paradox rifles and combination guns of the 1800s and early 1900s, Iria's weapon is actually two firearms in one: a long-range rifle with a short-range weapon under the barrel. The primary weapon is a sport rifle—it's far too rugged to be anything else. Unlike its historical counterpart, Iria's secondary weapon is a musket-like grenade launcher, not a shotgun.

It is a good idea in theory, but neither weapon in this combination is as good as a dedicated weapon—it's too long to use grenades effectively, it has more recoil than a rifle, and a removable clip would be more a liability than a benefit. These design flaws are circumvented through unconventional loading methods: the rifle loads through the stock via a 20 round tube of ammunition. The secondary weapon is a refreshingly accurate muzzle loader that can take a wide variety of ammunition, one shot at a time—a risky proposition in combat.

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Sport	—	20 (c)	SA	8S	6.1	GM	4,000¥	GM	GM	—
Special	—	—	SS	10S	—	—	—	—	—	—

**Cartridge:** NA. **Length Overall:** 1,220mm (~48"). **Weight:** 6.1kg (~13lb). **Barrel:** 610mm (~24.01"). **Feed:** 20-round charge tube. **Muzzle Velocity:** NA. **Operation:** Gas-operated. **Modes of Fire:** Semi-auto. **Safety:** None. **Sights:** Fixed iron.

**Design Point Value:** 480

**Firearm Construction Units:** 1.00

**Design Options:** Ammo Loading: Clip, Barrel Extension, Increased Power+1, Melee Hardening, Weight Decrease-6

**Modifications:** Extended Clip+15, Underbarrel Grenade Launcher (single-shot, Increased Power+2), Sling

**Notes:** An extremely unusual weapon, its price has been modified to accommodate the secondary weapon. Availability and Street Index are up to the GM. Iria's Boom Stick cannot accept any accessories.

This weapon fires caseless ammunition; it cannot be reloaded until all 20 rounds from the magazine have been expended. This weapon includes a sling (already factored into the weight and cost). The underbarrel weapon can accept all forms of shotgun and grenade launcher ammunition; it uses shotgun ranges with a fixed choke setting that must be determined at purchase. The range of the Iria's Boom Stick has been extended. The ranges are as follows:

Short	Medium	Long	Extreme
0-110	111-275	276-550	551-825

## Spriggan

### Light Machine Gun: Col. Fatman's General Electric M134 Minigun

This multiple-barrel 'Gatling-type' machine gun is based on the 20mm Vulcan development, and was specifically designed for use in helicopters in Vietnam. Due to its demands for power and ammunition, its application is limited to helicopters or vehicle mounts which provide the necessary space. The six barrels are revolved by an electric motor; they are normally parallel but can be clamped into various degrees of convergence if required. The action body, behind the barrels, carries six bolts in a rotating unit; these bolts lock into the barrels by rotation of their heads. The ammunition is belt-fed into the action body, the rounds are stripped out and located in front of the bolts, and as the bolt unit revolves so each round is chambered; at the uppermost position the firing pin is released and the round fired, after which the empty case is extracted and the bolt makes a complete circuit to pick up another round. When the trigger is released, the ammunition feed is isolated so that there is no danger of a cook-off during the short time the barrel and bolt assembly is coming to rest. (Hogg and Weeks 382-383)

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
LMG	—	40 (c)/belt	BF/FA	7S	15.9	24/14 days	8,100¥	4	1-G	3 (5)

**Cartridge:** 7.62x51mm NATO. **Length Overall:** 800mm (~31.50"). **Weight:** 15.9kg (35lb); with power supply: 26.8kg (59lb). **Barrels:** 559mm (22"), 4-grooves, right-hand twist. **Feed:** 50-round detachable box, 4,000-round linked belt. **Cyclic Rate:** ~6,000rpm. **Muzzle Velocity:** 869m/sec (2,850fps). **Operation:** Externally-powered.

**Design Point Value:** 1,602

**Firearm Construction Units:** 0

**Design Options:** Ammo Loading: Belt, Electric Ignition, Heavy Barrel, High-Velocity Capability, Improved FCU+2, Multiple Barrels+4, Recoil Compensation+3, Weight Decrease-1

**Modifications:** Dikoted Firing Mechanism, Fore Grip, Personalized Grip, Hip Pad

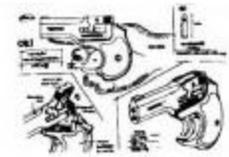
**Notes:** Mass production military-grade heavy weapon: price rounded up to the nearest 100¥. This weapon was created using Tzeentch's CC Redux; it is Extremely Reliable. Because it uses electric ignition, special ammunition is required; this electronically-primed ammunition costs the same as normal ammunition but has an Availability code of +2/+0 for all variants. This ammunition cannot be used in conventional weapons, and vice versa.<sup>1</sup>

In burst-fire mode, the M134 fires 12-round bursts that inflict 19D damage. These bursts suffer recoil for each bullet in the same way as standard bursts. In full-auto mode, the M134 has a maximum rate of 36 rounds per Combat Phase. This autofire can be directed in bursts at more than one target, but at least 12 rounds must be fired in each autofire burst. This weapon cannot accept barrel-mounted accessories.

