

GUN LAW – ARMS AND ARMOUR SUPPLEMENT.

Section 1 – Guns

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SECTION 1

AMALGAMATED AUTOMATIC ARMS (AAA)

Triple A is one of the newer companies to grace the world of progress; they have only produced two weapons to date, one of them a pistol, one of them a rifle. Each one of these weapons has a large amount of interchangeable parts for it, but the basic weapon module does not change.

“We believe that a weapon should be both sleek and efficient, retaining the capability to keep up with the fashion of the age as well as the latest technological updates, now, with our new line of personal weaponry, both are available at affordable prices”

AAA Spokesperson, 903 S.D.

AAA Storm pistol

The Storm pistol is a short barrelled single hand pistol, crafted from blast forged steel, and available in a range of colours and styles, the storm is guaranteed forever, or a free replacement will be sent within a single day. This guarantee extends to all forms of damage, including being dropped off cliffs, rode over by tanks, and stood on by rogue battlemechs. The default configuration of the pistol is a clip loading automatic pistol using 10mm ammunition. The ammunition is also produced by Triple A and cannot be used in any other 10mm pistol, just as any normal 10mm ammunition cannot be used in this pistol

In this format, the pistol’s statistics are as follows.

CLIP	CAL	ROF	RCL	RANGE	COST
10	AAA	1	3	12m	70c

Weight 0.5kg

What makes the Storm such a popular pistol is the wide variety of options and upgrades available for it.

Upgrades list

Automatic Fire

This option adds a rapid fire/reload mechanism to the pistol, increasing the ROF to 3 and RCL to 5, the option weighs 0.1kg and can be fitted at any AAA workshop within an hour. Cost – 20c

Extended clip Capacity.

This option adds a double length grip to the pistol, or at the users discretion, a second clip mounted either at the side or the top of the pistol. This effectively doubles the size of the clip if the double length clip is selected, or allows an instant reload with no penalty at the flick of a switch if the side/top clip is selected. This option can be taken up to four times, once for each side of the pistol. However, each extra clip increases the weight of the pistol by 0.1 kg, and increases the RCL by 1. Cost – 25c

Recoil baffling.

Standard recoil absorbing option, available in –1, -3, and –5 levels.

Cost – Lvl 1 – 12c, lvl 3 – 28c, lvl 5 – 45c

Laser Painter

Available in any colour that is requested

Cost – 7c

Invisible Laser painter

This option uses the same technology as the standard laser painter, but the beam from the painter is ultra-violet in nature, requiring special goggles (Included in the price) to be visible to the naked eye.

Cost – 20c (Including Goggles)

Flash Suppressor/Silencer combination

The combination suppressor/silencer option is hardwired onto the pistol and is can only be removed by a special tool kit and requires two full turns to either fit/remove. The range of the pistol is reduced to 10m as a result of this modification as long as the silencer/suppressor is fitted

Cost – 35c

Range enhancement

The pistols range can be enhanced by replacing certain internal workings with stronger materials. The cost is proportionate to the range increase, the pistols range can be increased by 1m for 5c, the maximum range that the pistol can be increased to is 20m.

Cosmetic Adjustments

The Storm is available in modified colours and with different styles of handle/barrel. These vary from simple modifications to the infamous “Gargoyle” style, where the barrel is modified to resemble the mouth and neck of a gargoyle, these modifications have no effect on the performance of the weapon, only on it’s appearance

Cost – Colour change (any colour or combination of colours) – 1c

Minor cosmetic change (having the gun appearing to be made of wood, simple carvings in
The weapons side – 5c

Major cosmetic change (Gargoyle style/ fully enclosed trigger guard) – 7c

Plasteel Construction

This replaces all metal components within the pistol with Plasteel equivalents, this renders the pistol undetectable by normal metal detectors.

