

SZ Weapons List

Type	Name	Type	Range	Price	Conceal	Security	Avail	Mag	MagPrice
Archaic Missile	Crossbow	Nonpowered Archaic M	3-10(+1/+3) 30(-1/0) 50(-3/-2)	250	-3	9	14	1	2
Archaic Missile	Electro-Shuriken	Powered Archaic Missil	2-5(+3/+2) 10(-1/-3) 20(-5/-5)	100	+5	11	10	10*	N/A
Archaic Missile	Glahn Throwing Sticks	Nonpowered Archaic M	2-5(+3/+3) 7(-2/-2) 12(-5/-4)	25	+4	13	9	1	25
Archaic Missile	Throwing Dagger	Nonpowered Archaic M	2-5(+1/+2) 8(-2/-3) 15(-5/-5)	20	+5	12	4	1	20
Archaic Missile	Wrist-mounted crossbow	Nonpowered Archaic M	3-10(-2/+2) 25(0/0) 50(-2/+2)	200	0	10	12	6	10
Attachment	Gurtman Underslung Grenade Launcher	Thrown Explosive/Missi	5-25(-7/0) 100(+2/0) 500 (+1/0)		**				
Attachment	WolfArms Rocker Underslung Gyrojet Rifle	Gyrojet Attachment	**	10000	N/A	25	17	12	**
Grenade	Grenade, AP	Thrown Explosive/Missi	5-10(0/0) 15(-4/0) 25(-6/0)	75	+4	14	12	**	75
Grenade	Grenade, BE	Thrown Explosive/Missi	5-10(0/0) 15(-3/0) 25(-5/0)	50	+4	14	12	1	50
Grenade	Grenade, HE	Thrown Explosive/Missi	5-10(0/0) 15(-3/0) 25(-5/0)	50	+4	13	11	1	50
Holdout	Brodie Derringer	Chem. Slug-Thrower H	3-10(-1/+2) 20 (+1/0) 30(-1/+1)	350	+3	10	12	3	1.5
Holdout	Brodie Fang 2	Chem. Slug-Thrower H	3-10(0/+1) 25 (0/0) 50(-2/+2)	500	+3	8	9	5	10
Holdout	Brodie M-20 Personal Microdefender	MW Laser Holdout	3-10(+1/0) 40 (+2/0) 80(+3/0)	750	+4	12	12	6*	20
Holdout	Brodie X2 Holdout Blaster	Blasters Holdout	3-10(-3/+1) 25(+1/0) 50(+2/0)	1000	+3	8	10	10*	30
Holdout	Furtherman E145 Handbuzzer	Electron Holdout	3-10(+1/0) 25(+1/0) 40(+2/0)	600	+1	8	12	5*	20
Holdout	Furtherman Personal Sonic Defender	Sonic Holdout	3-5(0/+2) 20(+2/0) 30(+1/-1)	500	+3	10	8	20*	20
Holdout	Gurtman T4 Holdout Laser	Lasers Holdout	3-20(+2/0) 30(+3/0) 50(0/0)	900	+3	8	10	15*	25
Holdout	Kereteka HA4	Gauss Holdout	3-10(0/+3) 40(+2/0) 60(0/0)	600	+3	10	12	10	20
Melee	Billyclub	Nonpowered Melee M	-	40	-1	9	3	-	-
Melee	Dagger	Nonpowered Melee M	-	20	+5	12	4	-	-
Melee	ElectroStaff	Powered Melee Melee	-	650	N/A	10	11	-	20*

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Melee	Ionic Dagger	Powered Melee	Melee -	500	+4	12	10	-	10*
Melee	Ionic Sword	Powered Melee	Melee -	750	-3	12	12	-	15*
Melee	Spiked Warclub	Nonpowered Melee	M -	65	-4	13	7	-	-
Melee	Stun Baton	Powered Melee	Melee -	800	-2	8	9	-	25
Melee	Sword	Nonpowered Melee	M -	150	-3	9	5	-	-
Military Issue	Brodie Arsenal Repeating Laser Rifle	Lasers	Military Issue 5-50(-1/0) 500(+4/0) 1500(+2/0)	10000	-4	17	12	45*	250
Military Issue	Brodie LX4 Blaster Rifle	Blasters	Military Issue 5-25(-3/+3) 150(+3/0) 300(+2/0)	15000	-4	16	14	60*	500