## TRIGUN: Deep Space Planet Future Gun Action!

### Hold-Out Pistol: Meryl Strife's Derringers

By the middle of the 1850's, Derringers were standard equipment for those who chose to protect themselves with concealed weapons. Their size made them perfect "second" guns, and they were often carried with the larger revolver. The expansion westward in the mid-nineteenth century was perhaps the most violent period in American history; law and order was something a man had to carry with him, and the demand for precision small arms grew as the country grew.



Meryl Strife's primary weapons are pair of palm-sized pistols based on either the High-Standard Derringer or Connecticut Valley Arms "Philadelphia" Derringer. Regardless, these are double-barreled .22 Magnum derringers. These can be considered Walther Palm Pistols with the safeties removed.

Meryl's other weapons are based on Colt 1872 Derringers (Model No. 3), a short, single barrel pistol with a side-swinging barrel complete with an ejector. These guns are actually Model No. 4s, chambered for the easily available .22 Short instead of the historical .41 caliber round. These are small, light, easily concealable, and almost powerful enough to knock out a black cat: she evidently keeps about forty of these tucked under her pancho.

Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Hold-Out	11	1 (br)	SS	4L	0.5	4/24 hr	150¥	0.75	10P-E	—

**(High Standard Derringers) Cartridge:** .22 Magnum, .22 Long, .22 Short, .22 Long Rifle. **Weight:** 308g (11oz). **Length Overall:** 127mm (5"). **Barrel:** 88.9mm (3.5"). **Feed:** 2-round, break open. **Operation:** Double-action. **Modes of Fire:** Semi-auto. **Safety:** Concealed hammer, hammer block safety. **Sights:** Fixed.

**(1872 Derringers) Cartridge:** .22 Short. **Length Overall:** 128mm (~5"). **Weight:** 196g (7oz). **Barrel:** 58mm (~2.28"), part-octagonal. **Feed:** Single-round, swing-out. **Safety:** None. **Sights:** None.

**Design Point Value:** 60

**Firearm Construction Units:** 0.50

**Design Options:** Ammo Loading: Break, Improved Concealability+2

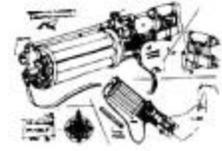
**Modifications:** None.

**Notes:** Mass-produced weapon: price halved. A quick draw holster made to hold eight derringers is available for 1,000¥, concealable only under a long coat.

<sup>1</sup> "Electric Ignition," CC Redux

### Special Weapon: Milly Thompson's Stun Gun

Milly Thompson's stun gun, also known as the 'Bernardelli Special' closely resembles a minigun, but is much less lethal, though no less dangerous. It is more of a catapult than an actual firearm, using CO<sub>2</sub> to launch its custom projectiles. The loading mechanism is also the weapon's barrel, each round loading in a clockwise direction; the cylindrical setup is magazine-based, removable by lifting the front and end about half an inch up and clicking it counter-clockwise. The weapon is designed to be fired from the hip, and is awkward in any other position.



Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Shotgun	3	8 (cy)	SA	10S Stun	6.35	GM	1,955¥	GM	GM	2 (3)

**Cartridge:** Custom. **Length Overall:** 77mm (~3"). **Barrel:** 51mm (~2"), part-octagonal. **Feed:** 8-round, swing-out. **Safety:** None. **Sights:** None.

**Design Point Value:** 391

**Firearm Construction Units:** 1.25

**Design Options:** Ammo Loading: Cylinder, Improved Ammo Capacity+4, Improved Concealability+1, Increase Power+2, Steel Construction+3

**Modifications:** Foregrip, Shock Pad.

**Notes:** Special weapon: price remains the same. This weapon was created using Tzeentch's CC Redux; it is Extremely Reliable. In addition to gas canisters (available for 50¥, good for eight shots), the stun gun uses custom ammunition (detailed below). Milly's Stun Gun is made entirely of steel, increasing the risk of detection by magnetic weapon detection systems; decrease Concealability by 3 when attempting to avoid detection from MAD systems.<sup>1</sup> This same all-steel construction also provides one point of recoil compensation. This weapon cannot accept barrel, underbarrel, or top-mounted accessories. Because of the special nature of its ammunition, the stun gun uses light pistol ranges, but the ammunition is ineffective at ranges less than five meters.

