

**Assault rifles:**

(These weapons are used two handed, unless stated otherwise!)

(Tuning can change the range division. All range divisions given in this list apply to iron sight/standard models!)

(Please look up the effects of tunings in the tuning list)

(If an encounterable versions requires a prior, other tuning to work, that version will have that tuning as well. For example, an infrared scope means that the mounting rails and the infrared light are both there as well)

(Prices are not guaranteed!)

**AK-112**

<b>Ammunition:</b>	5mm Soviet	
<b>Price:</b>	1000 \$	
<b>Damage:</b>	2 D6 + 4	
<b>Maximum range:</b>	Single-Fire 110 + PE * 4 / Burst: 80 + PE * 4	
<b>Size:</b>	Big	
<b>Rarity:</b>	Common	
<b>Range division single shot:</b>	CQC: Close range: Middle range: far range: extreme range:	Up to 30 cm: -5 to rifles Up to 50 cm: no adjustment Up to 75 cm + PE * 4: +10 to rifles +15 cm: +5 to rifles +20 cm: -10 to rifles
<b>Range division burst:</b>	CQC: Close range: Middle range: far range: extreme range:	Up to 25 cm: +5 to rifles Up to 50 cm + PE * 4: +10 to rifles +10 cm: no adjustment +10 cm: -5 to rifles +10 cm: -10 to rifles
<b>AP Costs:</b>	4 for common shot 5 for aimed shot OR burst of 3 2 to reload	
<b>Ammunition feeding:</b>	Exchangeable 30 shot magazine	
<b>Min. strength:</b>	4	
<b>Weight:</b>	Gun: 8 pounds 30 shot magazine: 2,5 pounds	
<b>Special rule:</b>	None.	
<b>Encounterable versions:</b>	Standard model: With mounting rails: With folding shoulder stock: With silencer: With red dot sight: With laser sight: With scope: With underbarrel grenade launcher: With underbarrel shotgun:	common common common rare very rare very rare rare very rare very rare
<b>Description:</b>	A gun that has been imported quite a lot into the US. It was used by the US's eastern ally during World War III. Not only popular with sports shooters.	

**AR 15**



Ammunition:	.223 Remington	
Price:	1200 \$	
Damage:	2 D6 + 6	
Maximum range:	Single shot: 100 + PE * 4 / Burst: 80 + PE * 4	
Size:	Big	
Rarity:	Quite common	
Range division single shot:	CQC: Close range: Middle range: far range: extreme range:	Up to 20 cm: No adjustment Up to 45 cm: +5 to rifles Up to 70 cm + PE * 4: +10 to rifles +15 cm: -5 to rifles +15 cm: -10 to rifles
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 20 cm: No adjustment Up to 35 cm: +5 to rifles Up to 50 cm + PE *4: +10 to rifles +15 cm: -5 to rifles +15 cm: -10 to rifles
AP Costs:	4 for common shot 5 for aimed shot OR Burst of 3 2 to reload	
Ammunition feeding:	exchangeable 30 shot magazine	
Min. strength:	3	
Weight:	6 pounds + 2,3 pounds 30 shot magazine	
Special rule:	None.	
Encounterable versions:	Standard model: With mounting rails: With silencer: With red dot sight: With laser sight: With scope: With underbarrel grenade launcher: With underbarrel shotgun:	quite common quite common rare rare very rare common very rare very rare
Description:	The origins of this weapon can be traced back to the beginning of the second half of the 20th century. This version however, is about 100 years younger.	

**ARG-AR**

Ammunition:	2mm EC	
Price:	7000 \$	
Damage:	1 D10 + 3 D6 (repeatable)	
Maximum range:	Single shot: 230 + WA * 4 / Burst: 150 + WA * 4	
Size:	Medium	
Rarity:	Very rare	
Range division single shot:	CQC: Close range: Middle range: far range: extreme range:	Up to 45 cm: no adjustment Up to 90 cm: +5 to rifles Up to 140 + PE * 4: +10 to rifles +50 cm: -5 to rifles +40 cm: - 10 to rifles
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 30 cm + PE * 4: +10 to rifles +30 cm: +5 to rifles +30 cm: no adjustment +30 cm: -5 to rifles +30 cm: -10 to rifles
AP Costs:	4 for common shot 5 for aimed shot OR burst of 4 2 to reload	
Ammunition feeding:	replaceable 30 shot magazine, inserted on top of the gun	
Min. strength:	2	
Weight:	6 pounds + 2,3 pounds 30 shot magazine	
Special rule:	None.	
Encounterable versions:	Standard model: With mounting rails: With scope: With laser sight: With red dot sight:	very rareThe very rare very rare very rare very rare
Description:	The ultimate when it comes to automatic weapons is this one. The funny looking name is an abbreviation for "Automatic Rail Gun - Assault Rifle" ... and ARG! might be the last thing you hear of it's targets. Might well be the rarest weapon of the wastes.	

