

Weapons	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Brass Knuckles	20 K	1d2 bludgeoning	1 lb.	Finesse, light
Cleaver	250 K	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Club	100 K	1d6 bludgeoning	3 lb.	-
Knife	200 K	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Metal Baton	250 K	1d6 bludgeoning	2 lb.	-
Sap	50 K	1d6 bludgeoning	3 lb.	Special
Tonfa	200 K	1d4 bludgeoning	2 lb.	Light
<i>Simple Ranged Weapons</i>				
Pistol, automatic	250 K	2d6 piercing	3 lb.	Ammunition (range 50/150), reload (15 shots)
Revolver	250 K	2d8 piercing	3 lb.	Ammunition (range 40/120), reload (6 shots)
Throwing knives x10	50 K	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
<i>Martial Melee Weapons</i>				
Battleaxe	100 K	1d8 slashing	4 lb.	Versatile (1d10)
Greataxe	300 K	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	500 K	2d6 slashing	6 lb.	Heavy, two-handed
Longsword	150 K	1d8 slashing	3 lb.	Versatile (1d10)
Rapier	250 K	1d8 piercing	2 lb.	Finesse
Shortsword	100 K	1d6 piercing	2 lb.	Finesse, light
Warhammer	150 K	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	20 K	1d4 slashing	3 lb.	Finesse, reach
<i>Martial Ranged Weapons</i>				
Rifle, automatic	1250 K	2d8 piercing	8 lb.	Ammunition (range 80/240), burst fire, reload (30 shots), two handed
Rifle, sniper	1750 K	2d10 piercing	8 lb.	Ammunition (range 150/600), reload (5 shots),special, two handed
Shotgun	750 K	2d8 piercing	7 lb.	Ammunition (range 30/90), reload (2 shots), two-handed
<i>Ammunition</i>				
Bullets (10)	10 K	-	1 lb.	-
<i>Explosives</i>				
Dynamite	150 K		1 lb.	-
Grenade, fragmentation	250 K		1 lb.	-
Grenade, flash	200 K		1 lb.	-
Grenade, smoke	200 K		2 lb.	-
Grenade launcher	1250 K		7 lb.	-