Military Issue	Brodie MetalStorm Needler	Gauss	Military Issue 3-15(-1/+1) 30 (+2/-1) 100(+1/-4)	2000	-3	11	11	15*	200
Military Issue	Brodie MW-3 Repeating Microwave Rifle	MW Laser	Military Issu 5-40(-1/0) 150(+2/0) 300(+3/0)	11000	-2	16	13	40*	250
Military Issue	Furtherman E345 Electron Rifle	Electron	Military Issue 5-30(-1/0) 250(+1/0) 750(+3/0)	12000	-4	15	10	30*	220
Military Issue	Furtherman F20 Laser Assault Rifle	Lasers	Military Issue 3-15(-1/0) 50(+2/0) 100(+3/0)	2000	-3	17	13	50*	75
Military Issue	Furtherman HA Rifle	Chem. Slug-Thrower	Mi 3-15(-2/+3) 50 (+3/+2) 100(+2/0)	1500	-3	13	8	40	80
Military Issue	Gurtman Hammer Laser Rifle	Lasers	Military Issue 5-30(-1/0) 250(+3/0) 1000(+2/0)	5000	-3	13	9	45*	200
Military Issue	Gurtman RF3 Blaster Rifle	Blasters	Military Issue 5-25(+3/+3) 200(+3/+1) 300(+3/0)	14000	-4	18	15	45*	450
Military Issue	Gurtman X4 Shotgun	Chem. Slug-Thrower	Mi 3-10(+2/+4)* 25 (+1/0)* 50(-1/-4)*	1400	-4	11	10	18/50*	40/100*
Military Issue	Kereteka LA20 Linear Accelerator Rifle	Gauss	Military Issue 5-40(-2/+3) 150(+2/0) 500(+3/0)	5000	-4	13	13	100*	250
Military Issue	Meridan "StreetMaster" Mk II	Laser/Slug Thrower	Mil ST: 3-20(-3/+2) 40(+1/+2) 80(+2/-1)	12000	-4	11	10	20/30	50/200
Military Issue	Tracer "Crusher" Sonic Rifle	Sonic	Military Issue 3-15(-1/+3) 50(+1/0) 75(0/-2)	5000	-2	15	12	27*	200
Military Issue	Tracer S20 Assault Rifle	Sonic	Military Issue 5-30(0/+2) 75(-1/-2) 300(-2/-3)	7500	-4	16	11	36*	300
Military Issue	WolfArms GP1	Chem. Slug-Thrower	Mi 3-15(0/+1) 50 (+2/0) 150(+1/-1)	1800	-3	13	12	60	30
Sidearm	Akme FirstStrike Special	Chem. Slug-Thrower	Si 3-10(0/0) 50(0/0) 150(0/0)	500				15*	20
Sidearm	Brodie AP Pistol	Gauss	Sidearm 3-10(-1/+2) 40 (+1/+1) 80(+1/0)	900	+2	15	9	10	30

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Sidearm	Brodie Blaster Pistol Carbine	Blasters Sidearm	3-20(-1/+1) 50(0/0) 200(+1/0)	1500	-2	11	12	18*	100
Sidearm	Brodie Buster Ground Attack Missile	Thrown Explosive/Missi	10-100(-2/0) 300 (+2/0) 1500(0/0)	1000	N/A	30	23	1	
Sidearm	Brodie M-25 Microwave Pistol	MW Laser Sidearm	3-25(-1/0) 75(+2/0) 150(+3/0)	1000	+1	14	12	15*	35
Sidearm	Brodie Repeating Laser Pistol	Lasers Sidearm	3-25(0/0) 75(+2/0) 150(+1/0)	1200	0	11	9	21*	35
Sidearm	Brodie Vengeance	Chem. Slug-Thrower Si	3-10(-2/+2) 50 (+2/0) 75(0/0)	400	0	9	9	10	10
Sidearm	Furtherman Blaster Pistol	Blasters Sidearm	3-20(-2/+1) 50(+2/0) 150(0/0)	1200	-1	88	8	12*	35
