

dice pool modifier equal to the modified Power on all tests for as long as the beam is trained on her. The Pain Inducer has 10 charges; when attached to a power point, it reloads one charge per 10 seconds.

### Machine Guns and Assault Cannons

Use the Heavy Weapons skill when firing these weapons. They suffer from double Recoil modifiers (see *Recoil*, p. 142).

**Ingram White Knight:** When you're looking for a good bang for your buck, the White Knight is your kind of gun. It's equipped with a detachable folding stock, and an integral gas-vent system that provides 5 points of recoil compensation and cannot be further upgraded.

#### Stoner-Ares M202:

This MMG packs a tremendous punch into a relatively light framework made of extra-durable compounds.

Due to its comparatively smaller size, it's a very popular secondary weapon for military vehicles, but can also be equipped with various accessories to make it into a personal weapon.

**Ultimax-HMG-2:** Equipped with a detachable tripod, a rigid stock with shock pad, and a gas-vent 3 system, the Ultimax is usually fired from a prone, sitting, or kneeling position, though some trolls might be strong enough to fire it while standing.

**Panther XXL:** This enormous assault cannon fires special ammunition common to that used as the primary weapon in small tanks. It comes with a smartgun system and rigid stock with shock pad, though these are hardly enough to compensate for its tremendous recoil. Fortunately, the weapon's firing rate is quite low.



### Grenade and Missile Launchers

Use the Heavy Weapons skill when firing grenade and missile launchers.

**Ares Antioch-2:** The Antioch-2 features a classic grenade launcher design, combined with a smartgun system.

**ArmTech MGL-12:** This bullpup-configuration model is popular, since it fires in semi-auto mode and carries more minigrenades than its competitors.



**Mitsubishi Yakusoku MRL:** The internal loading mechanism of the Yakusoku Multi Rocket Launcher allows it to insert up to 4 different types of missiles (2 each) and choose freely (via the integrated smartgun connection) which of them to fire with each shooting action. Its two firing tubes also allow for a quicker rate of fire.

**Aztechnology Striker:** The Striker is an extremely light disposable launcher—perfect for shadowrunners who want to deliver a punch and make a quick, unencumbered getaway.

### FIREARM ACCESSORIES

Most firearm accessories must be attached to a particular mount (see the *Gear Ratings* sidebar, p. 301). Each mount can only hold one accessory.

**Airburst Link:** This grenade/rocket launcher smartgun accessory uses the distance to the target as determined by the rangefinder and programs the minigrenade/rocket to explode in the air after it has traveled the target distance. This airburst setting reduces the scatter from 3D6 to 1D6. All minigrenades/rockets can be timed in this manner. Air-timed airburst attacks explode in the Action Phase in which they were launched.

**Bipod:** Bipods are two-legged braces that extend downward from the weapon, allowing it to be fired low to the ground with the user in a sitting or prone position. A bipod can be at-

Special Weapons	Damage	AP	Mode	RC	Ammo	Availability	Cost
Ares S-III Super Squirt	Chemical	—	SA	—	20 (c)	4	500¥
Fichetti Pain Inducer	Special	-half	SS	—	Special	8R	2,000¥
Light Machine Guns							
Ingram White Knight	6P	-1	BF/FA	5 (6)	50 (c) or 100 (belt)	12F	2,000¥
Medium Machine Guns							
Stoner-Ares M202	6P	-2	FA	—	50 (c) or 100 (belt)	12F	4,500¥
Heavy Machine Guns							
Ultimax HMG-2	7P	-3	FA	3 (10)	50 (c) or 100 (belt)	15F	7,500¥
Assault Cannons							
Panther XXL	10P	-5	SS	(1)	15 (c)	20F	5,500¥
Grenade Launchers							
Ares Antioch-2	Grenade	—	SS	—	8 (m)	8F	600¥
ArmTech MGL-12	Grenade	—	SA	—	12 (c)	10F	2,000¥
Missile Launchers							
Aztechnology Striker	Missile	—	SS	—	1 (ml)	10F	1,000¥
Mitsubishi Yakusoku MRL	Missile	—	SA	—	8 (m)	20F	12,000¥