## Leadstorm



Ammunition:	.50 BMG	
Price:	2500 \$	
Damage:	4 D6 + 1 D3	
Maximum range:	Single shot: 180 + PE * 4 / Burst: 100 + PE * 4	
Size:	Very big	
Rarity:	Very rare	
Range division single shot:	CQC: Close range: Middle range: far range: extreme range:	Up to 40 cm: +5 to rifles Up to 90 cm + PE * 4: +10 to rifles + 30 cm: No adjustment + 30 cm: -5 to rifles + 30 cm: - 10 to rifles
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 20 cm + PE * 4: +10 to rifles + 20 cm: +5 to rifles + 20 cm: no adjustment + 20 cm: -5 to rifles + 20 cm: -10 to rifles
AP Costs:	5 for common shot 6 for aimed shot OR burst of 3 2 to reload	
Ammunition feeding:	replaceable 18 shot magazine	
Min. strength:	9 for single shot 12 for bursts	
Weight:	Gun: 20 pounds 18 shot magazine: 6 pounds	
Special rule:	This weapon can't be used by ghouls. At all. Only the strongest humans can use it (and then, usually rested). It is meant for super mutants.	
Encounterable versions:	Standard model: With mounting rails: With scope: With underbarrel grenade launcher:	very rare very rare very rare very rare
Description:	A gun for the officers of the Army of the Master. Until today, it's not fully clear if the Master himself developed it - or if it comes out of the twisted mind of a higher-than-average intelligent super mutant. Not many were built, but the name speaks for itself. If you have made an enemy out of a super mutant with this, you should start shoveling your own grave. Running away won't help, with the range this thing has. Taking cover doesn't work either, with this kind of fire power.	

<b>B.A.R.</b>		
Ammunition:	.30-06	
Price:	1300 \$	
Damage:	3 D6 + 2 D3	
Maximum range:	Single shot: 160 + WA * 4 / Burst: 110 + WA * 4	
Size:	Big	
Rarity:	Rare	
Range division single shot:	CQC: Close range: Middle range: far range: extreme range:	Bis 40 cm: +5 to rifles Bis 80 cm + PE * 4: +10 to rifles + 30 cm: no adjustment + 25 cm: -5 to rifles + 25 cm: - 10 to rifles
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Bis 20 cm + PE * 4: +10 to rifles + 20 cm: +5 to rifles + 20 cm: No adjustment + 20 cm: -5 to rifles + 10 cm: -10 to rifles
AP Costs:	4 for common shot 5 for aimed shot OR burst of 3 2 to reload	
Ammunition feeding:	Exchangeable 20 shot magazine	
Min. strength:	5 for single shot 7 for burst	
Weight:	Weapon: 10 pounds 20 shot magazine: 3 pounds	
Special rule:	None	
Encounterable versions:	Standard model: With mounting rails: With scope: With bipod:	Rare Rare Very rare Rare
Description:	An “automatic rifle” from World War One, designed by John Moses Browning. The most common version found in the Wasteland is the version used in World War Two, the B.A.R. A2, with a bipod. A gun that served the US military from 1918 to well into the 21 <sup>st</sup> century.	

