

Phubahr Can-Crusher Rocket Launcher (Heavy Weapon)

Reload: — **Grips:** 2 **Cost:** S1 **Restricted**

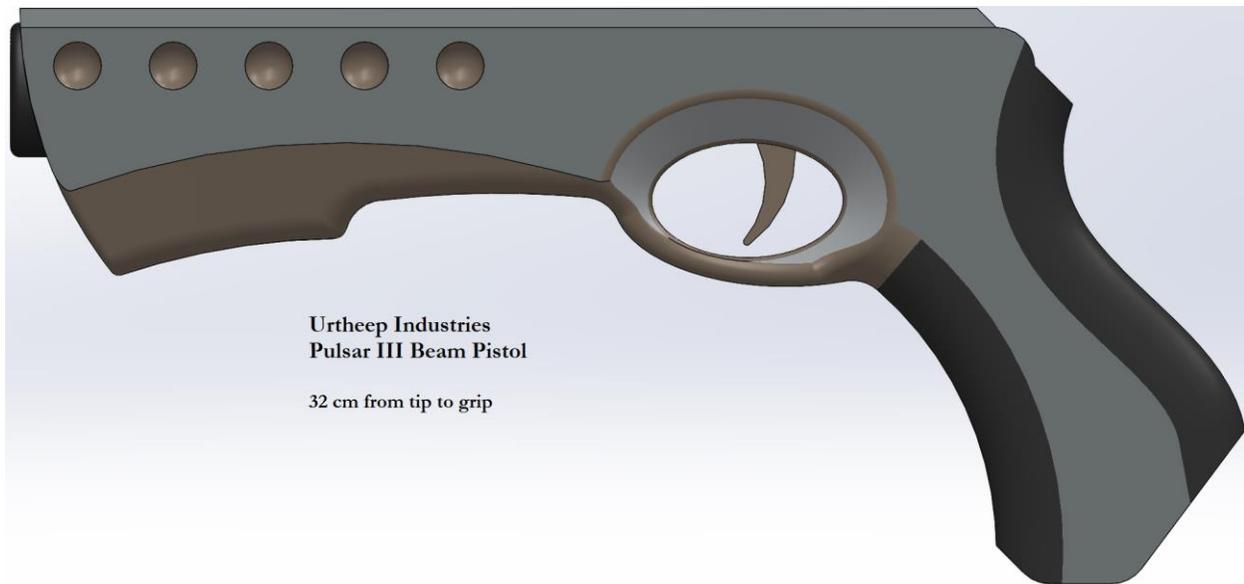
Ammo & Damage: Gunfoam 3d6

Qualities & Notes: Failure Prone, AVPL, Single-use

Note: when Failure Prone triggers, weapon does not explode, instead fires backward.

Little more than a length of tube and a cheap breacher missile, the Can-Crusher is the easiest way to get rid of a troublesome enemy in heavy armor or an armored vehicle. The low-budget missile has just enough control authority to avoid tumbling, and uses a cheap and dirty chemical propellant that produces a cloud of acrid black smoke at the launch site and leaves a telltale smoke trail to the target. Still, it's just powerful enough to knock out a hard target reliably, or at least as reliably as one can expect from Phubahr.

Impressively, despite being specifically designed to detonate impressively, this is one Phubahr weapon which never explodes unintentionally. Unfortunately, due to an overly simple design, a lack of warning labels, and a symmetrical layout, it is disturbingly easy to accidentally point it backwards when firing it. Maxim 62 says that "Anything labeled 'this end toward enemy' is dangerous at both ends," but with the Can-Crusher, Phubahr has proven that something NOT labeled in such a manner can be far more hazardous. As a result, it still ends up causing no small amount of havoc for friendlies as well as enemies.



Urtheep Industries Pulsar III Beam Pistol (Pistol)

