



Blunderbuss	
Type : Hunting rifle	Cartridge : CAL10 (5D6/2D6+2/1D6+2)
Accuracy : -2	Reliability : standard
Availability : Rare	Range : 40 meters
Concealability : Jacket	Cost : 310 eb
Magazine : 2	Description : Cyberpunk 2021
Rate of fire : 2	Length : 37 cm
	Country : USA
This weapon is a sawn off shotgun, with barrel reinforcement and CO2 cooled barrels so it may fire thermite rounds without damaging the barrels.	



Fetcher Crossbow	
Type : Medium crossbow	Cartridge : bolt (*)
Accuracy : +1	Reliability : very reliable
Availability : Common	Range : 100 meters
Concealability : Non concealable	Cost : 470 eb
Magazine : 1	Description : Cyberpunk 2021
Rate of fire : 1	Length : 90 cm
	Country : USA
Damages : 3D6+2. Another fine crossbow, this one is fitted with a winch and comes with 5 barbed grapple arrows (+1D6). It also features a swing out knife blade on the buttstock as sort of a reverse bayonet. Weapon requiring a character with a min BODY of 7 to arm it.	



Nomad Nuzi	
Type : Medium submachine gun	Cartridge : 9 mm (2D6+1)
Accuracy : -1	Reliability : standard
Availability : Poor	Range : 50 meters
Concealability : Jacket	Cost : 330 eb
Magazine : 20	Description : Cyberpunk 2021
Rate of fire : 3/20	Length : 25 cm, crosse repliée
	Country : Israel
This Micro Uzi has been modified to the point it is no longer recognizable.	



Nomad Scrapper	
Type : Very heavy semi-auto pistol	Cartridge : 5.56C (5D6)
Accuracy : -1	Reliability : unreliable
Availability : Common	Range : 50 meters
Concealability : Long coat	Cost : 320 eb
Magazine : 20	Description : Cyberpunk 2021
Rate of fire : 1	Length : 28 cm
	Country : USA
As full conversion cyborgs and other cybernetically enhanced or armored individuals are becoming slowly more prevalent in the nomad community, so is the necessity for weapons that will stop them. This hand made handgun fires the 5.56mm rifle round, which will not only take out even full conversions, but also makes a pretty good vehicle stopper. Unfortunately it's not very reliable and prone to jamming.	