#### Stun Gun Ammunition, per 10 rounds

When fired, these rounds spread out into a large metal 'X,' delivering massive amounts of kinetic energy upon impact. These inflict damage in the same way as standard slugs except that they inflict Stun Damage. In addition, the target must make a Knockdown Test against double the Power of the weapon. The Power of the attack is resisted using Impact armor. Because of its large coverage area, the stun gun has a -1 modifier to its TN. Because this ammunition uses no powder, it may be retrieved and used as-is.

Conceal	Damage	Wt.	Avail.	Cost	St. Index	Legal
4	(As weapon) Stun	2	6/72 hr	50¥	2	As weapon

### Heavy Pistol: Vash the Stampede's Revolver

Now **this** is a wicked piece of work.

Vash's trusty silver top-break revolver is based on the graceful and accurate Smith & Wesson 1875 Schofield—chosen by many gunslingers and entrepreneurs in the Old West—with a few changes, including the Mateba-style barrel that lines up with the bottom-most chamber and a counterweight fixed on top. (This modification improves accuracy. See the Mateba M2007 entry for more information.) Its six-round cylinder implements an auto-ejector, which ejects used shells with a surprising amount of force; its spring mechanism is pressed in as the gun is being closed, minimizing the chance of a misfire but pushing the cartridges back just far enough to ensure that the hammer strikes even duds with a greater than normal amount of force. According to one of the bandits in the fifth episode, it is extremely heavy, which indicates a lot of mass used to suppress the recoil of larger rounds. This gun is quite large, measuring from twelve to fourteen inches long.



Type	Conceal	Ammo	Mode	Damage	Wt.	Avail.	Cost	St. Index	Legal	RC
Heavy	4	6 (cy)	SA	10M	3.25	24/18 days	1,450¥	1	8P-E	2

<sup>1</sup> "Weapon Detection," SR3 (237)

**Cartridge:** .45 Long Colt. **Length Overall:** 355mm (~13.98"). **Weight:** 3,250g (~8lb). **Barrel:** 203.2mm (8"). **Feed:** Top-break, 6-round cylinder. **Operation:** Revolver (single/double-action). **Safety:** Internal: transfer bar, cylinder blocks with cocked hammer. **Sights:** Adjustable rear sight.

**Design Point Value:** 290

**Firearm Construction Units:** 0.50

**Design Options:** Ammo Loading: Cylinder, Barrel Extension, Heavy Barrel, Improved Ammo Capacity+2, Improved Concealability+1, Increased Power+1, Recoil Compensation+1, Weight Decrease-2

**Modifications:** Custom Finish

**Notes:** Special custom weapon, offered at full price. This weapon provides two points of recoil compensation; it cannot mount a silencer. Because of its modified barrel, Vash's Revolver provides extended range. The ranges are as follows:

Short	Medium	Long	Extreme
0-6	7-22	23-44	45-66

## Additional Weapon Accessories

Light, Medium, and Heavy Pistols can mount certain accessories under the barrel, provided the barrel is long enough to accommodate them. One of these accessories is the laser-aiming module (LAM), using the same rules and prices as their top-mounted counterparts. There is also an internal laser sight available for 1,000¥. This is not mounted on the firearm, but in the grip, which does not modify the concealability rating.

Underbarrel-mounted flashlights are also usable. These are available in all variants, using the same rules and prices as their top-mounted counterparts.

### Brass Catcher

A brass catcher is a cloth bag that fits over a weapon's ejection port and catches expended casings. The price of the bag is negligible, the cost is for the clamps that keep the bag attached to the gun. Attaching a brass catcher onto a gun takes about half an hour. It can hold up to 50 casings before it needs to be emptied. Because of its nature, a brass catcher imposes a -1 to Concealability for every 10 rounds expended.

Mount	Conceal	Wt.	Avail.	Cost	St. Index	Legal
—	— (-5)	0.25	6/36 hours	25¥	0.5	Legal

### Silver Ammunition, per 10 rounds<sup>1</sup>

» Ah, silver bullets: incredibly useful for taking down supernatural opponents. So sayeth the Kyubi Kitsune.