Sidearm	Furtherman E245 Electron Pistol	Electron Sidearm	3-25(-1/0) 75(+1/0) 150(+2/0)	1000	+1	9	9	10*	35
Sidearm	Furtherman T25	Chem. Slug-Thrower Si	3-15(-1/+1) 30 (+1/0) 50(0/0)	450	+1	9	10	25	12
Sidearm	Gurtman T6 Laser Pistol	Lasers Sidearm	3-25(-1/0) 75(+1/0) 150(+1/0)	900	0	10	7	15*	25
Sidearm	Kereketa LA2 Linex Pistol	Gauss Sidearm	3-15(-1/+3) 50 (+3/0) 80(+1/-1)	800	-2	9	10	12	10
Sidearm	McGinley Final Strike Repeating Laser Pistol	Lasers Sidearm	3-25(0/00) 75(+2/0) 200(0/0)	1000	0	11	9	16	35
Sidearm	NetArms Defender	Gauss Sidearm	3-10(+1/+2) 20(+1/0) 50(0/-2)	500	0	11	14	15	30
Sidearm	Sable Frontiersman	Chem. Slug-Thrower Si	3-25(-1/0) 75(0/0) 450(+1/0)	750	750	20*	45	20*	45
Sidearm	Tracer "High C" Sonic Weapon	Sonic Sidearm	3-10(-1/+2) 40(0/-2) 50(0/-4)	1200	0	11	10	12*	35
Sidearm	WolfArms Fury Laser Pistol	Lasers Sidearm	3-25(-1/0) 75(+3/0) 150(+5/0)	950	+1	9	10	21*	30
Sniper/Hunting	Brodie LX5 Blaster Rifle	Blasters Sniper/Huntin	5-50(-1/+1) 150(+2/0) 300(+3/0)	10000	-4	15	13	60*	500
Sniper/Hunting	Brodie MW-2 Microwave Rifle	MW Laser Sniper/Hunti	5-50(-1/0) 500(+1/0) 1500(+1/0)	5500	-3	16	12	20*	250
Sniper/Hunting	Furtherman 445 Electron Sniper Rifle	Electron Sniper/Huntin	5-30(-1/0) 250(+1/0) 750(+3/0)	12000	-4	15	10	30*	220
Sniper/Hunting	Furtherman LHR	Chem. Slug-Thrower Sn	3-15(-2/+3) 50 (+3/+2) 100(+2/0)	1000	-5	12	8	25	15
Sniper/Hunting	Kereteka LA15	Gauss Sniper/Hunting		0					
Sniper/Hunting	Tracer S15 Sniper Rifle	Sonic Sniper/Hunting	5-50(-2/+1) 200(-2/0) 800(-4/-3)	5000	-5	17	14	15*	250
Support	Adrianic Melter PC	Plasma Support	5-50(-8/+8) 500(0/0) 1500(+2/0)	25000	N/A	21	15	12/60**	5000/600

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Support	Brodie Auto-Gyrojet Rifle	Gyrojet Support	**	20000	N/A	28	20	100	**
Support	Brodie Swatter Air-To-Air Missile	Thrown Explosive/Missi	50-150(-3/0) 1000(+3/0) 5000(+1/0)	1250	N/A	29	27	1	
Support	Brodie XAP4 Auto Plasma Laser	Plasma Laser Support	3-40(-3/0) 250(0/0) 750(+1/0)	35000	N/A	28	27	60	4000
Support	Furtherman Flame Thrower	Flame Support	3-10(-2/0) 15(+1/-1) 25(+2/-2)	600	N/A	15	14	30	50
Support	Furtherman Gas Incinerator	Flame Support	3-5(-1/0) 10(0/0) 20(+1/0)	5000	-3	14	12	27	50
Support	Furtherman SlingShot Missile Launcher	Gauss Support	5-50(-5/+5) 750 (+2/+1) 2000(+3/0)	5000	-5	29	21	1	1000
Support	Furthermman Grenade Launcher	Thrown Explosive/Missi	5-25(-6/0) 100(+3/0) 500 (+2/0)	7500	-5	17	9	6	***
Support	Gurtman Gatling Laser	Lasers Support	5-50(+3/0) 250(+4/0) 750(+6/0)	25000	N/A	27	18	20*	1000
