

Sniper Rifles

Use the Longarms skill when firing sniper rifles.

Ranger Arms SM-4:

This rifle features a silencer, imaging scope, and a rigid stock with shock pad. The SM-4 disassembles completely in order to fit into a standard briefcase; assembling or disassembling it takes 3 Complex Actions. Its barrel is highly sensitive: if bumped after being assembled (which tends to happen when it's being used in standard combat situations outside its intended sniper role), a -1 dice pool modifier is applied to all of its attack rolls.



Walther MA-2100:

The chosen sniper rifle of the Confederate American States Army, the MA-2100 is designed to military specifications. It is free of the design instabilities common to other sniper rifles—however, the downside to this model is that it cannot be disassembled to fit into a briefcase. It comes with an internal smartgun system and a rigid stock with shock pad.



Shotguns

Use the Longarms skill when firing shotguns. See the special rules for shotguns on p. 144.

Mossberg AM-CMDT:

This heavy automatic shotgun can fill a whole room with whirling pellets of shot in an instant, which makes it a terrifying weapon in house-to-house combat. It fires flechette ammunition only (already included in the weapon stats).



Remington 990:

The Remington includes an imaging scope and a rigid stock with shock pad. It can fire regular slug or flechette ammunition.



Special Weapons

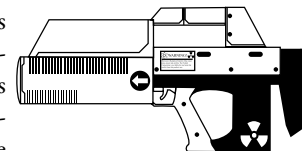
Use the Exotic Ranged Weapon skill when firing these weapons.

Ares S-III Super Squirt:

This popular non-lethal weapon fires dimethyl sulfoxide (DMSO, a carrier that forces the skin to absorb chemicals) gel packs that can deliver a chemical substance over light pistol ranges. The attack itself causes no damage, but when the target is hit successfully, the DMSO delivers the substance directly into the target's bloodstream (see *Using Toxic Substances*, p. 245).



Fichetti Pain Inducer: This non-lethal weapon uses a microwave laser that excites the molecules of the target's skin, inflicting intense pain (the target feels as if she were on fire). Treat this like a toxin attack (see p. 245) with a Power of 8. The target resists with Body + half armor (round up). If the modified Power exceeds the target's Willpower, the target must spend her next Action Phase doing whatever it takes to get away from the pain (usually this means running away). The attacker can continue to hold her beam on a target with a Complex Action unless the game-master deems the target has dodged away or found cover. If the target cannot flee, she is incapacitated with pain and suffers a



Assault Rifles	Damage	AP	Mode	RC	Ammo	Availability	Cost
AK-97	6P	-1	SA/BF/FA	—	38 (c)	4R	500¥
Ares Alpha	6P	-1	SA/BF/FA	2	42 (c)	12F	1,700¥
Grenade Launcher	Grenade	—	SS	—	6 (c)		
FN HAR	6P	-1	SA/BF/FA	2	35 (c)	8R	1,000¥
HK XM30	6P	-1	SA/BF/FA	(1)	30 (c)	15F	2,500¥
Grenade Launcher	Grenade	—	SS	—	8 (c)		
Shotgun	7P	+1	SA	(1)	10 (c)		+1,000¥
Carbine	5P	—	SA/BF/FA	(1)	30 (c)		+500¥
Sniper	7P	-2	SA	(1)	10 (c)		+1,000¥
LMG	6P	-1	BF/FA	2 (3)	100 (belt)		+1,000¥
Sport Rifles	Damage	AP	Mode	RC	Ammo	Avail	Cost
Ruger 100	7P	-1	SA	(1)	5 (m)	4R	900¥
PJSS Elephant Rifle	9P	-1	SS	(1)	2 (b)	12R	6,000¥
Sniper Rifles	Damage	AP	Mode	RC	Ammo	Avail	Cost
Ranger Arms SM-4	8P	-3	SA	(1)	15 (c)	16F	6,200¥
Walther MA-2100	7P	-3	SA	(1)	10 (m)	10F	5,000¥
Shotguns	Damage	AP	Mode	RC	Ammo	Avail	Cost
Mossberg AM-CMDT	9P(f)	+2	SA/BF/FA	—	10 (c)	12R	1,000¥
Remington 990	7P	-1	SA	(1)	8 (m)	4R	550¥
With flechettes	9P(f)	+2					