

# WAY OUT WASTE

## Weapon Quick-sheet

COST	NAME	RF	DMG	STR	Range	Rounds	Extras
25	CSI-10		d10	4	150m	10 S	Reliable roll 2d10 on a drama die
30	Cobra		2d6	6	100m	6 L	Reliable roll 2d10 on a drama die
45	Scarab	d4	d8+d6	6	200m	12 S	Dual shot: Rapid Fire - d8 damage 4 STR
50	Blackhawk		2d6+3	8	300m	5 L	
60	EBL	d6	d10	7	200m	12 L	
75	11mm Charge		2d8	6	325m	10 S	
5s	Spring		d6	2	25m	1	Toxin effects if applicable
10s	Longfire		d10	3	100m	1	
	Armor Piercing			+3			Small 25cc Large 35cc
100	Depleted Uranium		+5d6	15			4 rounds Blackhawk only
	Incendiary		+P. flame	-2			Small 25cc Large 30cc
	Standard						Small 25cc Large 30cc
50	CSI-19	d6	2d6	5	550m	24 S	
55	SR-17		d10+2	7	600m	10 S	10x mag Scope standard
140	RBL	d6	d6+d10	9	350m	24 L	
65	Salente Big Game Rifle		d10+d4	10	750m	12 L	
100	LR-22		2d6	8	1600m	12 EC	+1 dmg +2 STR for each turn charged max 4
10s	Spring		d10	2	75m	1	Toxin effects if applicable
45s	Longfire		d10+3	6	300m	5	
	Armor Piercing			+3			Small 30cc Large 50cc
	Incendiary		+P. flame	-2			Small 35cc Large 60cc
	Standard						Small 25cc Large 35cc
40	Single Barrel		2d6	4	60m	6	
45	Double Barrel		2d8	4	60m	6	
20	Sawn off Single Barrel		d6+3	4	20m	1	
30	Sawn off Double Barrel		d8+3	4	20m	2	
75	Combat		2d8+3	5	80m	8	
20s	Shrapnel Cannon		3d6	5	5m	1	-1 dmg -1 STR at 5m -2 at 10m
25	Flechette			6 2	10m		
15	Slugs				2x		doubles the range
15	Riot Gel						10 STR to get free +5 each shot after
650	CSI-120		3d6*5	16	1000m	25 L	
325	ACS Heavy Machine Gun	d8	3d8+8	10	600m	30 S	
175	Outsider Hunting Rifle		4d10	14	1200m	1 S	
30s	Crank Rifle	d4	d8	4	60m	30	
40s	Harpoon Cannon		2d6	8	120m	1	
	Armor Piercing			+3			Small 50cc Large 75cc
	Incendiary		+P. flame	-2			Small 75cc Large 90cc
	Standard						Small 30cc Large 35cc
5	Tarroot Cocktail		P. flame	1	1m		
15	Claymore		4d6	5	10m	15m	20m
15	Frag		6d6	3	5m	10m	15m
30	White Phosphorus		P. flame	1	5m		
50	High Explosive		5d10	10	15m	30m	60m
250	Demo Pack		10d10*10	20	30m	60m	120m
10	Hydra Gauntlet		d4		1m		d4+1 if flailed. Dirty Trick
15	Vibro Knife		d6	15			
20	Vibro Hatchet		d8	15			
35	Vibro Sword		d10	15			
25	Heat Induction Knife		d6	8			incendiary
50	Heat Induction Sword		2d6	8			incendiary
75	Concussion Hammer		2d10	15			STR of 19 required
75	Journeyman Staff		d10				3d10 dmg d10 STR on open
	Storm Staff		d10+d8				3d10 dmg d10 STR on open. The d8 is direct to target