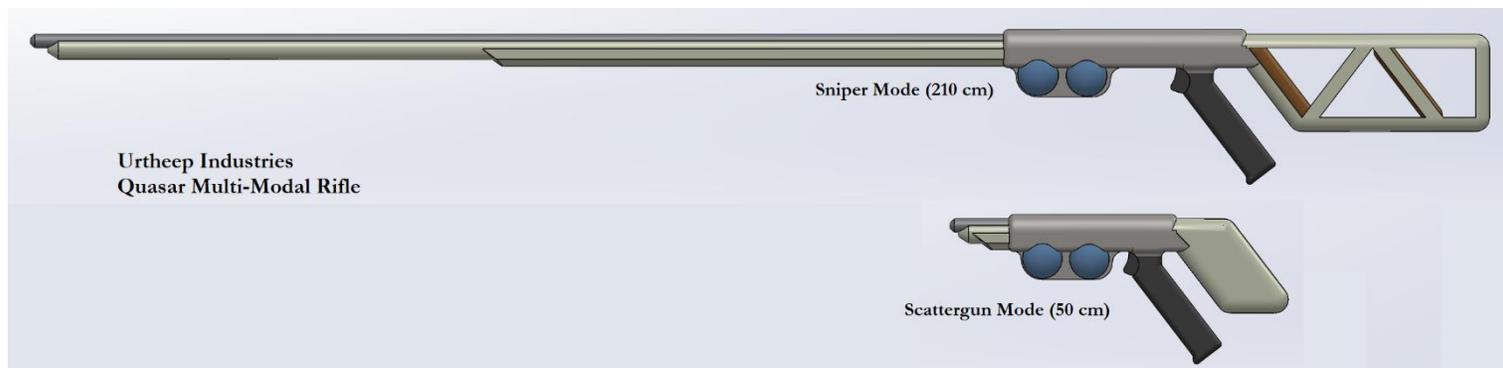
Reload: 1 **Grips:** 1 **Cost:** S11 **Military**

Ammo & Damage: Particle 2d6+1

Qualities & Notes: Unlucky, Double Tap, Hyper-Accurate, Lightweight Polymer

Urtheep's Pulsar line of particle beam pistols has had a muddled track record, but the Pulsar III is certainly a step in the right direction. With a muzzle velocity around .5c for each tiny packet of neutral particles hurled downrange by this pistol, it has more than enough punch to drop a target. Additionally, the improved frame results in accuracy which is in fact slightly better than most top-of-the-line lasers, because neutral-particle beams don't suffer from diffraction, refraction, or atmospheric distortion. The snap-charge accelerator means that the Pulsar III can fire as fast as the wielder can pull the trigger, and between that and the advanced micro-inertiic recoil compensation, a skilled user can fire up to 5 times in a single second while retaining nearly perfect accuracy.

The result is a terrifyingly accurate and extremely potent beam pistol. The Pulsar line has at last shed its infamous past and produced a truly powerful and effective weapon.



Urtheep Industries Quasar Multi-Modal Particle Beam Rifle (Carbine)

Reload: 1-2 **Grips:** 2 **Cost:** S20 **Illegal**

Ammo & Damage: Particle 3d6+1

Qualities & Notes: Unlucky, Annie Plant Power Supply;

Scattergun mode: Scattergun, Short Range

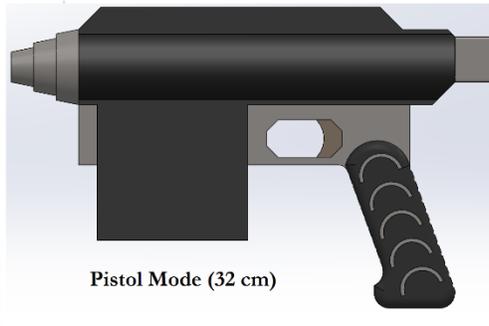
Sniper mode: Sniper, Accurate, Breacher, AVPL

Urtheep's Quasar rifle is an impressive innovation, using the same self-reconfiguring technology found in Urtheep multicannons, but in a novel fashion. The linear accelerator barrel can telescope seamlessly between condensed and extended forms, allowing incredible precision and power when extended, or fanning the burst wide to act as a scattergun when collapsed. Additionally, the dual 6-cm annie plants not only power the weapon, but give small-scale inertial stabilization and recoil compensation, resulting in a near-total removal of any kick, feeling only a gentle twitch from the weapon each time it fires. This is necessary, as without inertials, the Quasar's recoil tended to break the bones of sophonts who tried to fire it.

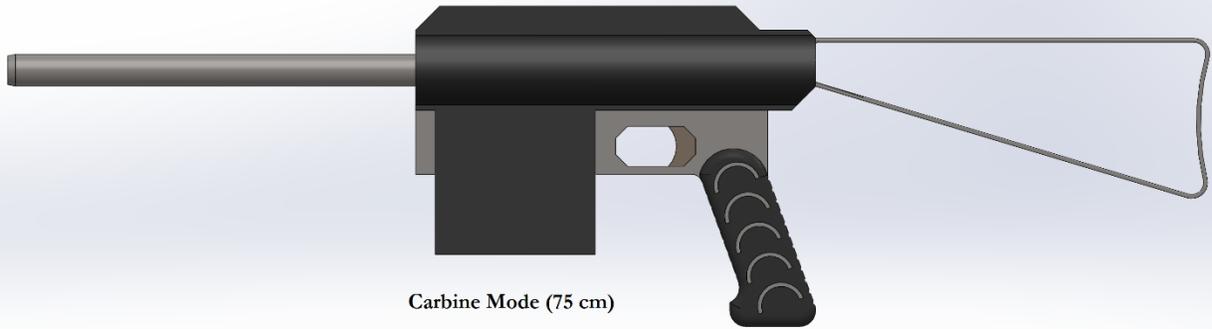
In its extended mode, the Quasar fires a minuscule pulse at incredible velocities with truly commendable precision, easily clearing the hurdles necessary to be a true sniper rifle. In collapsed mode, the concentric barrel sections change function slightly, and while they still accelerate the burst somewhat, they also deliberately diffuse it into a cone, allowing the larger, slower blast produced in this mode to hose an entire room with hypervelocity particles, though the dispersal angle means that it has lost almost all of its punch by the time the burst has traveled 40 meters. The Quasar is quite expensive, but for the degree of versatility and potency it provides, buyers agree that it is more than worth the cost.