Support	Gurtman HMG	Chem. Slug-Thrower Su	10-25(+2/+4) 75(+3/+3) 150(+2/0)	25000	-4	15	16	4/10*	500/1500
Support	Gurtman XPL12 Plasma Laser	Plasma Laser Support	3-30(-4/0) 200(+1/0) 600(0/0)	30000	N/A	26	17	10	200
Support	Gyrojet Pistol	Gyrojet Support	**	5000	-4	12	10	4	**
Support	Gyrojet Pistol (Warhead, BE)	Gyrojet Support	10-50(-2/0) 25(+2/0) 150(+3/0)		+2	13	13	**	500
Support	Gyrojet Pistol (Warhead, HS11)	Gyrojet Support	**		+2	13	13	**	+250
Support	Gyrojet Pistol (Warhead,AP)	Gyrojet Support	10-25(-3/+1) 75(+1/0) 200(+1/0)		+2	13	12	**	750
Support	Gyrojet Pistol (Warhead,HE)	Gyrojet Support	10-25(-2/0) 50(+2/0) 150(+1/0)		+2	14	12	**	500
Support	Gyrojet Rifle	Gyrojet Support	**	8000	N/A	14	12	12	**
Support	Gyrojet Rifle (Warhead, AP)	Gyrojet Support	10-50(-4/+2) 200(+3/0) 400(+3/0)		-2	15	14	**	3600
Support	Gyrojet Rifle (Warhead, BE)	Gyrojet Support	10-50(-2/0) 100(+3/0) 250(+3/0)		+2	14	14	**	2400
Support	Gyrojet Rifle (Warhead, HE)	Gyrojet Support	10-50(-2/0) 100(+3/0) 150(+2/0)		-2	15	13	**	2400
Support	Gyrojet Rifle (Warhead, HS11)	Gyrojet Support	**		+2	14	14	**	+1000
Support	McGinley P-13 Plasma Support Weapons	Plasma Support	3-10(-4/0) 50(0/0) 80(+1/0)	20000	N/A	25	19	30	1250
Support	NetArms 5YU Missile	Thrown Explosive/Missi	10-300(-3/0) 2500(+2/0) 15000(-1/	2000	N/A	30	25	1	

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Support	NetArms LBX 6A Electron Gatling Gun	Electron Support	5-50(+3/0) 300(+4/0) 700(+6/0)	27500	N/A	28	19	20*	1000
Support	NetArms Lewis Gyrojet Rifle	Gyrojet Support	**	11000	N/A	25	18	30	**
Support	Plasma Rifle	Plasma Support	3-10(-3/0) 30(+1/0) 75(0/0)	18000	N/A	23	15	45	1000
Support	Tracer Riot Suppression Gun	Sonic Support	10(0/0) 50(0/0) 100(0/0)	27000	N/A	29	20	20*	1000
Urban Environment	Brodie M-30 Heavy Repeating Microwave P	MW Laser Urban Envir	3-50(0/0) 80(+1/0) 175(+2/0)	1400	0	14	13	18	40
Urban Environment	Furtherman Dracon SMG	Chem. Slug-Thrower Ur	3-15(0/+2) 25 (0/0) 50(0/-1)	600	-1	13	11	30	50
Urban Environment	Gurtman Assault Blaster	Blasters Urban Environ	3-20(+3/+3) 60(+2/+1) 100(+3/-2)	10000	-3	17	15	36*	300
Urban Environment	Gurtman Lightning Electron Carbine	Electron Urban Environ	3-10(+2/0) 30(0/0) 40(0/0)	15000	-2	15	14	30*	250
Urban Environment	Gurtman T10 Heavy Laser Pistol	Lasers Urban Environm	3-30(+1/0) 75(+2/0) 200(+3/0)	1500	-1	12	12	30*	25
Urban Environment	Kalag MP31	Chem. Slug-Thrower Ur	3-25(0/+1) 100 (+1/-1) 150(+1/-2)	700	-4	10	13	30	30
Urban Environment	Taril Assault Carbine	Gauss Urban Environm	3-15(+2/+1) 50(+1/0) 150(0/-1)	1000	-2	14	17	30	100