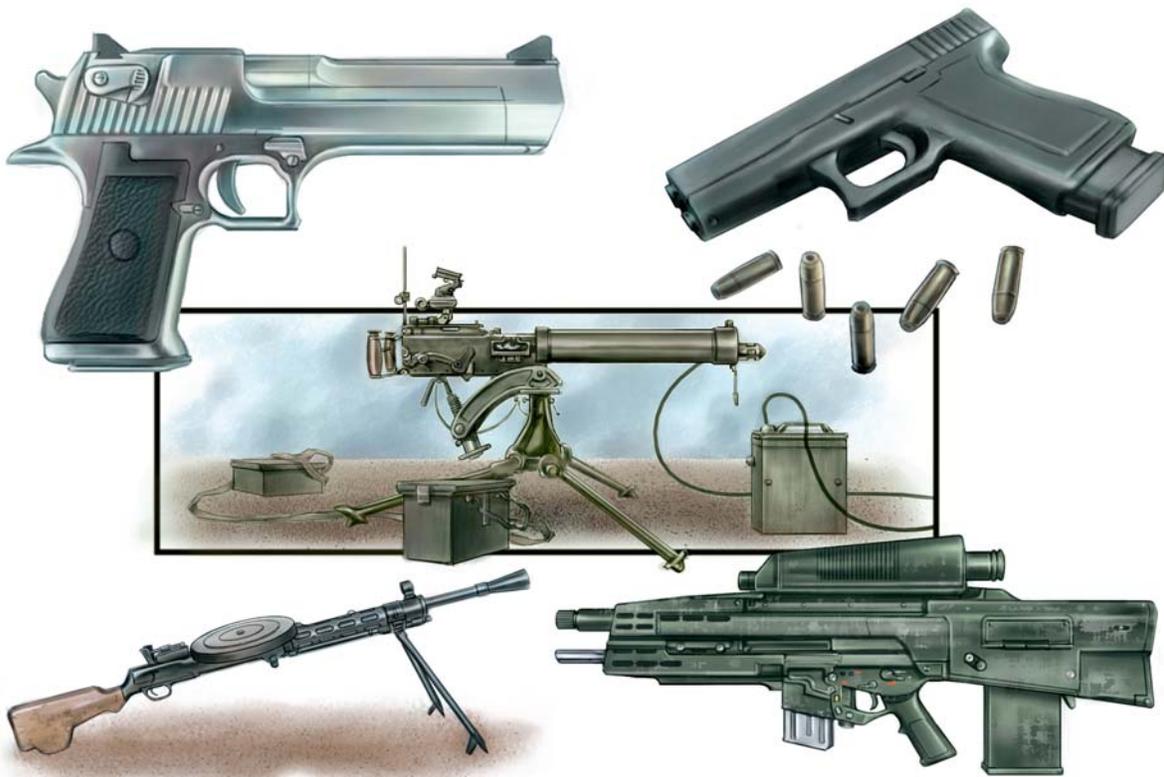


GURPS[®]

Fourth Edition

HIGH-TECH[™]

WEAPON TABLES



Written by SHAWN FISHER, MICHAEL HURST, and HANS-CHRISTIAN VORTISCH

Edited by SEAN PUNCH

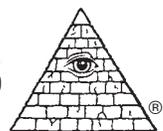
Illustrated by BOB STEVLIC and IGOR FIORENTINI

An e23 Sourcebook for GURPS[®]

STEVE JACKSON GAMES

Stock #37-0205

Version 1.0 – December 19, 2007



CONTENTS

INTRODUCTION	2
About <i>GURPS</i>	2
WEAPON TABLES	3
Air Guns	3
Ranged Electric Stunners	3
Non-Repeating Pistols	4
Revolvers	4
Semiautomatic Pistols	5
Shotguns	5
Muskets and Rifles	6
Submachine Guns	7
Mechanical Machine Guns	8
Machine Guns and Autocannon ..	8
Cannon	9
Grenade Launchers	9
Light Antitank Weapons	10
Vehicular Rocket Launchers ..	10
Mortars	10
Guided and Homing Missiles ..	11
Flamethrowers	11
Spray Guns and Aerosols	11
Ammunition	12
Laser Weapons	14
Relative Explosive Force	14
Land Mines	14
Hand Grenades	15
Rifle Grenades	15
Bombs	16
Melee Weapons	17
Muscle-Powered	
Ranged Weapons	17

About *GURPS*

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new *GURPS* rules and articles. It also covers the *d20* system, *Ars Magica*, *BESM*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *Illuminati*, *Car Wars*, *Transhuman Space*, and more. *Pyramid* subscribers also get opportunities to playtest new *GURPS* books!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized SASE, or just visit www.warehouse23.com.

e23. Our e-publishing division offers *GURPS* adventures, play aids, and support not available anywhere else! Just head over to e23.sjgames.com.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss *GURPS* with SJ Games staff and fellow gamers, come to our forums at forums.sjgames.com. The *GURPS High-Tech: Weapon Tables* web page is www.sjgames.com/gurps/books/weapontables.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the books that interest you! Go to the book's web page and look for the "Bibliography" link.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

INTRODUCTION

GURPS High-Tech: Weapon Tables is for those times when you don't need a full description of each weapon – just the numbers, *stat!* It includes all the weapons, ammo, and explosives tables (and *only* the tables) from *GURPS High-Tech*, complete with their introductions and notes. Use it before the game begins, when comparison shopping for your PC or equipping an army of henchmen. Keep it handy in play for quickly figuring out the weight of found weapons, the price of ammo at the gun shop, or how big a boom a crate of dynamite makes.