Note: Switching modes does not require an action, but does take a full round for the weapon to finish reconfiguring. Regardless of mode, the Quasar is fired with the Carbine's skill. If recoil compensators fail, requires Heavy Weapons skill instead.

**Urtheep Industries
Meteor Multi-Modal
Light Carbine**



Pistol Mode (32 cm)



Carbine Mode (75 cm)

Urtheep Industries Meteor Multi-Modal Light Carbine (Pistol)

Reload: 1 **Grips:** 1 **Cost:** S6 **Restricted**

Ammo & Damage: Gunfoam, special

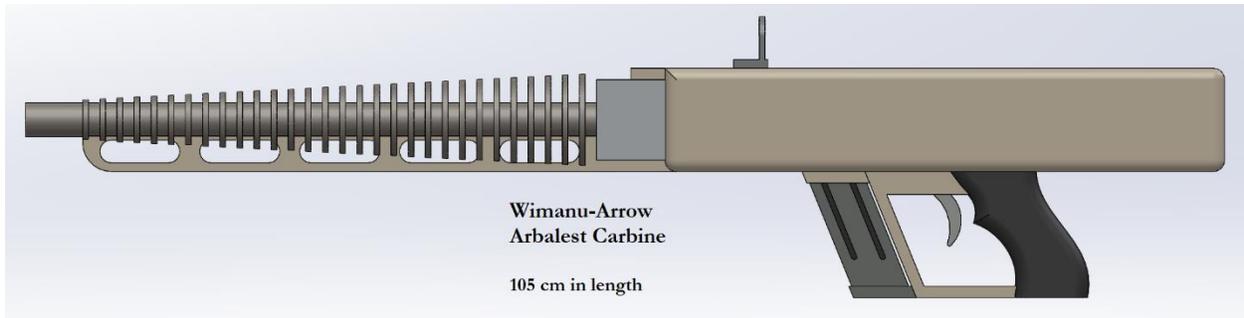
Qualities & Notes: Unlucky, Lightweight Polymer,

Pistol mode: 1d6+1 damage, bonus attack from Lightweight Polymer

Carbine mode: 2d6+2 damage, accurate

Using a proprietary Urtheep self-reconfiguring design, the Meteor can swap between pistol and longarm carbine for versatility. The pistol mode has a lower muzzle velocity than the carbine mode, but is smaller and less bulky, and disguises the full firepower that this device is capable of. Built of lightweight materials, the Meteor is quite easily held, fired, and carried around, and buyers often appreciate this convenience even more than its other features.

Note: Switching modes does not require an action, but does take a full round for the weapon to finish reconfiguring. Regardless of mode, the Meteor is fired with the Pistols skill, but in Carbine mode it requires two grips in order to benefit from the Accurate quality.



Wimanu-Arrow Arbalest Carbine (Carbine)

Reload: 1-2 **Grips:** 2 **Cost:** S7 **Legal**

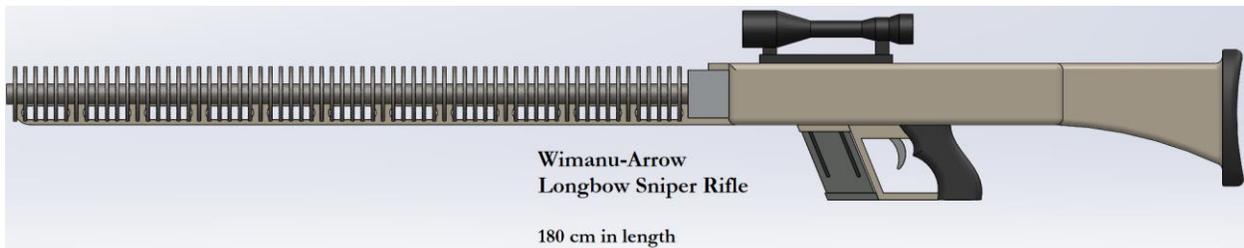
Ammo & Damage: PEA (pierce mode) 2d6-2, (punch mode) 2d6+3

Qualities & Notes: Delivery, Variable Ammunition, Breacher (punch mode only)

The Arbalest is substantially more potent than the Shafter, despite sharing several components. The punch setting is no longer silent, trading stealth for much higher energy, with a maximum muzzle velocity just over Mach 2. Combined with the larger flechettes the Arbalest fires, each shot delivers a much larger dose of kinetic energy.

