

GEAR-TRACKER WEAPONS

SHADOWRUN - SIXTH WORLD EDITION

Blades

	Count	Cost
Combat axe	_____	_____¥
Combat/knife	_____	_____¥
Forearm snap blades	_____	_____¥
Knife	_____	_____¥
Katana	_____	_____¥
Polearm	_____	_____¥
Sword	_____	_____¥

Clubs

	Count	Cost
Club	_____	_____¥
Extendable baton	_____	_____¥
Sap	_____	_____¥
Staff	_____	_____¥
Stun baton	_____	_____¥
Telescoping staff	_____	_____¥

Unarmed

	Count	Cost
Bike chain	_____	_____¥
Knucks	_____	_____¥
Shock Gloves	_____	_____¥

Exotic

	Count	Cost
Bullwhip	_____	_____¥
Monofilament whip	_____	_____¥

Archery

	Rating	Count	Cost
Bow	_____	_____	_____¥
Arrow	_____	_____	_____¥
Injection Arrow	_____	_____	_____¥
		_____	_____¥
Crossbow, Light	_____	_____	_____¥
Crossbow, Standard	_____	_____	_____¥
Crossbow, Heavy	_____	_____	_____¥
Bolt	_____	_____	_____¥
Injection Bolt	_____	_____	_____¥
		_____	_____¥

Thrown

	Count	Cost
Throwing knives	_____	_____¥
Throwing stars	_____	_____¥

Grenades (Thrown)

Stun	_____	_____¥
Fragmentation	_____	_____¥
High explosive	_____	_____¥
Gas (w/20 doses Toxin)	_____	_____¥
_____ 20x	_____	_____¥
_____ 20x	_____	_____¥
_____ 20x	_____	_____¥
Smoke/thermal smoke	_____	_____¥
Flash-pak	_____	_____¥

Tasers

	Count	Cost
Defiance Super Shock	_____	_____¥
Yamaha Pulsar I	_____	_____¥
Yamaha Pulsar II	_____	_____¥

Hold Outs

	Count	Cost
Fichetti Tiffani Needler	_____	_____¥
Streetline Special	_____	_____¥
Walther Palm Pistol	_____	_____¥

Light Pistols

	Count	Cost
Ares Light Fire 70	_____	_____¥
Ares Light Fire 75	_____	_____¥
Beretta 101T	_____	_____¥
Beretta 201T	_____	_____¥
Colt America L36	_____	_____¥
Fichetti Security 600	_____	_____¥
Ruger Redhawk	_____	_____¥

Machine Pistols

	Count	Cost
Ares Crusader II	_____	_____¥
Ceska Black Scorpion	_____	_____¥
Steyr TMP	_____	_____¥

Heavy Pistols

	Count	Cost
Ares Predator VI	_____	_____¥
Ares Viper Slivergun	_____	_____¥
Browning Ultra Power	_____	_____¥
Colt Government 2076	_____	_____¥
Manhunter	_____	_____¥
Ruger Super Warhawk	_____	_____¥

Submachine Guns

	Count	Cost
Colt Cobra TZ-100	_____	_____¥
Colt Cobra TZ-110	_____	_____¥
Colt Cobra TZ-120	_____	_____¥
FN P93 Praetor	_____	_____¥
HK-227	_____	_____¥
Ingram Smartgun XI	_____	_____¥
SCK Model 100	_____	_____¥
Uzi V	_____	_____¥

Shotguns

	Count	Cost
Defiance T-250	_____	_____¥
Mossberg CMDT	_____	_____¥
PJSS Model 55	_____	_____¥
Rem. Roomsweeper	_____	_____¥

Rifles

	Count	Cost
AK-97	_____	_____¥
Ares Alpha	_____	_____¥
Colt M23	_____	_____¥
FN-HAR	_____	_____¥
Yamaha Raiden	_____	_____¥
Ares Desert Strike	_____	_____¥
Cavalier Arms Crockett	_____	_____¥
Ranger Arms SM-5	_____	_____¥
Remington 900	_____	_____¥
Ruger 101	_____	_____¥
Barret Model 122	_____	_____¥

Machine Guns

	Count	Cost
Ingram Valiant	_____	_____¥
Stoner-Ares M202	_____	_____¥
RPK HMG	_____	_____¥

Assault Cannons

	Count	Cost
Panther XXL	_____	_____¥

Exotic (other)

	Count	Cost
Ares Super Squirt	_____	_____¥
Parashield Pistol	_____	_____¥
Parashield Rifle	_____	_____¥

Exotic (Launchers)

