

## Torchwood Armory



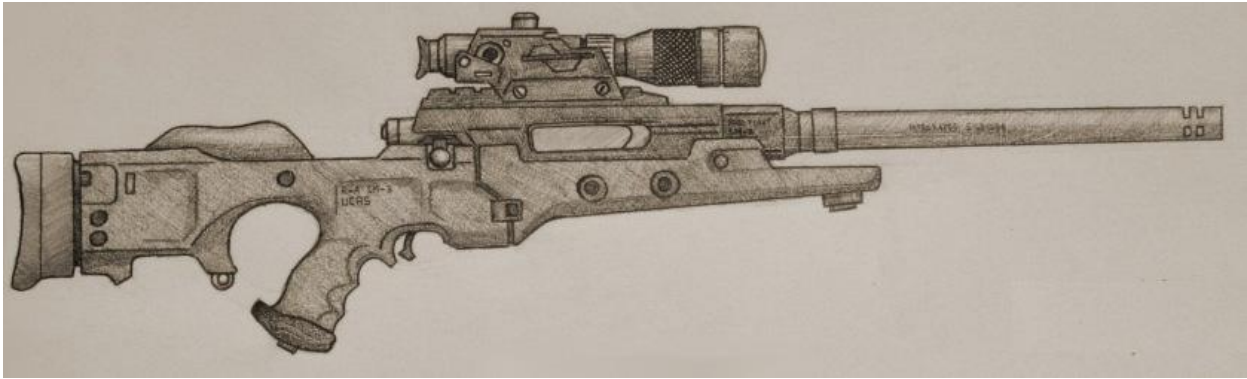
#	Weapon Name	Special Description	Dmg.	Cap.	Range	Special Rule	Type
1	Cavalier Scout	semi-automatic	2	6	40/80/120	Extended Range	Lt. Pistol
2	Walther Palm Pistol	double barreled	2	6	20/40/60	Double shot	Lt. Pistol
3	Derringer	double barreled	2	2	20/40/60	Double Shot	Lt. Pistol
4	Reacor Sting	Non-Lethal damage	4B	4	20/40/60	Stun	Lt. Pistol
5	Glock 38C	super-light semi-auto	3	26+1	30/50/70	Increased Capacity	Pistol
6	Contura	super-light semi-auto	3	26+1	30/50/70	Increased Capacity	Pistol
7	Ares Light Fire 70	Stealth *quiet gun	2	22+1	30/50/70	No bonus to detect where the gun is fired from	Lt. Pistol
8	Beretta 101-T	Targeting (single shot)	3	26+1	30/50/70	No penalty called shots/Headshots are Aggravated damage	Pistol
9	Colt Man hunter	heavy semi-auto w/ laser sight	4	9+1	30/60/120	**Metaphysical, Can harm anything	Hvy. Pistol
10	Savalette Guardian	heavy select-fire	4	9+1	30/60/120	Rote Action (WoD p.134)	Hvy. Pistol
11	Ares Predator	heavy semi-auto/	2	14+1	35/70/140	*9~again	Hvy. Pistol
12	Ares Predator II	heavy semi-auto / smart link	2	14+1	35/70/140	*9~again	Hvy. Pistol
13	Super War hawk	heavy single action revolver	4	6	35/70/140	Rote Action (WoD p.134)	Hvy. Revolver
14	Ceska Black Scorpion	machine pistol	2	15	20/40/60	Auto fire	Lt. Pistol
15	Ares Crusader	machine pistol	2	15	20/40/60	Auto fire	Lt. Pistol
16	Ingram Smart gun	smart linked SMG	2	45	20/50/100	Auto fire	SMG
17	HK 225 TX	compact SMG w/ laser sight	2	35	20/50/100	Auto fire	SMG
18	Widow Maker	short barrel shotgun	4	6+1	20/30/40	*8~again	Shotgun
19	Room sweeper	compact auto loading shotgun pistol	4	18	20/30/-	*9~again	Shotgun
20	Savalette Penetrator	large-caliber armor-piercing weapon	5	16+1	50/100/150	Heavy Bore/Armor Piercing 3	Rifle
21	HK 227-S	silenced SMG w/ laser sight	3	40	50/100/200	Auto-fire/Stability/*9~again	SMG
22	HK 227	recoil-compensated SMG w/ laser sight	3	40	40/80/120	Auto-fire/Stability/*9~again	SMG