Cost – 10c

Standard AAA pistol ammunition

10mm caseless – Dmg 5, Pen 5, Ad 2. Cost 2c

AAA Maelstrom rifle

The Maelstrom is an all purpose assault rifle that is proving very popular in the downtown regions due to it’s initial cheap cost and easy to maintain configuration. The weapon is supplied as standard utilising 10mm ammunition, with a behind the trigger clip configuration to assist in the recoil difficulties of the weapon. It can be used in single shot or burst configuration, and is available with a variety of special options.

In it’s basic format, the Rifles statistics are as follows

CLIP	CAL	ROF	RCL	RANGE	COST
20	AAA	3	4	15M	100C

Weight – 3kg

Upgrades list

Pack Ammunition Feed

This modification fits a belt feed modification directly to the clip area. This connects to a specially designed backpack/sidepack allowing the weapon access to far higher levels of ammunition.

Cost – 100 round sidepack – 20c

500 round backpack – 100c

Sniper modification

This option fits an ultraviolet laser sight, flash suppressor, silencer, telescopic sight, recoil baffling level 3, and increases the range of the rifle to 500m, but only whilst using single shot firing. The range of the rifle remains the same when used in burst firing mode. This is due to a second set of firing pins being incorporated into the weapons design. This modification also adds 4 kg to the weight of the weapon.

Cost – 200c (Including UV goggles)

Cosmetic alterations

As per the storm pistol

Support Modification

This increases the rifles ROF to 10, and the RCL to 7

Cost – 50c

Recoil Baffling

Available in -3 and -5 options

Cost - 30c for -3, 60c for -5

Plasteel construction

This replaces all metallic components of the weapon with Plasteel components. This makes no difference to the weapons statistics, it just reduces the chance of metal scanners finding it to 0.0002%.

Cost - 50c

Standard AAA rifle ammunition

10mm caseless - Dmg 6, Pen 6, Ad 3, cost 2c

MORITANI ORDNANCE ROBOTICS TECHNOLOGY (MORT)

The Mort Corporation was the first to create a series of recyclable weapons, where the ammunition of the weapon can be almost anything. The weapons are not tremendously effective when measured against their counterparts, but considering that most of them never have to have ammunition purchased for them, they are proving more than popular in the downtown regions.

In a brief flash of innovation, the mort corporation created a series of weapons with a built in grinder either mounted on the back of the weapon, or carried as a separate device in the case of the pistols. The grinders incorporate a set of titanium mangling teeth mounted inside a small box. The user of the weapon simply places anything they wish to use as ammunition within the box, activate it, and then place the clip of the weapon at the base of the box. In seconds, the grinder converts the materials placed within into small, flechette style rounds, placing them inside the clip ready to be used. The whole process usually takes less than a few seconds, although mort obtain a release from all customers purchasing one of these weapons that absolves them of any liability should the customer accidentally get something valuable (fingers etc) caught within the grinding mechanism.

Mort Series J Recycler pistol

The series J is the smallest of the weapons that the Mort corporation has designed. The weapon is a snub nosed pistol, with a wrist support built in as standard to assist with the weapons substantial kickback. It does not come equipped with a grinder, one must be purchased as a separate device. The basic statistics of the weapon is as follows.

CLIP	CAL	ROF	RCL	RANGE	COST
10	*	1	4	10m	50C

Weight - 1kg

- The calibre of the weapon is non-applicable, the ammunition and nature of the damage caused by the weapon are detailed later on.

Mort Series B close assault rifle.

The Series B rifle is the smallest of the mort weapons with a built in grinder, It is a small (1 foot long) tube with two handles. The trigger at the front of the weapon engages the grinder to produce more ammunition if there is material within the box, the trigger at the rear of the weapon fires the weapon.

CLIP	CAL	ROF	RCL	RANGE	COST
30	*	3	6	20m	250C

Weight - 4kg

- As noted with the pistol

The series B grinder can produce one rounds worth of flechettes within two seconds, these are placed in a second clip at the base of the grinder at the back of the weapon, the clip must still be changed before the newly created ammunition can be used.

