

Item - Sniper RifleApproved

Weapon - Firearm
3 bonus trait weapon
Inflicts 2 levels of lethal damage

Negative trait: Loud**High Caliber:**

May attempt a Simple test to inflict an additional wound level.

Increased Range:

+2 bonus traits to offset range penalties

Owned by

ST #1

ST #2

Item - Assault RifleApproved

Weapon - Firearm
3 bonus trait weapon
Inflicts 2 levels of lethal damage
Negative trait: Loud

Spray (automatic only):

May affect up to 5 targets if they are standing immediately next to each other and within 20 ft. of user

Fully Automatic:

Inflicts an additional wound level on a single target (5 ft. or less) May not be combined with Spray.

Owned by

ST #1

ST #2

Item - Bolt-action RifleApproved

Weapon - Firearm
3 bonus trait weapon
Inflicts 2 levels of lethal damage

Negative trait: Loud**High Caliber:**

May attempt a Simple test to inflict an additional wound level.

Owned by

ST #1

ST #2

Item - 9mm PistolApproved

Weapon - Firearm
2 bonus trait weapon
Inflicts 2 levels of lethal damage
Conceal: Pocket

Negative trait: Loud

Owned by

ST #1

ST #2

Item - Submachine GunApproved

Weapon - Firearm
2 bonus trait weapon
Inflicts 2 levels of lethal damage
Negative trait: Loud

Spray (automatic only):

May affect up to 5 targets if they are standing immediately next to each other and within 10 ft. of user

Fully Automatic:

May attempt a Simple test to inflict an additional wound level (5 ft. or less) May not be combined with Spray.

Owned by

ST #1

ST #2

Item - ShotgunApproved

Weapon - Firearm
3 bonus trait weapon
Inflicts 2 level of lethal damage
Negative trait: Loud

Spray (buckshot only):

May affect up to 3 targets if they are standing immediately next to each other and within 20 ft. of user

Mass Trauma:

May attempt a Simple test to inflict an additional wound level (5 ft. or less)

Owned by

ST #1

ST #2

Item - Heavy PistolApproved

Weapon - Firearm
2 bonus trait weapon
Inflicts 2 levels of lethal damage

Negative trait: Loud**High Caliber:**

may attempt a Simple test to inflict an additional wound level.

Owned by

ST #1

ST #2

Item - RevolverApproved

Weapon - Firearm
2 bonus trait weapon
Inflicts 2 levels of lethal damage
Conceal: Pocket

Negative trait: Loud

Must spend a round reloading or, if using a speed loader, one action.

Owned by

ST #1

ST #2