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#	Weapon Name	Special	Dmg.	Cap.	Range	Special	Type
1	Colt M22A2	Advanced Rifling assault weapon/10g under-slug Shotgun	5/5	36+1 / 5	50/100/200	+1 bonus to rifle(included in stat) / shotgun has 8~again (requires St. 3 to use)	<b>Assault</b>
2	Colt M23	lighter weapon that is far easier to control than M22A2	4	36+1	50/100/200	+1 bonus to rifle and no strength requirement /Auto-fire	Assault
3	HK G38	Scoped Assault Rifle	5	60	60/120/200	Auto-fire/Increased Capacity	Assault
4	FN HAR	Fully Automatic Supersonic Rifle	3	40+1	60/120/200	supersonic ammo grants Rote	Assault
5	SPAS 22	10ga shotgun with recoil compensation	6	8+1	20/30/40	no strength requirements/ 8~again	Shotgun
6	CMDT	14Ga light shotgun increased range	4	8+1	30/50/80	light slug rounds grant greater range/8~again	Shotgun
7	Defiant T-250	12ga shotgun	5	8+1	20/30/40	8~again	Shotgun
8	950	semi-auto rifle	4	12+1	100/200/300		Rifle

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#	Weapon Name	Special Description	Dmg.	Cap.	Range	Special Rule	Type
1	Lucas AS-50 Sniper	semi-automatic/.50 cal/free floating barrel/Targeting (single shot)	5	6	250/500/1000	8~again with stability/No penalty called shots/Headshots are Aggravated damage	Sniper Rifle

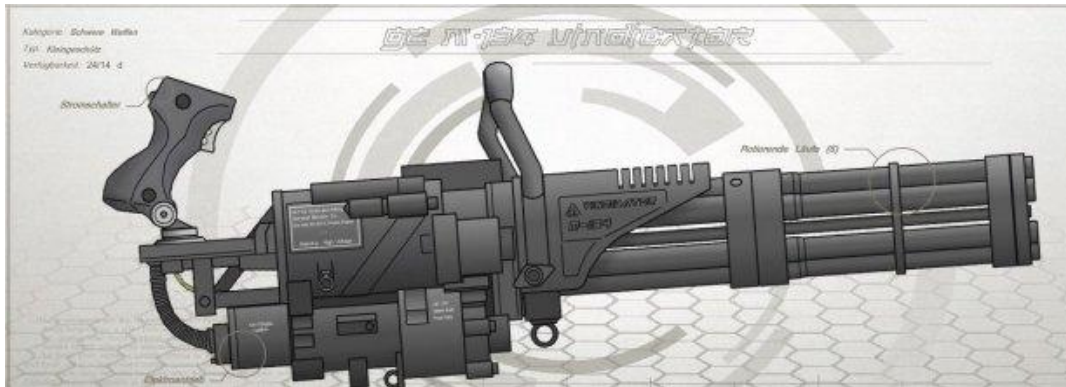


#	Weapon Name	Special Description	Dmg.	Cap.	Range	Special Rule	Type
1	CIA Covert Sniper Rifle	long barreled, silenced, semiautomatic, pistol-caliber rifle, fitted with an infrared laser-sight and an infrared night sight/semi-auto	6	12	300/600/1200	8~again/increased range/increased capacity	Sniper Rifle