Mort Series A Assault Cannon

The Series A is a long (1m) barrelled support weapon, utilising a shoulder mounted grinder that feeds ammunition directly to the weapons chambers. The weapon is fairly heavy and is usually used by downtown gangs with the assistance of a tripod/bracing unit. The weapon has a history of faults caused by over enthusiastic gangers trying to load unsuitable ammunition, but is generally reliable to use.

CLIP	CAL	ROF	RCL	RANGE	COST
100	*	10	9	30m	1000C

Weight – 20kg

- As noted with the pistol

The Series A can grind three rounds of ammunition a second, which is fed directly into the clip that is not being used at the moment. The grinder is automatically activated if there is any material to be ground in the grinder at any time. The series A has two clips at any one time, one being used to fire, and one being reloaded. The grinder has an automatic device to shut it down if the clip it is filling becomes loaded to capacity. Changing the clips is a matter of flicking the switch on the main weapon directly underneath the main trigger, switching clips takes a single second, and the trigger should not be depressed during this time.

AMMUNITION FOR MORT WEAPONS

The damage inflicted by the recycler series of weapons varies tremendously depending on the materials used in the grinder at the time. The type of material ground will equate to the damage done. The ratio of material to ammunition is 20g of material will equate to a single round of ammunition for any of the weapons. The grinders are capable of grinding anything and everything up to the tensile strength of forged steel, this includes most of the commercially available weapons and certainly most sorts of technology which does not have hardened carrying cases. The materials composition remains the same, so anything that has adverse reactions towards certain materials will still have those reactions if the material is converted into ammunition. The damage ratios for materials is as follows.

Plastics/Thin wood

DMG 3, PEN 2, AD 0

Reinforced plastic/Heavy wood/Thin metals (tin/copper)

DMG 5, PEN 3, AD 1

Reinforced metals (Steel, iron)

DMG 6, PEN 4, AD 2

All grinders have an inbuilt mechanism to prevent jamming, if something that the grinders cannot handle is passed into the mechanism, the grinder immediately ceases operation and sounds an alarm. There is no manual override for this mechanism due to a series of unfortunate accidents with the early prototypes.

OPTIONAL EXTRAS

Recoil Baffling

Not as cost effective as other sorts of recoil baffling, the MORT standard recoil bafflers are the only known types of absorbers to work on MORT technology. Cost – 20c for –1, 40c for –3, 70c for –5.

Laser Painter

Again, somewhat more expensive than the normal ones, they are the only painters that can be fitted on MORT technology. Cost – 10c.

Harness

Available only for the Series A, the harness transforms the weapon into a wearable weapons system, this reduces the recoil by two and allows the user to carry the weapon, using their own body mass to counter balance the weapons inherent slowness. Cost – 30c.

REPLACEMENT PARTS

The MORT series of technology utilises cheap and efficient technology, the parts that wear down are easily replaceable. The costs of such things are as follows

Replacement Grinders

Series B – Cost 30c

Series A – Cost 50c

The cost to get a qualified specialist to fit the grinder is 2c. Alternatively, anyone with a weapons maintenance skill of 5 or more could do the task in less than three hours.

The portable grinders used by the J series cost 20c each, and can be purchased freely.

AMMUNITION IDEALS MUNITIONS (AIM)

AIM is one of the newer companies on the block. Instead of producing their own weapons and armour, they contented themselves with producing new ranges of ammunition for the existing weaponry on the planet.

“One shot, One kill, at AIM, we intend to guarantee that”
Frederich Stolisnaya, AIM incorporated Marketing Director.

Barbed rounds

The barbed round is one of the more insidious rounds available from AIM, actually a 10mm round, it requires at the very least a 12mm weapon to be effective. The weapon incorporates a series of curved spikes along the length of the round. 0.1 seconds after the bullet has impacted with the target, the spikes are extended along the length of the round, causing massive damage along the entry wound, and more damage upon removal of the round.