» AK404

Silver rounds are the same as normal rounds except that the slug is made of silver. Against normal targets, silver rounds decrease the Power of the weapon by 3. However, against targets that have allergies to silver, there is no Power loss, and the Damage Level is increased by one level (i.e., Moderate to Serious). In addition, a character who has been struck with silver rounds must make a Body Resistance Test against a Power equal to twice the number of silver rounds he was shot with and a Damage Level of L. This damage is reduced by 2 per Combat Turn; each silver round that strikes adds 2 to the Power. Armor will not reduce this effect, nor can Combat Pool be used. Shapeshifters will not regenerate from wounds that have been inflicted by silver rounds, nor will a shapeshifter regenerate any wounds until the effects of silver rounds has passed.

Conceal	Damage	Wt.	Avail.	Cost	St. Index	Legal
8	See rules	0.5	24/12 days	200¥	4	9P-T

The purchase of silver ammunition isn't like the purchase of regular rounds; each round has to be custom-made by a weaponsmith with some skill in metallurgy and/or talismongering. More than likely the common armorer will not have the necessary skills needed, but there are always exceptions.

Details of silver bullet pricing is as follows:

- First, each bullet weighs 0.05kg apiece.

<sup>1</sup> Created by Nightlife, modified by AK404

- Next, each unit of raw silver ore costs 300¥ per unit (10kg).
- Refining the silver doubles the price and halves the weight: 600¥ per unit (5kg).
- Ten bullets weigh 0.5kg. 0.5kg of refined silver is 60¥, divide by ten for 6¥ per bullet.
- Add in a manufacturing cost of 14¥ per bullet. This assumes that the PCs at least gathered and/or refined the materials themselves; otherwise the service charge for obtaining and/or refining the silver will be added onto the cost of the bullets.

So it works out to a 14¥ manufacturing charge, 6¥ for the silver itself; that's 20¥ per single bullet before street index kicks in. Silver ammunition is available in hollow point for double the cost, and Glaser for three times the cost.

### Slide Lock

A slide lock keeps a semi-automatic's slide from moving. While this prevents a weapon from reloading itself, it also keeps a slide from making excess noise when a gunshot is silenced. Engaging and disengaging a slide requires a Simple Action, as does manually reloading a weapon after a slide-locked shot. (Because of a locked slide, a chamber will contain an empty cartridge instead of a fresh round until it is reloaded.)

By themselves, slide locks have no effect other than hampering a weapon. When used with silencers, however, they add an additional +1 to Perception Tests to hear a gunshot. Slide locks can be retrofitted into semi-automatic slide-based pistols only, and disable burst-fire or full auto-fire modes. Slide locks do not affect a firearm's concealability.

Mount	Conceal	Wt.	Avail.	Cost	St. Index	Legal
—	—	0.1	6/36 hours	50¥	1	Legal

## Acknowledgments

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### Anime and Magna Credits

**AKIRA:** Katsuhiro Otomo, Kodansha, Marvel Comics, Mash Room, Streamline Pictures, The AKIRA Committee  
**All-Purpose Cultural Catgirl Nuku Nuku:** Yuzo Takada, ADV Films, Futaba Sha, King Records, Movic  
**Appleseed:** Masaume Shirow, Dark Horse Comics, Seishinsha, Studio Proteus  
**Bubblegum Crisis:** Kenichi Sonada, AIC, Animeigo, Artmic, R. Talsorian Games, Youmex  
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**IRIA: Zeiram the Animation:** Amemiya Keita, Masakazu Katsura, Ryunosuke Otonashi, Bandai Visual, Banpresto, Central Park Media, Crowd, Mitsubishi Corporation, U.S. Manga Corps  
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### Online Research

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**Ryuji** for the slide lock. This thing has proven to be unbelievably useful sometimes.  
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## Assistance Needed...

Anime-related flavor text is needed for the following weapons:

**AKIRA:** Kaneda's Laser Rifle

**Burn-Up W:** Accuracy International L96A1, Rio's Taser

**City Hunter:** Nagant Model 1895

**Geobreeders:** Maki Umezaki's 'Red-Nine' Mauser-Selbstladepestole c/96, 9mm Parabellum

**Spriggan:** Col. Fatman's General Electric M134 Minigun

## Coming Soon...

**ADP 2040:** ADP Anti-Boomer Sniper Rifle

**Appleseed:** Sebuero J9 SMG, Sebuero Bobson Light Pistol

**Ghost in the Shell:** Sebuero C25a, C26a, and others

**IRIA: Zeiram the Animation:** Gren's Handgun

**TRIGUN:** Ruse's Double Bolt-action rifle, Wolfwood's Cross/machine gun