	Count	Cost
Ares Antioch II	_____	_____¥
ArmTech MGL-6	_____	_____¥
ArmTech MGL-12	_____	_____¥
Aztechnology Striker	_____	_____¥
Onotari Interceptor	_____	_____¥

Ammo

	Base Cost / 10 Rounds
Holdout/ Light/ Machine	5¥
Heavy Pistol/ SMG	10¥
Rifles	20¥
Taser	10¥
Injection Dart	5¥
+ 1 Dose of Toxin / Dart	See Toxin
Assault Cannon	5¥
Machine Gun	5¥
	Cost Multiplier
APDS	x 3
Explosive	x 2
Flechette	x 1.5
Gel	x 1.5
Stick-n-Shock	x 2
Caseless	x 2

Grenades (Ammo)

	Base Cost / Each
Stun	100¥
Fragmentation	150¥
High explosive	150¥
Gas	50¥
+ 20 Doses of Toxin / Grenade	See Toxin
Smoke/Thermal Smoke	50¥
Flash-pak	125¥

Rockets / Missiles

	Base Cost / Each
Anti-vehicle Rocket	2,800¥
Fragmentation Rocket	2,000¥
High Explosive Rocket	2,100¥
Gas Rocket	750¥
+ 100 Doses of Toxin / Rocket	See Toxin
Smoke / Thermal Smoke Rocket	1,200¥

Missile Variant = Rocket + (Sensor x 500¥)

Toxins

	Vector	Cost per Dose
CS/Tear Gas	C + I	20¥
Gamma-Scopolamine	Injection	200¥
Narcoject	Injection	50¥
Nausea Gas	Inhalation	25¥
Neuro-Stun VIII	C + I	60¥
Neuro-Stun IX	C + I	60¥
Neuro-Stun X	C + I	100¥
Pepper Punch	C + I	5¥
Seven-7	C + I	1,000¥

C + I = Contact + Inhalation

Explosives

	Rating	Count	Cost
_____	_____	_____	_____¥
_____	_____	_____	_____¥
_____	_____	_____	_____¥
_____	_____	_____	_____¥
Detonator Caps	_____	_____	_____¥

Firearm Accessories & Ammo Type / Count

Firearm #1

Accessories	Cost
_____	_____¥
_____	_____¥
_____	_____¥
_____	_____¥
_____	_____¥

Ammo Type	Count	Cost Each	Total Cost
_____	_____	_____	_____¥
_____	_____	_____	_____¥
_____	_____	_____	_____¥
_____	_____	_____	_____¥

Firearm #2

_____	_____¥
_____	_____¥
_____	_____¥
_____	_____¥
_____	_____¥
_____	_____¥

Ammo Type	Count	Cost Each	Total Cost
_____	_____	_____	_____¥
_____	_____	_____	_____¥
_____	_____	_____	_____¥
_____	_____	_____	_____¥

Firearm #3

_____	_____¥
_____	_____¥
_____	_____¥
_____	_____¥
_____	_____¥
_____	_____¥

Ammo Type	Count	Cost Each	Total Cost
_____	_____	_____	_____¥
_____	_____	_____	_____¥
_____	_____	_____	_____¥
_____	_____	_____	_____¥

Firearm #4

Accessories	Cost
_____	_____¥
_____	_____¥
_____	_____¥
_____	_____¥
_____	_____¥

Ammo Type	Count	Cost Each	Total Cost
_____	_____	_____	_____¥
_____	_____	_____	_____¥
_____	_____	_____	_____¥
_____	_____	_____	_____¥

Firearm #5

Accessories	Cost
_____	_____¥
_____	_____¥
_____	_____¥
_____	_____¥
_____	_____¥

Ammo Type	Count	Cost Each	Total Cost
_____	_____	_____	_____¥
_____	_____	_____	_____¥
_____	_____	_____	_____¥
_____	_____	_____	_____¥

Weapon Accessories

Airburst link	600 ¥
Bipod (under)	200 ¥
Concealable holster	150 ¥
Gas-vent system (barrel)	500 ¥
Gyro mount (under)	1,400 ¥
Hidden arm slide	350 ¥
Imaging scope (top)	350 ¥
Laser sight (top/under)	125 ¥
Periscope (top)	70 ¥
Quick-draw holster	175 ¥
Shock pad	50 ¥
Silencer / Suppressor (barrel)	500 ¥
Smart firing platform (under)	2,500 ¥
Smartgun system, Internal	500 ¥
Smartgun system, Ext (top/under)	500 ¥
Spare clip	5 ¥
Speed loader	25 ¥
Tripod (under)	500 ¥