Dmg 3, Pen 3, Ad 0 Cost – 5c

If the weapon causes damage, it will cause a further 2 damage on the way in, and cause internal bleeding at a rate of one point per round. Removal of the round without a qualified surgeon on hand will cause a further 6 damage as the round tears itself loose.

Toxin rounds

Toxin rounds are loaded with a specific type of venom, the weapon is utilised in a similar manner to Hesh rounds, the toxin core is held inside the round, replacing the standard explosive core. The usual toxins are not toxins in the truest sense, usually replaced with things like acids, and ultra fine metal particles, all of which are mostly lethal. It is available in all calibre's, but the cost and performance of the weapon are unaffected.

Dmg 1, Pen 5, Ad 0 Cost – Varies upon the type of toxin, see below.

Acid – Mild – This type of acid is a softer one, it causes armour damage at the rate of one point per round if it does not penetrate the armour, this lasts for twenty rounds or until the acid is either diluted or wiped off. If it does penetrate the armour, it will do three points of damage per round to the target for four rounds, after this, it is assumed that the bleeding of the target will have suitably diluted the acid level. Cost – 7c each

Acid – Strong – Similar to the mild acid round, it does three points of armour damage per round for 20 rounds or until removed, or 8 points of damage to the target for five rounds until the blood dilutes it. Cost – 15c each

Acid – Molecular – The strongest type of acid round, this does twelve points of armour damage per round for 20 rounds, or 30 points of damage to the target until wiped off, this acid cannot be diluted by blood, operating by assimilating the targets bodily fluids to increase it's potency. Cost – 50c each

Drug round – A single dose of any particular drug can be placed into one of these rounds, the cost is equivalent of the cost of the dose of the drug + 2c for the round. If the target is wounded by the round, they receive the full dose of the drug directly into their bloodstream, this will take effect immediately. Metal Dust – This contains an ultra fine powder of metal in the core of the round. If the round does not penetrate, then no further damage is taken, however, if the round causes damage to any organic lifeform, then the target will take one point of damage per round until their blood has been purified/replaced. AIM also produces the serum that can neutralise these rounds, this is effective within one round. Cost of bullet – 30c Cost of Serum – 10c

Revolver bullet

The revolver round is a little more gruesome than its somewhat euphemistic name. The round is a motorised set of miniature saws. It activates when inside the target, causing massive internal damage as it chews its way through the body.

Dmg 5, Pen 4, Ad 3 Cost – 20c

Additional damage if damage is caused, 3 points per round for 5 rounds.

Storm round

The storm round is an innovation of the highest order, a single round that explodes into a storm of shards when fired, lacerating the target in a similar way to flechette rounds, it's effectiveness varies upon the range at which it strikes the target. It is available in 10mm, 12mm, and 17mm, but the size of the round does not affect the performance of the round. Cost – 10c

Target struck within 0-5 metres

Dmg 7, Pen 7, Ad 5

Target struck within 5-10 metres

1m blast radius

Dmg 5, Pen 5, Ad 4

Target struck within 11-20 metres

2m blast radius

Dmg 4, Pen 3, Ad 3

Target struck within 21-30 metres

3m blast radius

Dmg 2, Pen 2, Ad 1

Target struck within 31-40 metres

4m blast radius

Dmg 1, Pen 1, Ad 0

SECTION 2

Armour and protection

INVULNERABILITY INCORPORATED (II)

II is an old company recently given new life after a merger with the new kids on the block DMW. II still produce their old range of standard riot and civilian armours, but now with their new Excelsior range, they are most certainly a force to be reckoned with.

Eximius Armour

The Eximius suit is a standard light armour configured primarily for riot duty/crowd control, incorporating a powerful searchlight in the right shoulder, and extra padding/impact absorbers all over the main suit to help with the impact of close quarters whilst still retaining mobility and flexibility. The Eximius is available in a range of styles, and corporate logos can be stencilled onto the armour at no extra fee when purchasing the armour.