The primary acceleration coils fit neatly inside the barrel, with bulky, oversized secondary coils on the exterior to smooth out the acceleration profile and negate any instabilities induced while switching the primary coils. As far as gauss carbines go, this one is impressively resilient.

Wimanu-Arrow brags that they fire the best darts from the best guns, and this weapon certainly doesn't call that into question. The Arbalest is potent, durable, and versatile.



Wimanu-Arrow Longbow Sniper Rifle (Long Gun)

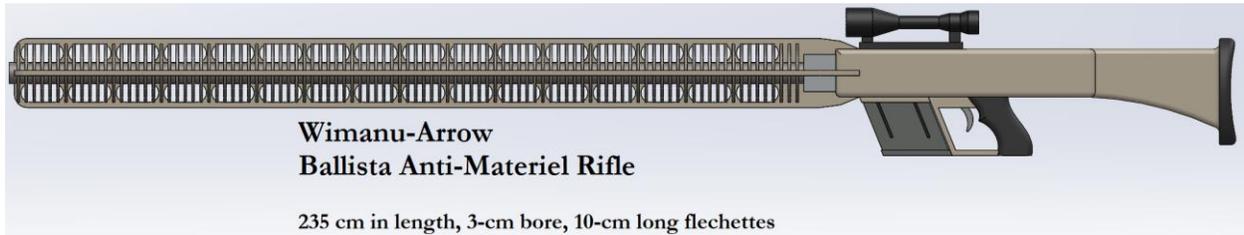
Reload: 1-2 **Grips:** 2 **Cost:** S9 **Restricted**

Ammo & Damage: PEA (pierce mode) 2d6, (punch mode) 2d6+4

Qualities & Notes: Delivery, Variable Ammunition, Breacher (punch mode only), Sniper, Accurate

Hurling even larger flechettes than the Arbalest, the Longbow manages to further increase the impact energy of each shot while decreasing the velocity of Punch mode. For a sniper weapon, Wimanu-Arrow's designers decided that stealth outweighed power, and once again set the maximum muzzle velocity to a barely subsonic speed. It shares many components with the Arbalest, but due to the software that restricts muzzle velocity, it under-utilizes many of those devices.

To counteract the drag deceleration and keep projectile power high, the flechettes the Longbow fires are substantially larger and more massive, and having two equally silent modes of fire is quite handy for a sniper. The large-bore barrel can also accommodate micro-grenades or armor crackers if the sniper is firing into a battlefield instead of a covert mission.



Wimanu-Arrow Ballista Anti-Materiel Rifle (Heavy Weapon)

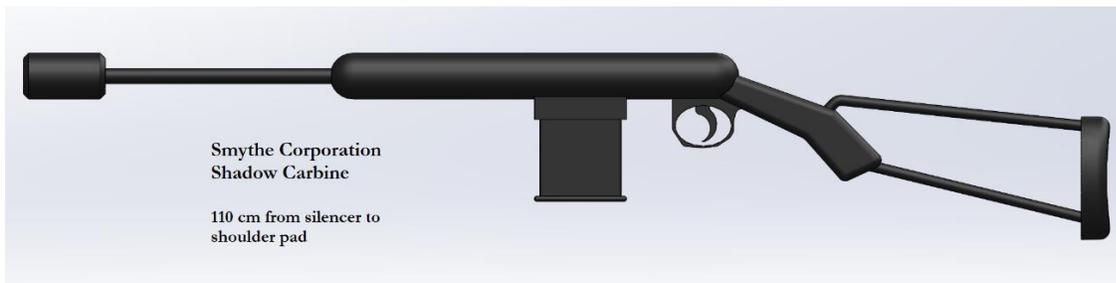
Reload: 1-3 **Grips:** 2 **Cost:** S12 **Military**

Ammo & Damage: PEA 3d6+3

Qualities & Notes: Delivery, Variable Ammunition, Breacher, Sniper, AVPL

The Ballista does away with silent fire entirely in favor of ridiculous muzzle velocity and hefty projectiles. Piercing even tank armor, the Ballista's standard projectiles can forcibly ventilate just about anything short of starships. Due to the staggering force of each shot, the accelerator barrel has four support rails instead of just one, to stiffen the barrel and prevent it from buckling or deforming. It also has a small internal annie plant solely to power the micro-gravitics which counter the recoil. Without the recoil compensation, the rifle tends to tear itself from the wielder's grasp to hurtle backward before slamming into someone or something, and damaging itself in the process of pulverizing that unlucky backstop. Fortunately, Wimanu-Arrow guarantees that in any situation, the internal inertics will not fail until long after the accelerator components have quit.

