

the trigger. The camera allows for targeted shooting around corners, without exposing oneself to return fire.

The system makes use of advanced calculation software, allowing the user to aim even weapons with a highly ballistic firing arc (like grenades) with tremendous precision over any distance. The smartgun system can also be accessed via wireless link, allowing for the gun to be remotely fired or to block the trigger (in case an opponent gets ahold of it). When used with a smartlink, it provides a +2 dice pool bonus on the ranged attack test.

Retrofitting a firearm with an internal Smartgun system doubles the weapon's price. An external smartgun system can be attached to the top mount or underbarrel mount with an Armorer + Logic (4, 1 hour) Extended Test. The small camera can be equipped with vision enhancements (p. 323).

Sound Suppressor: The sound suppressor is a barrel-mounted accessory similar to the silencer but specifically designed for burst-fire and full-auto weapons. It applies a -4 dice pool modifier to Perception Tests to notice the weapon's use or locate the weapon's firer. Attaching or removing it takes a Complex Action. It must be replaced after every 300 rounds of burst or autofire.

Spare Clips: Extra ammunition clips come unloaded; they can hold the maximum rounds for the weapon and are not interchangeable from weapon to weapon even within the same class.

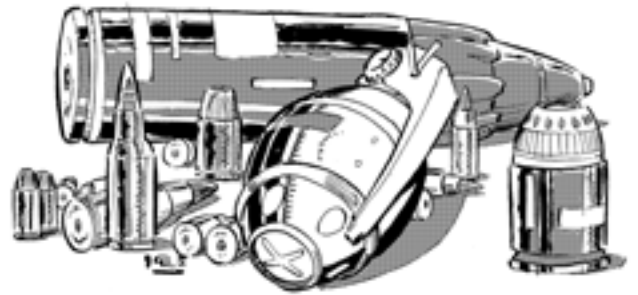
Speed Loader: The speed loader is a simple device that can hold a ring of bullets for fast insertion into a revolver (pistol with a cylinder). See the Reloading Firearms table, below.

Tripod: Tripods provide a stable basis to fire a weapon low to the ground with the user in a sitting or kneeling position. A tripod can be attached to the underbarrel mount and provides 6 points of recoil compensation when properly deployed. Attaching or removing it takes one Complex Action.

AMMUNITION

Ammunition is defined first by its various types (standard, gel, APDS, etc.), second by the class of gun for which it was made (light pistol, assault rifle, MMG, etc.), and third as cased or caseless.

For simplicity, each kind of gun can trade ammo with another of its class; for example, all light pistols can share ammo.



At the gamemaster's discretion, other weapons types may be allowed to share ammunition (some different firearm types do use the same ammunition in real life).

In these basic rules, the difference between cased and caseless ammunition is that caseless ammo has its own propellant and does not have a cartridge case. A gun can fire cased or caseless ammo, but not both.

The ammunition's Damage Modifier and AP Modifier are added to the weapon's usual DV and AP. For example, an Ares Predator IV (DV 5, AP -1) with APDS (AP -4) would have a modified Damage Code of DV 5, AP -5.

APDS Rounds: Amor-Piercing Discarding Sabot (APDS) rounds are specially designed to travel at high velocities and pierce armor. APDS reduces the effectiveness of Ballistic armor (AP -4).

Assault Cannon Rounds: These highly stable explosive rounds are made of HDX superplast compound.

Explosive Rounds: Explosive rounds are solid slugs designed to fragment and explode on impact. They increase the DV by 1 and decrease the effectiveness of Ballistic armor (AP -1).

Explosive rounds will misfire whenever a critical glitch is rolled. When this occurs, the character firing the weapon is automatically struck by one "attack," with a Damage Code equal to the normal damage done by the weapon. The character may make a damage resistance test as normal. Any attack the affected character is making at the time misses.

EX Explosive Rounds: This improved model of explosive rounds adds 2 to weapon's DV and has an AP of -2. It follows all other standard explosive rounds rules.

RELOADING FIREARMS

Reloading Method	Action Required	Result
Removable Clip (c)	Simple Action	Remove or insert clip
Fill Clip	Complex Action	Insert (Agility) rounds into clip
Break Action (b)	Complex Action	Insert 2 rounds
Internal Magazine (m)	Complex Action	Insert (Agility) rounds
Muzzle-Loader (ml)	Complex Action	Load 1 muzzle tube
Cylinder (cy)	Complex Action	Insert (Agility) rounds
Speed Loader	Complex Action	Use speed loader to completely load gun
Belt Feed (belt)	Complex Action	Insert belt
Fill Belt	Complex Action	Insert (Agility ÷ 2) rounds into belt
Drum (d)	Complex Action	Insert drum