P.V: 5
 I.D.
 Head 10
 Torso 20
 Arms 10
 Legs 10

 Cost 300c

The shoulder searchlight is fully insulated, and has a standard 600-hour life before the power cell has to be replaced.

Durus Armour

Durus armour was designed to be a dispensible suit of armour for operatives on a budget, the armour is available in individual body parts, and is fully interchangeable/disposable for when part of it wears out. It is a cumbersome armour, but is proving to be very popular with the newer operatives who do not have the credit to purchase the better armours.

Head – P.V: 5 I.D: 20, Cost 50c
 Torso – P.V: 5 I.D: 50, Cost 100c
 Arm - P.V: 5 I.D: 30, Cost 75c
 Leg – P.V: 5 I.D: 30, Cost 80c

Joints between pieces of armour cost 5c each, the only two pieces of armour that can be worn independent of the others are Torso and Head. The Arm and Leg armours require that the torso armour have been purchased to bolt them onto.

Armiger armour

The Armiger variant of armour is the heaviest that II have produced in many years. The weight of the armour is such that no known race can wear it unaided, for this purpose, a waldo mechanism has been built into all of these suits that allows the wearer to move around at a slow pace. The armour is heavily plated, and gives the appearance of a large walking tank.

P.V: 15
 I.D:
 Head 100
 Torso 200
 Arms 130
 Legs 130

 Cost 70000c

The armour is vulnerable to EMP based weapons, and will be quite quickly converted into a prison if such a weapon is detonated in the region of it. The waldo mechanism has a nominal strength Value of 20, although upgrades can be purchased to increase this.

EXTRAS

Sealed option – This places a sealed suit and independent air supply into any existing armour suit. The material of the inner suit is constructed of smart plastic, and reseals itself from small rips within a half second. The air supply is good for three hours, and the sealant of the suit is resistant to water, mild acids, vacuum, and general wear and tear. Cost – 400c

Forearm Plates – This is a simple attachment for most normal types of armour, it is also available as normal armwear, without the benefit of armour. It consists of two bars of Adamantine alloy placed along the back of the forearm, either maglocked or tied in place, these bars are largely invulnerable to most forms of damage and are a preferred method of blocking by most martial artists.

P.V: 20, I.D:200, Cost – 200c per pair

Shoulder mounted searchlight – 600 hour standard power cell life, range of 50m with a 30 degree angle of vision – Cost – 30c, replacement power cell – 1c

Decoration/Patterning – Personalisation of the armour in question, prices vary between suits of armour in general, A standard multi colour laser stencilling will cost in the region of 5c for the full suit, Approximately 1c for an individual limb or the torso. More ornate remodelling will cost more, GM's discretion.

Inbuilt Holster – For any particular type of weapon, type to be specified, Holster can be situated anywhere on the armour – Cost 1c

Thermal Deflector – This option is only available for full suits of armour, this option places cryogenically active pads underneath the main bulk of the armour in a way similar to the wraith raiders survival suits. The difference with this is that the cold radiates outwards, rendering the suit almost invisible to infra-red/thermographic vision styles, the option is installed with a thermal monitor that adjusts the temperature of the suit to the exact same as the temperature of the atmosphere around it. The ranges of temperature that the suit can match go from –50 degrees to 150 degrees centigrade.

Cost – 1000c

EMP shielding – This is a protective layer for powered armours and suits, it renders the suit invulnerable to electromagnetic attack, and to a lesser degree, electricity based weapons/random electrical outbursts. For game purposes, the armour is invulnerable to all EMP based attacks, and only suffers one-quarter damage on any electricity damage that it would normally take.