The comparison to a hand-held siege weapon is apt, as this weapon hurls a massive 250-gram flechette at just under 2000 meters per second, delivering kinetic energy of nearly 500 kilojoules per shot, and that's without using explosive rounds (most users quickly purchase explosive rounds in pursuit of 'more boom'). As a designated anti-materiel rifle, the Ballista can take down tanks. Used against targets not in heavy armor or in vehicles, it's just plain ruthless.



Smythe Shadow Carbine (Carbine)

Reload: 1-2 **Grips:** 1 **Cost:** S6 **Restricted**

Ammo & Damage: Gunfoam 2d6-1

Qualities & Notes: Holdout/Stealth, Lightweight Polymer

Smythe's Shadow series of carbines have integrated suppressors, flash-hiders, and casings that can avoid detection by basic scanner systems. The gunfoam cartridge is fairly high-caliber, but fires at subsonic velocities. In combination with the integral stealth systems, the result is a near-silent and all but undetectable shot. In addition, the Shadow is lightweight and bare-bones as far as carbines go, and can be field-stripped and reassembled in under 30 seconds by a trained sophont. When these features are paired with the scan-fooling casing, it becomes quite easy to smuggle a disguised Shadow into a weapons-free zone.



Smythe Corporation
Whisper Gyrojet Sniper Rifle

48 cm from muzzle to shoulder pad

Smythe Whisper Sniper Rifle (Long Gun)

Reload: 1-2 **Grips:** 2 **Cost:** S7 **Military**

Ammo & Damage: Special 3d6

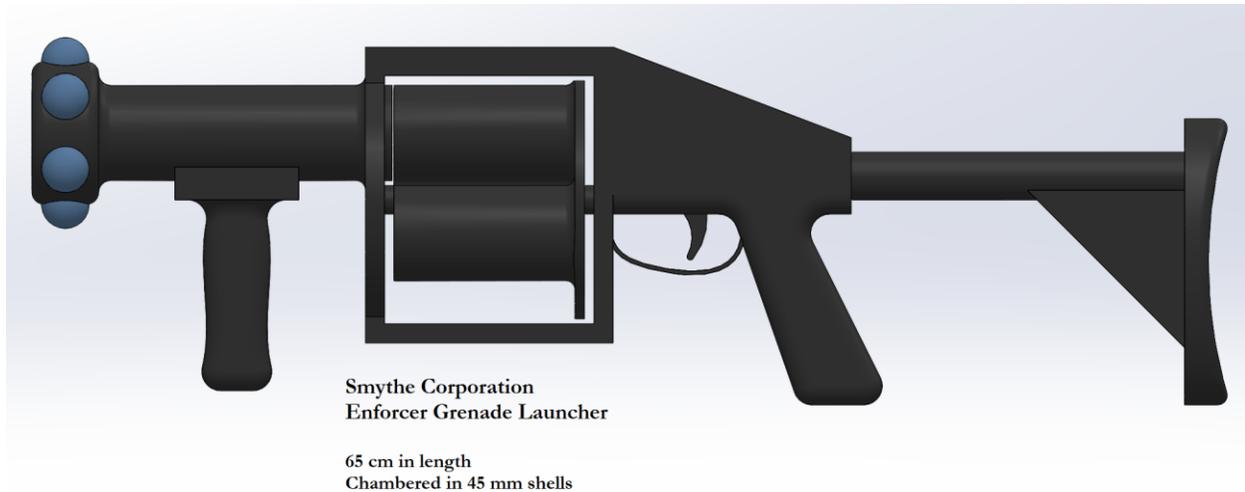
Qualities & Notes: Holdout/Stealth, Sniper, Autocorrecting, Accurate, Long Range*

*: Largely ineffective at short ranges. If you're firing from a place where Short Range limitations aren't a problem, damage is halved, or even less if in close quarters.

The Whisper is an odd duck. Instead of the industry-standard gunfoam or PEA rounds, it fires gyrojets, tiny self-propelling rocket bullets which guide themselves to the target. Since the rocket thrust provides all the reaction instead of pushing against the gun, there's no need for a long barrel to build up speed, and the Whisper's barrel is little more than a short, vented guide rail, and firing has zero recoil. It looks nothing like a standard sniper, instead having a stubby, boxy profile, and a length just under 50 centimeters in total.

