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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!

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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!

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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