## Enfield L85A1



Ammunition:	.223 Remington	
Price:	2000 \$	
Damage:	2 D6 + 6	
Maximum range:	Single shot: 120 + PE * 4 / Burst: 90 + PE * 4	
Size:	Medium	
Rarity:	Quite common	
Range division single shot:	CQC: Close range: Middle range: far range: extreme range:	Up to 25 cm: -12 to rifles Up to 55 cm: -2 to rifles Up to 80 cm + PE * 4: + 25 to rifles + 20 cm: +12 to rifles + 20 cm: - 5 to rifles
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 15 cm: -12 to rifles Up to 30 cm: -2 to rifles Up to 50 cm + PE * 4: + 25 to rifles +20 cm: +12 to rifles +20 cm: -5 to rifles
AP Costs:	4 for common shot 5 for aimed shot OR burst of 3 2 to reload	
Ammunition feeding:	Exchangeable 30 shot magazine	
Min. strength:	3	
Weight:	6 pounds + 2,3 pounds 30 shot magazine	
Special rule:	Two power scope is pre-installed with the standard model. The range division already considers this. If the sights are changed, please consult the tuning rules.	
Encounterable versions:	Standard model: With mounting rails: With laser sights: With lamp(LED/light bulb): With underbarrel grenade launcher: With underbarrel shotgun:	Quite common Quite common rare rare Very rare Very rare
Description:	Thanks to the bullpup design, which places the magazine behind the trigger, this modern, British assault rifle is only slightly larger than a submachine gun and quite easily concealable. Thanks to the pre installed scope it's quite a versatile choice.	

**FAMAS**

Ammunition:	.223 Remington	
Price:	1800 \$	
Damage:	2 D6 + 6	
Maximum range:	Single shot: 130 + PE * 4 / Burst: 100 + PE * 4	
Size:	Medium	
Rarity:	Common	
Range division single shot:	CQC: Close range: Middle range: far range: extreme range:	Up to 30 cm: +5 to rifles Up to 65 cm + PE * 4: +10 to rifles +25 cm: no adjustment +20 cm: -5 to rifles +20 cm: -10 to rifles
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 20 cm: +5 to rifles Up to 40 + WA * 4: +10 to rifles +20 cm: no adjustment +20 cm: -5 to rifles +20 cm: -10 to rifles
AP Costs:	4 for common shot 5 for aimed shot OR burst of 4 2 to reload	
Ammunition feeding:	Exchangeable 30 shot magazine	
Min. strength:	4	
Weight:	6 pounds + 2,3 pounds 30 shot magazine	
Special rule:	None.	
Encounterable versions:	Standard model: With mounting rails: With scope: With laser sights: With lamp(LED/light bulb): With underbarrel shotgun: With underbarrel grenade launcher:	Common Common very rare rare rare very rare very rare
Description:	A modern, French assault rifle in the modern and popular bullpup design. The first FAMAS prototypes were built in the 1950s, but large scale production did not start until the 1970s. Light, short and versatile, many FAMAS were acquisitioned by the US Army and Navy and are proving quite popular after the Great War.	



## Heckler & Koch G3



Ammunition:	.308 Winchester	
Price:	1500 \$	
Damage:	3 D6 + 5	
Maximum range:	190 + PE * 4 in single shot mode   120 + PE * 4 in burst mode	
Size:	Very big	
Rarity:	Common	
Range division single shot:	CQC: Close range: Middle range: far range: extreme range:	Up to 40 cm: + 5 to rifles Up to 85 + WA * 4: + 10 to rifles +35 cm: no adjustment +35 cm: - 5 to rifles +35 cm: - 10 to rifles
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 25 cm: + 5 to rifles Up to 60 + WA * 4: + 10 to rifles + 25 cm: No adjustment + 20 cm: -5 to rifles + 15 cm: - 10 to rifles
AP Costs:	4 for single shot 5 for burst of 3 OR aimed 2 to reload	
Ammunition feeding:	exchangeable 20 shot magazine	
Min. strength:	5 for single shot   7 for burst	
Weight:	10 pounds (gun), 3 pounds (20 shot magazine)	
Special rule:	Burst requires strength 7 or higher, single shot doesn't.	
Encounterable versions:	Standard model: With mounting rails: With underbarrel shotgun: With underbarrel grenade launcher: With red dot sight: With laser sight: With scope:	Common Common Very rare Very rare Rare Very rare Common
Description:	Shortly after the end of World War II, this gun was developed in southern Germany to become the standard infantry rifle of a new, German Army. As the 20th century was nearing it's end and the G3 was exchanged for a more modern rifle in a smaller caliber. At that time the Ressource Wars that should shatter the European Commonwealth were rearing their ugly heads and the old G3 was sold all over the world to bring money into the German coffers for the weapons to wage the next world war.	