Additionally, since it need not withstand the pressures and forces of a normal rifle, the weapon is made of cheap, lightweight parts, and like the Shadow it can be very quickly stripped down and easily disguised. The rocket-bullets make only a quiet hiss on firing, have no muzzle flash, and even correct the user's aim, adjusting their flight path en route based on instructions from the rifle scope's SI. The only downsides are the higher price of ammunition, as the gyrojet rounds need slightly higher production tolerances to produce than other ammo (In game terms, this is represented by the high overall cost of the weapon), and the high minimum range of the Whisper.

The result, however, is a weapon with none of the fragile components of a gauss rifle, excellent accuracy, decent stopping power, and adjustable projectile velocity. The bullets can be set to top out at a barely-subsonic velocity for full stealth, to go supersonic halfway to target so that the sound doesn't give away the sniper but hits harder, or to just accelerate as fast as possible the whole way if stealth doesn't matter. Of course, if stealth doesn't matter, you should either use a different gun, or buy Smythe's gyrojet micro-grenade rounds to get your money's worth.



Smythe Enforcer Grenade Launcher (Heavy Weapon)

Reload: 1-3 **Grips:** 2 **Cost:** S16 **Military**

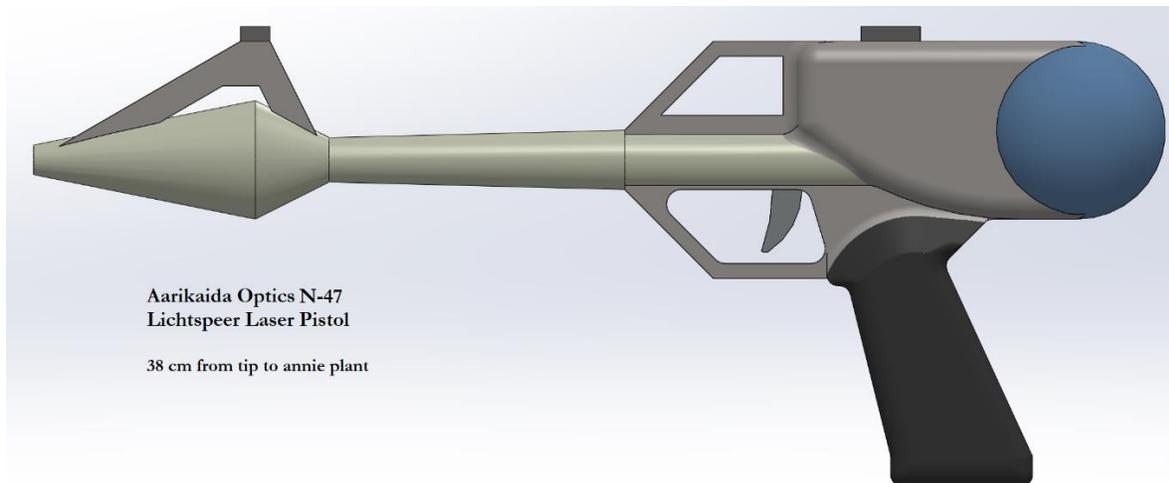
Ammo & Damage: Gunfoam 5d6

Qualities & Notes: Holdout/Stealth, Costly Ammo, Breacher, AVPL

Smythe has done the previously impossible and created a highly stealthy heavy weapon. It's expensive, high-tech, and the ammo costs a fortune, but it fills an otherwise empty niche, providing heavy firepower without breaking cover.

The Enforcer manages this by brute-force stealth. The weapon has several small integral annie plants which serve only a single purpose: use carefully focused gravitics to perfectly delete the sound waves produced by firing the weapon. The breacher grenades it fires eject a one-use micro-annie of their own an instant before detonation, which dumps all its power to catch the shockwave once it reaches 3 meters in radius and reflect it, causing intense constructive interference at the target only and perfect destructive interference anywhere else. While this limits the blast radius substantially, it simultaneously intensifies the blast strength at the impact point and silences the detonation. Of course, for reliable, silent, and potent weaponry like this, you have to be willing to pay a LOT.

The revolving magazine holds only three 45mm grenades, and ammo refill packs are not cheap. After just six ammo refills you'll have ended up spending a lot more on ammunition that you did on the launcher itself. Of course, that adds up to a total of 21 perfectly silent high-powered anti-armor explosives, and the sheer amount of havoc and destruction one could accomplish with that much stealthed ordnance sits right on the line between horrifying and exciting, and if you find yourself on the 'exciting' side of that balance, we're sure you'll find the price to be quite reasonable. No guarantees your quartermaster won't come after you when he sees either the bill or the results of your work, though.



