
STRIKER WEAPONS TABLES

To use these tables, copies of *Basic Roleplaying* or *Runequest* (3rd edition), *Striker* (1981), *Classic Traveller* (2nd edition) and *Mercenary* are necessary. The weapons in these tables are straight out of *Striker*, with additional statistics taken from *CT Book 1* and *Mercenary*. The tables are similar to those in *Runequest III*, with some changes for the *Traveller* universe:

TL: The tech level of the weapon in the *Traveller* universe.

LL: The law level of the weapon in the *Traveller* universe.

Weapon: The calibre and name of the weapon.

Magazine: The magazine capacity and type of ammunition for the weapon. If no ammunition type is specified, the weapon fires standard solid slugs.

STR/DEX: Minimum STR and DEX to use the weapon effectively. Dex operates as for *BRP*, but STR only applies to single shots fired in the same round. If a character's STR is below the minimum, each shot after the first is at a cumulative -05% to hit, up to the ROF limit (see below).

Base: Base chance to use the weapon, as per *BRP*.

Grammes/Kilos: Weight, not ENC, of the weapon (unloaded) and a fully-loaded magazine.

Damage: Damage for the weapon up to effective and maximum ranges. This may vary with ammunition types, which is why some weapons have multiple listings in the tables. For multiple projectile rounds such as shot and flechette, the number in brackets is the die rolled for the number of projectiles which may hit the target. For example, a shotgun doing 1D6(6) damage will do 1d6 damage for each one of 1d6 projectiles to hit the target.

Pen.: The number of armour points ignored before armour starts to reduce the damage caused by the weapon, up to effective and maximum ranges. For example, a character wearing cloth armour (10AP) is hit by a DS round (pen.10) from a 7mm ACR, with a roll of 5 for damage. The cloth armour is completely overcome by the penetration of the DS round, so the character takes 5 hit points worth of damage.

Range: As for *BRP*, the effective and maximum ranges of the weapon.

ROF: Rate of fire per round is given as single shot/burst/fully-automatic. Single shot gives the maximum number of rounds which may be fired per round, subject to minimum STR penalties (above). Burst and fully automatic ROF are given as die rolls, representing the number of rounds which actually hit a target on a successful to-hit roll. Fully automatic ROF is maximum - it is possible to fire less rounds (use a lower die).

Cr/KCr: Cost for the weapon (unloaded) and a fully-loaded magazine in credits or 1000s of credits.