This isn't a *replacement* for *High-Tech*. You'll need that to learn who used what, and where, in a historical campaign . . . for variant weapons, accessories, and unusual ammo . . . for the rules for using it all. But *Weapon Tables* is useful even when your copy of *High-Tech* is open in front of you, because it lets you see stats and write-ups at the same time, and look up ammo while reading about weapons.

Lock and load!

GURPS System Design ■ STEVE JACKSON

GURPS Line Editor ■ SEAN PUNCH

Managing Editor ■ PHIL REED

Art Director ■ WILL SCHOONOVER

Production Artists ■ ALEX FERNANDEZ and PHIL REED

Marketing Director ■ PAUL CHAPMAN

Sales Manager ■ ROSS JEPSON

Errata Coordinator ■ ANDY VETROMILE

GURPS FAQ MAINTAINER ■ STÉPHANE THÉRIAULT

Research Assistance: Scott Biddle, Rupert Boleyn, Douglas Cole, Barry Cooper, Russel Hiatt, John Johnson, andi jones, Matt Jones, François Marcadé, Nigel McCarty-Eigenmann, Kenneth Peters, and Richard Taylor

Lead Playtester: Douglas Cole

Playtesters: Rafael Acevedo, Daniel Boese, Rupert Boleyn, Frederick Brackin, Roger Burton West, Giuseppe Chiapparino, C. Lee Davis, Matt Jones, Jonathan Lang, Jason Levine, MA Lloyd, Nigel McCarty-Eigenmann, Jeff Raglin, and Emily Smirle

Special thanks to the Hellions, especially andi jones

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *GURPS High-Tech: Weapon Tables*, *Pyramid*, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. *GURPS High-Tech: Weapon Tables* is copyright © 1988, 1992, 1994, 1998, 2001, 2007 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this book via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the authors' rights is appreciated.

WEAPON TABLES

Air Guns Table (see pp. 88-89)

See pp. B268-271 for an explanation of the statistics. Note that air guns with no real combat application use Guns Sport skills.

GUNS (MUSKET) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
8	Dan-Inject JM Standard, 11mm <i>follow-up</i>	1d pi- drug effect	3+2	45/150	6.6/0.02	1	1(3i)	8†	-5	2	\$1,950	4	[1]
8	FN 303, .68 FN	1d-3(0.5) cr	3	25/110	4.5/0.5	3	15(5)	7†	-	2	\$1,100/\$21	2	[2]

GUNS (RIFLE) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
5	Steyr-Girandoni M.1780, 11.75mm	2d pi+	1	60/480	9.6/0.4	1	21+1(2i)	10†	-6	2	\$1,000	3	[3]

GUNS SPORT (MUSKET) (DX-4 or Guns (Musket)-3)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Daisy Number 111 Red Ryder, .175 BB	1d-4 pi-	0	25/140	3/0.8	1	1,000(2i)	5†	-4	1	\$50	4	

GUNS SPORT (PISTOL) (DX-4 or Guns (Pistol)-3)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
8	NSG SplatMaster, .68 Paintball <i>follow-up</i>	1d-3(0.2) cr paint splat	1	2/30	2.1/0.07	1	10+1(5)	8	-2	2	\$140	4	[3]

Notes:

- [1] Air charge lasts for 40 shots.
- [2] Air charge lasts for 110 shots. Clamps under rifle or carbine: add weight to weight of host weapon and add -2 to weapon's Bulk.
- [3] Air charge lasts for 30 shots.

Ranged Electric Stunners Table (see pp. 89-90)

See pp. B268-271 for an explanation of the statistics.

GUNS (PISTOL) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Tasertron TE-76 <i>follow-up</i>	1d-3 pi- HT-3(0.5) aff	0	5	2/0.1	1	1(5)	8	-2	2	\$350	3	[1]
8	TASER M26 <i>follow-up</i>	1d-3 pi- HT-5(0.5) aff	0	7	1.1/0.25	1	2(3i)	7	-2	2	\$400	4	[2]

Notes:

- [1] On a failed HT-3 roll, victim is stunned while trigger is depressed and for (20 - HT) seconds afterward, and can then roll vs. HT-3 to recover. Integral tactical light (p. 52).
- [2] On a failed HT-5 roll, victim is stunned while trigger is depressed and for (20 - HT) seconds afterward, and can then roll vs. HT-5 to recover. Integral targeting laser (pp. 56-157).

Sally Sweet: I like the Uzi better, anyway. It looks better with the dress. The AK seems too casual to me.

Stephanie Plum: It's important to accessorize properly.

– Ten Big Ones

Bombs Table (see pp. 194-195)

See pp. B268-271 for an explanation of the statistics.

ARTILLERY (BOMBS) (IQ-5)

TL	Weapon	Damage	Weight	Cost	LC	Notes
6	PuW12.5	6d×3 [4d+2] cr ex	25	\$500	1	
6	Alkan MMN	6d×3 [4d+2] cr ex	22	\$500	1	
6	MK II	6d×6 [6d] cr ex	25	\$750	1	
6	SC50	6d×15 [5d×2] cr ex	122	\$1,500	1	
6	SC250	6d×35 [6d×3] cr ex	548	\$3,500	1	
6	AN-M30	6d×15 [5d×2] cr ex	111	\$1,350	1	
7	MK 81	6d×20 [6d×2] cr ex	262	\$1,800	1	
7	MK 82	6d×28 [7d×2] cr ex	531	\$2,200	1	
7	CBU-55/B	6d×65 cr ex	510	\$10,000	1	[1]

Notes:

[1] Fuel-air. Divide damage by (2 × distance in yards from center of blast).



STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com