Aarikaida Optics N-47 Lichtspeer (Pistol)

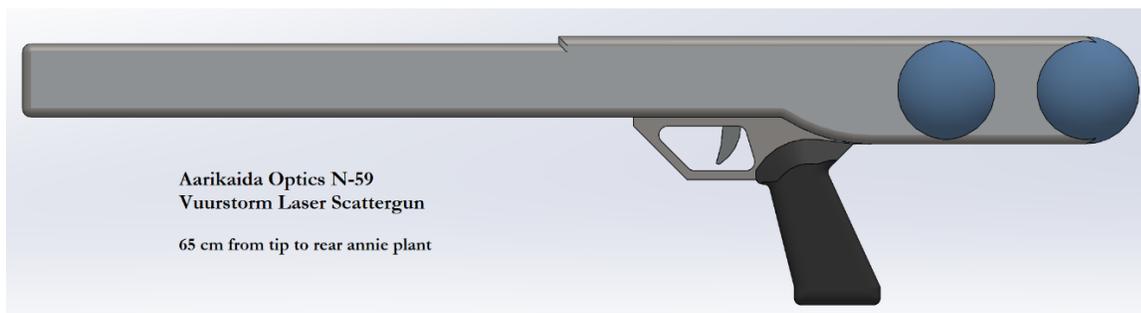
Reload: 1 **Grips:** 1 **Cost:** S7 **Restricted**

Ammo & Damage: Laser 1d6+3

Qualities & Notes: Annie Plant Power Supply, Self-supplying Ammunition

A miniaturized, cheaper, lower power version of the N-80 Verfkwas, the Lichtspeer is among the smallest of Aarikaida's weapons, but packs quite the punch for a pistol. It's sold with a multitude of accessories and attachments, and comes with an intensity adjuster with settings that range from full 'blast and burn' all the way down to 'laser pointer'.

Note: Aarikaida Optics is not responsible or liable for any injury inflicted by unintentional discharge of the weapon because "I thought it was in lightshow mode, not gun mode."



Aarikaida Optics N-59 Vuurstorm (Scattergun)

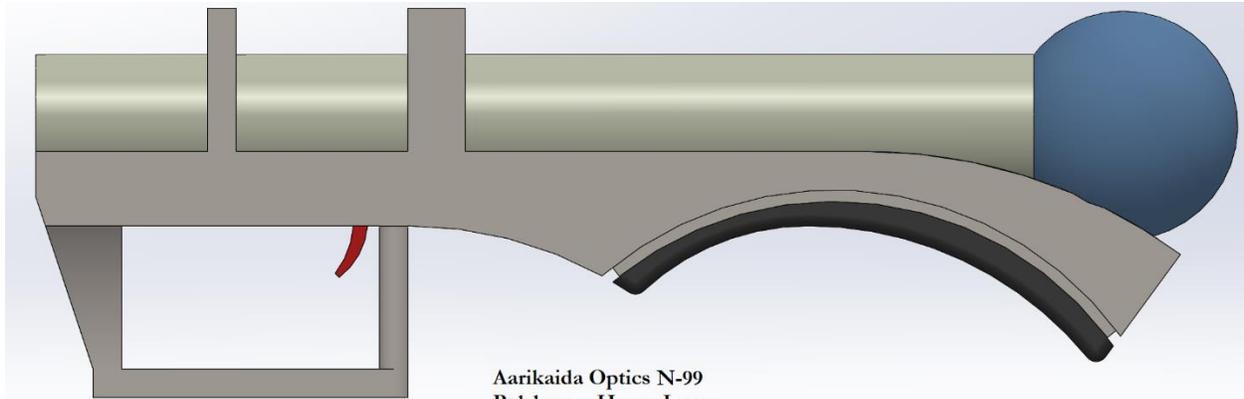
Reload: 1-2 **Grips:** 2 **Cost:** S10 **Restricted**

Ammo & Damage: Laser 2d6+1

Qualities & Notes: Scattergun, Annie Plant Power Supply, Self-supplying Ammunition

The Vuurstorm fires ten beams simultaneously with each pull of the trigger in a scattered pattern. Programmable adaptive optics in the bulky, squarish barrel deflect and bend the beams in either preset patterns, or a semi-random configuration.

The high-density lenses and multiple laser generator tubes make for a weighty, cumbersome weapon, but it's one of the few ways to have a weapon that's both precise and haphazard in its means of destruction.