Cost – 1500c

Waldo option – Available only for non-powered armours, this option places a series of electronically powered muscles directly underneath the main armour, these muscles react when the user moves, amplifying the power of the user according to the power of the frame. Waldo frames come in Three different power ratios – Alpha, Gamma, and Omega

Omega – This boosts the STR of the user to 14, regardless of the users actual strength – Cost 2000c

Gamma – This boosts the STR of the user to 18, regardless of the users actual strength – Cost 10000c

Alpha – This boosts the STR of the user to 22, regardless of the users actual strength – Cost 20000c

The waldo mechanisms are not water sealed (a problem in most of mort), waterproofing must be bought as a separate option, neither are the mechanisms self-repairing or emp shielded. The powercell on the suit lasts for a default 1000 hours, replacement power cells are 10c each.

SECTION 3

Extras rules for gunfighting

Hip shooting (Conc/Dex)

This is a separate skill for use with any sort of ranged weapon, the actual skill itself does not increase the characters chance of hitting anything, but instead reduces the penalty for moving and firing by a level equivalent to the skill itself. For example, a character with a hip-shooting skill of 4 could incur movement penalties of up to –4 before actually gaining any penalty to their dice roll. Characters cannot have a hip-shooting skill higher than their actual skill with the weapon they are using.

Gunslinging (Dex)

Gunslinging is the skill of fast reloading and targeting. On a successful Gunslinging roll, the character can dump the current clip, load another, and continue firing in the same round with no phase penalty. As with Hip-shooting, the characters skill at Gunslinging cannot exceed their actual skill level with the weapon that they are using at the time.

Quick Draw (Dex)

Quick draw is the skill of taking out a pistol and firing in the same round. A successful roll will allow the character to draw and fire a pistol type weapon as a single-phase action.

NEW SKILLS FOR COMBAT IN GENERAL

Arm Block (Conc)

A skill perfected by users of forearm guards, this skill requires martial arts before it can be taken. The user of this skill is learned in the ability of placing their arms in the way of incoming harm. The skill of arm blocking cannot be higher than the characters skill in martial arts, and acts as a reflexive skill, not as a conscious one. Any attack that is targeting the character in close combat will be blocked by a successful roll of arm block, whether or not the character wants it blocked. As such, this skill is a very specialised one, only of use to hardcore close combat specialists.

DMW - Dead Man Walking (Phys)

A skill taught by many of downtowns pain cults, this skill is the ability to ignore injuries that would normally render the character unconscious. Normal unconsciousness occurs at the point when the character fails their PHYS roll against shock. Characters with this skill may make a roll against it as a backup against this happening. If the character succeeds in this roll, they may stay conscious for a number of rounds equivalent to their PHYS statistic, however, as a price for doing this, they will take one extra wound per two rounds that they push themselves.

Riot Shield (Dex)

This is the skill taught to most dispersal shivers, it is the skill of correctly intercepting blows on an arm mounted shield. Not to be confused with Arm block, this skill is a conscious one, and the character may decide not to block the blow if they so choose.

Team fighting (Conc)

This is a skill that must be learned in tandem with another character, the two characters are well versed at fighting side by side, and either one of them can block for the other if they have the phase/action available to them. To either block for the other character, take a hit for them, or make an attack on something that they are attacking, BOTH characters must make a Team fighting roll. If they both succeed, the character attempting the move may make a normal roll on their skill to see if they make it.

Body shield

This is not a skill with levels. Instead, it is a one time points cost of 15, and enables the character to manoeuvre a target they have held in either a joint lock or a body hold so that any hits that would be directed at the character will instead strike the held captive. This skill requires martial arts at 6 or higher to be purchased, on a successful hit, the character rolls martial arts again to put the target into a hold, this does no damage. From this point on, the target is controlled, and on a successful martial arts roll, the character can manoeuvre them to intercept any damage that would normally hit them. The victim can attempt to break free with a martial arts/brawling roll of their own at a minus equal to half of the characters martial arts skill. A successful roll indicates that the captive breaks free.