INDIVIDUAL WEAPONS: SLUG THROWERS

| TL | Weapon | Magazine | STR/DEX | Base % | Grammes | Damage | Pen. | Range | ROF | Cr | |
|----|--------------------------|---------------------------|-------------------|----------------|---------|------------------------------------|-----------------------|--|-------------------------|----------------------|--------------|
| 5 | 5.56mm revolver | 6 | 7/9 | 25 | 300 | 50 1D6 1D4 | 0 0 | 15 40 | 2/-/- | 100 3 | |
| 5 | 7mm revolver | 6 | 7/9 | 25 | 600 | 75 1D8 1D6 | 1 0 | 30 100 | 2/-/- | 125 4 | |
| 5 | 9mm revolver | 6 | 9/9 | 25 | 900 | 100 1D10 1D8 | 1 0 | 30 100 | 2/-/- | 150 5 | |
| 5 | 9mm magnum revolver | 6 | 11/9 | 25 | 1,200 | 120 1D12 1D10 | 2 0 | 50 120 | 2/-/- | 300 8 | |
| 5 | Shotgun | 10 shot 10 slug | -/5 -/5 | 30 30 | 3,750 | 750 1D6(6) 750 3D6 | 1D4(4) 2D6 | 0 0 2 0 | 20 50 20 100 | 1/-/- 1/-/- | 150 10 10 |
| 5 | 7.62mm bolt-action rifle | 6 | -/7 | 20 | 4,000 | 200 2D8 | 1D12 | 5 2 750 1,500 | 1/-/- | 200 8 | |
| 6 | 7mm auto pistol | 15 | 7/9 | 25 | 550 | 200 1D8 | 1D6 | 1 0 30 100 | 2/-/- | 150 8 | |
| 6 | 9mm auto pistol | 15 | 9/9 | 25 | 750 | 250 1D10 | 1D8 | 1 0 30 100 | 2/-/- | 200 10 | |
| 6 | 9mm submachinegun | 30 | 5/9 | 15 | 2,500 | 500 1D10 | 1D8 | 1 0 60 200 | -/-/8 | 150 20 | |
| 6 | 7mm carbine | 10 | 5/7 | 20 | 3,000 | 125 2D6 | 1D10 | 5 2 400 1,000 | 2/-/- | 200 10 | |
| 6 | 7mm semi-auto rifle | 20 | 7/7 | 20 | 4,000 | 500 2D8 | 2D6 | 6 3 650 1,400 | 2/-/- | 200 20 | |
| 6 | 7mm auto rifle | 20 | 9/7 | 20 | 5,000 | 500 2D8 | 2D6 | 6 3 500 1,200 | 1/-/6 | 1,000 20 | |
| 7 | Body pistol | 6 | 5/9 | 25 | 250 | 50 1D6 | 1D4 | 0 0 15 40 | 2/-/- | 500 20 | |
| 7 | 5.5mm assault rifle | 30 | 5/7 | 20 | 3,000 | 330 2D6 | 1D10 | 6 3 400 1,000 | 2/3/6 | 300 20 | |
| 7 | 7mm assault rifle | 30 | 7/7 | 20 | 4,000 | 600 2D8 | 2D6 | 6 3 500 1,200 | 2/3/6 | 400 30 | |
| 7 | Auto shotgun | 20 shot 20 slug | 9/5 9/5 | 30 30 | 4,000 | 1,500 1D6(6) 1,500 3D6 | 1D4(4) 2D6 | 0 0 2 0 | 20 40 20 80 | 1/-/4 1/-/4 | 500 20 20 |
| 8 | Snub revolver | 6 HE 6 HEAP | -/9 -/9 | 25 25 | 250 | 30 2D6 30 2D4 | 2D6 2D4 | 2 2 10 20 8 8 10 20 | 1/-/- 1/-/- | 150 10 10 | |
| 8 | Snub auto pistol | 20 HE 20 HEAP | -/9 -/9 | 25 25 | 400 | 100 2D6 100 2D4 | 2D6 2D4 | 2 2 10 20 8 8 10 20 | 1/-/- 1/-/- | 200 30 30 | |
| 8 | Light assault gun | 5 HE 5 KEAP 5 flech | -/9 -/9 -/9 | 10 10 10 | 4,000 | 500 3D10 500 2D12 500 1D8(8) | 3D10 2D8 1D6(4) | 2 2 200 500 20 5 300 1,000 1 0 50 120 | 1/3MR 1/3MR 1/3MR | 600 20 20 40 | |
| 9 | 6mm accelerator rifle | 15 | -/9 | 20 | 2,500 | 500 2D8 | 2D6 | 8 4 250 750 | 1/-/4 | 900 25 | |
| 10 | 7mm ACR | 20 slug 20 DS | 7/7 7/7 | 20 20 | 3,000 | 400 2D8 400 1D12 | 2D6 1D10 | 6 3 650 1,400 12 6 750 1,500 | 2/3/6 2/3/6 | 800 10 20 | |
| 10 | 9mm ACR | 20 slug 20 DS 20 HE | 9/7 9/7 9/7 | 20 20 20 | 3,500 | 500 2D10 500 2D8 500 3D6 | 2D8 2D6 3D6 | 6 3 650 1,400 12 6 750 1,500 2 2 650 1,400 | 2/3/6 2/3/6 2/3/6 | 1,000 15 25 20 | |
| 12 | 4mm gauss rifle | 40 | 5/7 | 20 | 3,500 | 400 2D8 | 2D6 | 20 5 900 1,800 | 4/8/10 | 1,500 40 | |
| 13 | 4mm gauss pistol | 20 | 5/9 | 25 | 650 | 20 1D10 | 1D8 | 12 3 100 3250 | 4/-/- | 600 20 | |