Aarikaida Optics N-99
Polskanon Heavy Laser

105 cm from tip to annie plant

Aarikaida Optics N-99 Polskanon (Heavy Weapon)

Reload: 1-3 **Grips:** 2 **Cost:** S17 **Illegal**

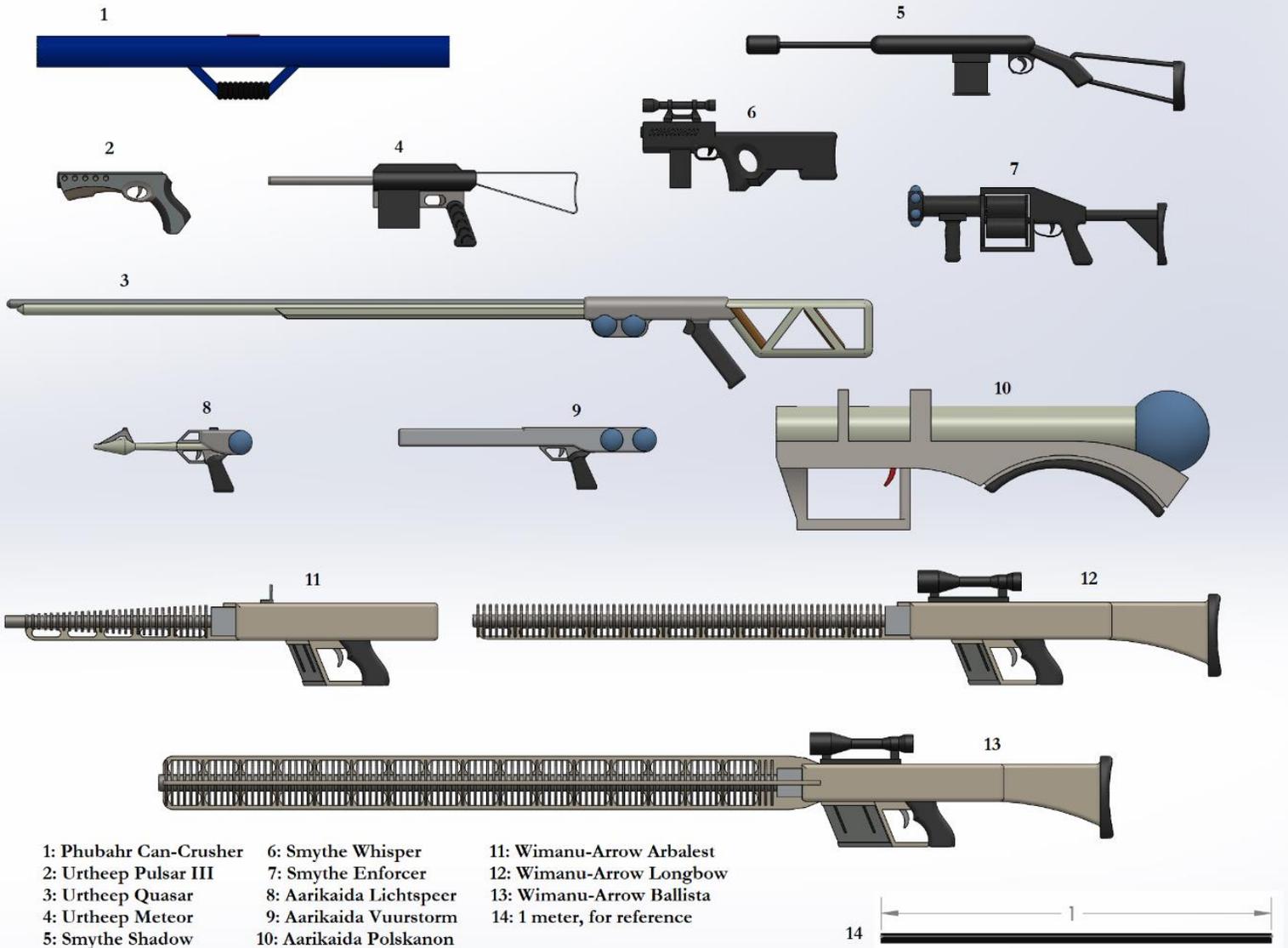
Ammo & Damage: Laser 3d6+3

Qualities & Notes: Annie Plant Power Supply, Self-supplying Ammunition, Breacher, AVPL, Hi-res Targeting System

The Polskanon is a departure from the usual Aarikaida design philosophy. Rather than a continuous beam, it fires a nanosecond-duration pulse with an intensity measured in petawatts. The resulting laser blast vaporizes and superheats the point where the beam strikes, causing impulsive shock in the target and a secondary plasma burst emanating from the target point. The blast is capable of completely perforating even armored vehicles, and the plasma splash fries sensitive electronics and systems once the armor is cracked by the laser pulse.

The huge capstack's recharge time means that the Polskanon has a hard limit on its rate of fire, but the sheer power of each pulse more than makes up for the few seconds of charging necessary to prepare it.

Size Comparison



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