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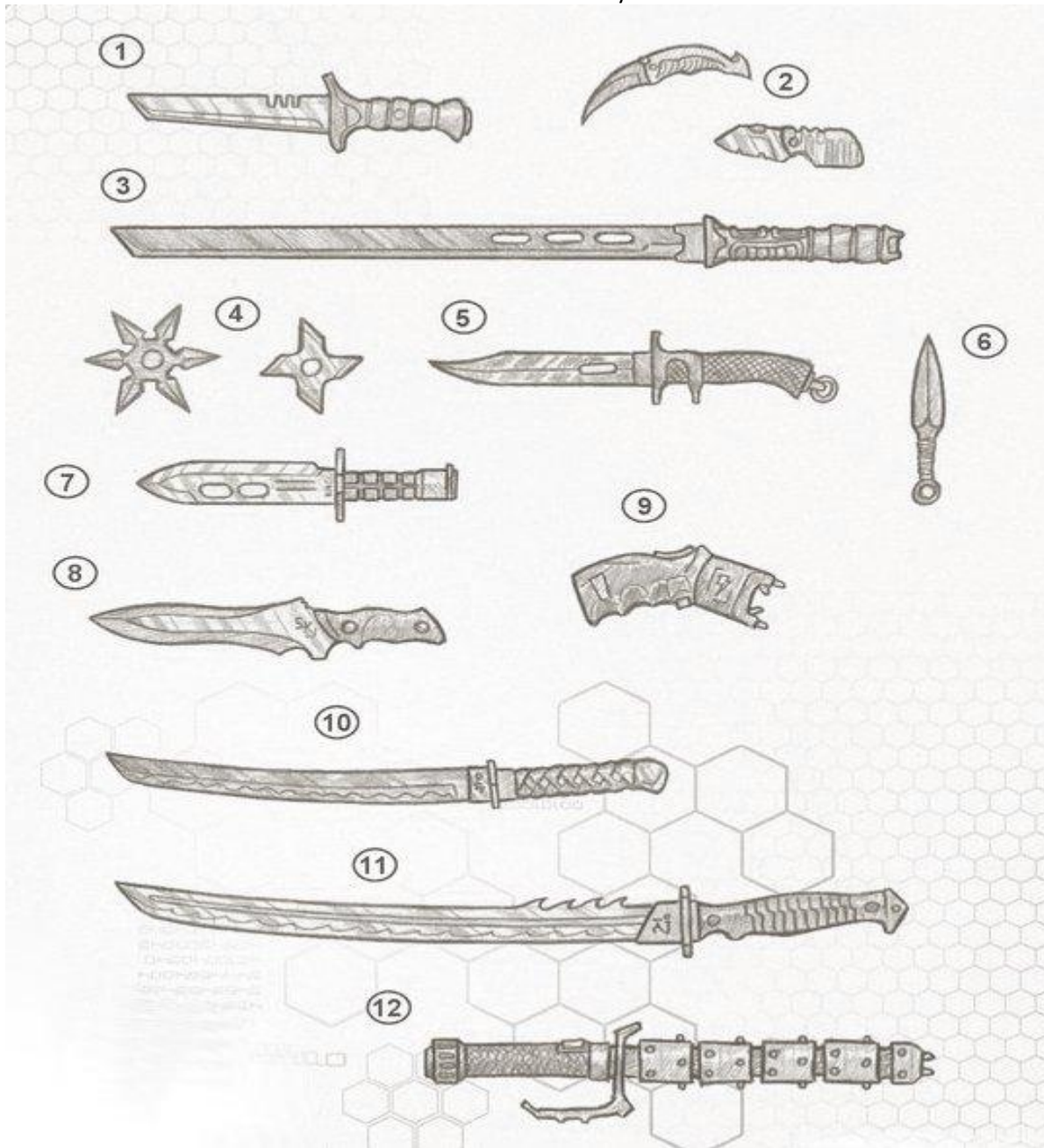
#	Weapon Name	Special Description	Dmg.	Cap.	Range	Special Rule	Type
1	Ganducci Rail	Heavy Rail gun Requires tripod or strength 4 single shots	5	10	500/1000/1500	Rote action/supersonic/increased range	Rifle



#	Weapon Name	Special Description	Dmg.	Cap.	Range	Special Rule	Type
1	Ares Gatling	Fully Auto belt fed Gatling gun only fires in fully automatic	10	100	300/600/1200	9~again/ only fires 10 round bursts	Gatling

### Melee Weapons

## Torchwood Armory



#	Weapon Name	Special Description	Dmg.	Size	Range
1	Long Knife	Sharp!	1L	1	-
2	Pocket Knife	Easily obscured/ usually folding	1L	n/a	-
3	Sword	requires min. melee score of 2 to use	3L	2	-
4	Throwing stars	preferred ninja weapon	1L	n/a	25/50
5	Bone Knife	Looks cool	2L	1	-
6	Throwing Knife	Better range than a star	1L	1	30/60
7	Bowie Knife	Usually used for hunting, has screw top that holds matches/mirror/fishing line	2L	1	-
8	Bleeding Dagger	a stab of this knife causes on to bleed additional point per turn until a heal check is made	3L	1	-
9	Taser	Non-lethal stunning (knocks unconscious 1 round per damage point, countered by stamina check)	3B	2	-
10	Wakizashi	Companion sword to Katana, mostly ornamental/ requires min. melee score of 2 to use	3L	2	-
11	Katana	Powerful Japanese sword/ requires min. melee score of 3 to use	4L	2	-
12	Mace	metal mace when you need bashing damage	3B	2	-

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### Knife & Bullet Resistant Suits and Coats



Armor Name	Description	Rating	Str.	Defense	Speed	Cost
Reinforced Clothing	Heavy jackets, leather	1/0	1	0	0	n/a
Kevlar Vest (Thin)	Under clothing Kevlar vest	1/2	1	0	0	*
Flak Jacket	Full Kevlar jacket	2/3	1	-1	0	**
Full Riot Gear	Kevlar jacket, pants, and helmet. Sometimes a shield	3/4	2	-2	-1	***
Dragon Skin	Layered ceramic discs inside long jacket	2/4	3	-1	-1	****
Bulletproof Leather	Hitec under layered leather	2/3	1	0	0	****
Active Camouflage	Thermo resistant padding with background color matching pads using Passive camera systems. Grants stealth bonuses.	0	1	0	0	****
Knight7 Armor	Resembles ancient armor but made of new materials(think stormtrooper)	4/3	3	-2	-2	*****
ExoSuit	Large Suit that totally encompassed the user, grants +4 to strength, but imposes -2 to Dexterity.	5/4	3	-4	-1	*****