INDIVIDUAL WEAPONS: ENERGY WEAPONS

| TL | Weapon | Shots | STR/DEX | Base % | Grammes | Damage | Pen. | Range | ROF | Cr |
|----|---------------|-------|---------|--------|---------------|-----------|------|-------------|-------|-----------------|
| 8 | Laser carbine | 50 | -/5 | 30 | 5,000 3,000 | 3D8 3D6 | 5 2 | 1,000 2,000 | 1/-/- | 2,500 1,000 |
| 9 | Laser pistol | 50 | -/7 | 25 | 3,000 1,000 | 2D8 2D6 | 3 1 | 500 1,000 | 2/-/- | 2,000 400 |
| 9 | Laser rifle | 100 | -/5 | 30 | 6,000 4,000 | 4D8 4D6 | 8 4 | 1,500 3,000 | 2/-/- | 3,500 1,500 |
| 12 | PGMP-12 | 40 | 15/9 | 10 | 6,000 3,000 | 3D20 1D20 | 10 2 | 500 900 | 1/3MR | 10,000 2,500 |
| 13 | Laser pistol | 200 | -/7 | 30 | 2,200 1,000 | 2D10 2D8 | 5 2 | 750 1,500 | 4/-/- | 3,000 7,000 |
| 13 | Laser carbine | 200 | -/5 | 30 | 4,400 2,000 | 3D10 3D8 | 10 4 | 1,500 3,000 | 4/-/- | 4,000 14,000 |
| 13 | Laser rifle | 200 | -/5 | 30 | 8,800 4,000 | 4D10 4D8 | 15 8 | 2,000 6,000 | 4/-/- | 8,000 28,000 |
| 13 | PGMP-13 | ∞ | 21/9 | 10 | 9,000 60,000 | 6D20 2D20 | 20 4 | 750 1,200 | 1/3MR | 65,000 50,000 |
| 14 | PGMP-14 | ∞ | -/7 | 20 | 1,000 9,000 | 6D20 2D20 | 20 4 | 750 1,200 | 1/2MR | 100,000 65,000 |
| 14 | FGMP-14 | ∞ | 21/9 | 10 | 10,000 80,000 | 8D20 3D20 | 30 5 | 1,000 1,500 | 1/3MR | 100,000 65,000 |
| 15 | FGMP-15 | ∞ | -/7 | 20 | 1,000 2,000 | 8D20 3D20 | 30 5 | 1,000 1,500 | 1/2MR | 400,000 300,000 |

CREW SERVED WEAPONS: SLUG THROWERS

| TL | Weapon | Shots | Base % | Kilos | Damage | Pen. | Range | ROF | Cost |
|----|-------------------|--------|--------|-----------|-----------|-------|-------------|--------|-------------|
| 5 | Medium machinegun | 100 | 10 | 9.5 2.5 | 2D8 2D6 | 6 3 | 400 1,000 | -/-/6 | 1.50 0.12 |
| 6 | Light machinegun | 100 | 10 | 5.5 2.5 | 2D8 2D6 | 6 3 | 750 2,000 | 2/-/8 | 1.20 0.12 |
| 6 | Heavy machinegun | 100 | 10 | 15 10 | 3D8 3D6 | 4 2 | 400 1,000 | 1/-/6 | 3.00 0.25 |
| 7 | 5.5mm gatling gun | 2,500 | 05 | 70 31 | 2D6 1D10 | 6 3 | 400 1,000 | -/-/16 | 12.35 2.25 |
| 7 | 7mm gatling gun | 2,500 | 05 | 100 62 | 2D8 2D6 | 6 3 | 500 1,200 | -/-/12 | 15.50 3.00 |
| 8 | 5.5mm gatling gun | 5,000 | 05 | 80 62 | 2D6 1D10 | 6 3 | 600 1,200 | -/6/20 | 19.50 4.50 |
| 8 | 7mm gatling gun | 5,000 | 05 | 100 125 | 2D8 2D6 | 6 3 | 750 2,000 | -/4/16 | 23.50 6.00 |
| 10 | VRF gauss gun | 30,000 | 05 | 2,000 300 | 3D20 3D10 | 80 20 | 3,000 4,500 | 4/8/50 | 200.00 6.00 |