## M 14 Battle Rifle



Ammunition:	.308 Winchester	
Price:	1000 \$	
Damage:	3 D6 + 5	
Maximum range:	170 + PE * 4 in single shot mode   100 + PE * 4 in burst mode	
Size:	Big	
Rarity:	Very common	
Range division single shot:	CQC: Close range: Middle range: far range: extreme range:	Up to 35 cm: -5 to rifles Up to 70 cm: no adjustment Up to 110 cm + PE *4: +10 to rifles +30 cm: +5 to rifles +30 cm: -10 to rifles
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 20 cm: -5 to rifles Up to 50 cm + WA * 4: to rifles +15 cm: no adjustment +10 cm: -5 to rifles +5 cm: -10 to rifles
AP Costs:	4 for single shot 5 for aimed OR burst of 3 2 to reload	
Ammunition feeding:	exchangeable 20 shot magazine	
Min. strength:	5 for single shot   7 for burst	
Weight:	12 pounds (gun), 3 pounds (20 shot magazine)	
Special rule:	Burst requires strength 7 or higher, single shot doesn't.	
Encounterable versions:	Standard model: With mounting rails: With scope: With red dot sight: With laser sight: With second pistol grip: With underbarrel shotgun: With underbarrel grenade launcher:	Very common Very common Very common Common Rare Quite common Very rare Very rare
Description:	As successor to the Garand M1, this weapon saw quite a lot of combat, before it was replaced by lighter guns.	

## Ruger Mini 14



Ammunition:	.223 Remington	
Price:	1500 \$	
Damage:	2 D6 + 6	
Maximum range:	Single shot: 120 + PE * 4 / Burst: 90 + PE * 4	
Size:	Big	
Rarity:	Quite common	
Range division single shot:	CQC: Close range: Middle range: far range: extreme range:	Up to 25 cm: +5 to rifles Up to 55 cm + PE * 4: + 10 to rifles + 25 cm: No adjustment + 20 cm: -5 to rifles + 20 cm: -10 to rifles
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 15 cm: +5 to rifles Up to 30 + WA * 4: +10 to rifles +20 cm: No adjustment +20 cm: -5 to rifles +20 cm: -10 to rifles
AP Costs:	4 for common shot 5 for aimed shot OR burst of 3 2 to reload	
Ammunition feeding:	Exchangeable 30 shot magazine	
Min. strength:	3	
Weight:	6 pounds + 2,3 pounds 30 shot magazine	
Special rule:	None.	
Encounterable versions:	Standard model: With mounting rails: With scope: With red dot sight: With laser sight: With lamp (LED/light bulb): With underbarrel shotgun: With underbarrel grenade launcher:	Quite common Quite common Quite common Common Rare Rare Very rare Very rare
Description:	The Ruger Mini 14 was developed for military and police use. The most common version in the Wasteland is the fully automatic version, that was a big TV star before the Great War.	

**Sig Sauer SG 552**



Ammunition:	.223 Remington	
Price:	1500 \$	
Damage:	2 D6 + 6	
Maximum range:	Single shot: 140 + PE * 4 / Burst: 110 + PE * 4	
Size:	Big	
Rarity:	Quite common	
Range division single shot:	CQC: Close range: Middle range: far range: extreme range:	Up to 30 cm: +5 to rifles Up to 65 cm + PE * 4: +10 to rifles +30 cm: No adjustment +25 cm: -5 to rifles +20 cm: -10 to rifles
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 20 cm: +5 to rifles Up to 40 + WA * 4: +10 to rifles +25 cm: no adjustment +25 cm: -5 to rifles +20 cm: -10 to rifles
AP Costs:	4 for common shot 5 for aimed shot OR burst of 3 2 to reload	
Ammunition feeding:	Exchangeable 30 shot magazine	
Min. strength:	4	
Weight:	7 pounds + 2,3 pounds 30 shot magazine	
Special rule:	None	
Encounterable versions:	Standard model: With mounting rails: With scope: With red dot sight: With laser sight: With lamp (LED/light bulb): With underbarrel shotgun: With underbarrel grenade launcher:	Rare Rare Rare Rare Rare Rare Very rare Very rare
Description:	The most modern assault rifle of a country, more commonly known for competent banks, holey cheeses and exact, if expensive, watches. It proved quite a hit as an export, since it's well suited to blowing very exact holes into foes, when in competent hands.	