

# SLA Industries Hardware Catalogue – Savage SLA Version

By Voidstate

These weapons can be found in the excellent SLA Industries Hardware Catalogue fan-published in 1995. See that document for full write-ups of each weapon. Long-available to layers of classic SLA, now Savage SLAers can get their hands on these goodies, too. Can an Op ever have too many weapons?

## Pistols

Weapon	Type	Clip	Calibre	Min Str.	ROF	Range	Wt	Add-Ons	Notes
<b>GA Snubnose Backup (50c)</b>	Pistol	7	10mm	D6	1	6/12/24	1	-	-
<b>FEN 007 Assassin (120c)</b>	Pistol	6	10mm	-	1	15/30/60	2	Su*, Scp, LP	Completely Silent (-4 Notice), Limited ammo (Standard, AP & HP only)
<b>KPS 88 CAWS (130c)</b>	Pistol	12	10g Pistol	D8	1	10/20/40	2	-	10g shell grants +2 Shooting at close range
<b>KK-11 Derringer (200c)</b>	Pistol	2	12mm	D8/ D10	1-2	2/4/8	1	-	Double-Barrelled, D10 recoil for both barrels
<b>GA 60 Longslide (230c)</b>	Pistol	25	10mm	-	1	15/30/60	4	LP*, Si, Su	3RB, Free carry case
<b>AGB Glove Gun (250c)</b>	Pistol	3	10g	D8	Special	-	2	-	Close combat, Strength + 3D4 damage per hit
<b>GAK Slasher Knife Pistol (250c)</b>	Pistol	16	10mm	D6	1	12/24/48	2	-	Knife: -1 Fighting, damage as MAC Knife
<b>KPS 99 HCAWS (300c)</b>	Pistol	12	10g	D10	1	10/20/40	2	-	10g shell grants +2 Shooting at close range
<b>GA KM1911 (500c)</b>	Pistol	15	12mm	D10	1	10/20/40	6	Si*, LP*, Su	3RB
<b>GAK Target Pistol (650c)</b>	Pistol	6	8mm Long	D8	1	30/60/120	2	LP*, Scp*, UV*, Si, Su, Rcl-B	Accurate (Additional +1 Shooting if aimed)
<b>BLA 050M Firestorm (680c)</b>	Pistol	7	12.7mm	D10	1	10/20/40	3	Si, Su, Scp, LP, Rcl-B	Free carry case
<b>BLA 096C Mauser (750c)</b>	Pistol	15	8mm Long	D8	1	18/36/72	2	LP*, Si, Su, Scp, Rcl-B (max 2)	3RB, Semi-Auto, Free carry case, 30-rnd snail drum available (5c)
<b>FEN 202 11.35mm Combat Pistol (750c)</b>	Pistol	10	11.35mm	D6	1	25/50/100	3	LP*, Si, Su, Scp	Free carry case
<b>BLA 070M Uno (1000c)</b>	Pistol	3	15mm	D12	1	12/24/48	4	Si, Su, Scp, LP, Rcl-B (max 1)	Heavy, Free carry case
<b>SP HEAP Micro Disc Launcher (1400c)</b>	Pistol	5	SP 40mm HEAP Micro Disc	-	1	25/50/100	6	LP*	Silent & Flashless (-4 Notice), Forearm Mounted (Always Ready), Heavy

## Submachine Guns

Weapon	Type	Clip	Calibre	Min Str.	ROF	Range	Wt.	Add-Ons	Notes
GA 45 Cutthroat (260c)	SMG	40	10mm	D12	3	10/20/40	4	Si	Auto only (no single shot)
GA 66 Slammer (420c)	SMG	45	10mm	D8	3	20/40/80	10	Si, Scp	Auto, 3RB
FEN 227 Shark Silenced SMG (570c)	SMG	35	10mm	-	3	10/20/40	3	LP*, Su	Auto, 3RB, Silent (-4 Notice), Low Velocity (-1 damage)
FEN 317 Cutter (700c)	SMG	55	12mm	D6	3	8/16/32	8	LP	Auto, 3RB, No single shot, Forearm Mounted (Always Ready)
FEN 771 Python (700c)	SMG	25	8mm Long	D10	4	15/30/60	5	LP*, Scp*	Auto, 50-rnd drum available (4c)
KK-79 Skorp (700c)	SMG	30	12mm	D10	3	12/24/48	4	LP*	Auto, 3RB
FEN 417 Annihilator (910c)	SMG	50	12.7mm	D12+1	3	20/40/80	5	LP*, Si, Su, Scp	Auto, 3RB, Heavy, 50-rnd drum available (4c)
MAL 282 CAS (1350c)	SMG	120	12.7mm	D6	3	15/30/60	9	LP*, Scp*, UV*	Auto, 3RB, Heavy

## Assault Rifles

Weapon	Type	Clip	Calibre	Min Str	ROF	Range	Wt	Add-Ons	Notes
CAF VR66 Auto Rifle (160c)	AR	35	CAF 5mm	D6	3	16/32/64	4	Si, Su, Scp, LP, Rcl-B	
AGB 307 Air Rifle (250c)	AR	10	6mm Air Rifle	-	1	20/40/80	3	Scp, LP	Semi-Auto, Silent & Flashless (-4 Notice)
MAL Under-Barrel Rifle (350c)	AR	1	12.7mm	D10	1	15/30/60	2	As parent (except Rcl-B)	Heavy, Fits any rifle, 2 actions to reload
CAF Xterminator Micro Cannon (470c)	AR	25	CAF 5mm	D8	5	15/30/60	18	AB (360)*, LP	Auto only (no single shot), Snapfire
GA 79 Rapier Carbine (520c)	AR	30	10mm	D6	1	15/30/60	6	LP*, Si, Su, Scp	3RB, Semi-Auto, 50-rnd drum available (4c)
GAK 091 (850c)	AR	35	10mm	D10	3	30/60/120	5	LP*, Si, Su, Scp	Auto
FEN 775 Raptor LAW (1010c)	AR	50	8mm Long	D6	5	35/70/140	6	LP*, Si, Scp	Auto, Snapfire, Ammo does pistol damage, High Velocity (+2 AP)
FEN 786 Raven Carbine (1100c)	AR	25	12mm	D12	3	20/40/80	4	LP*, Scp, Rcl-B (max 2)	Auto, 3RB
AGB Sword Gun (1200c)	AR	9	12mm	D6	1	20/40/80	6	LP*	3RB, 1 action to switch mode, Sword: -1 Fighting, D8+3 (AP2, 2-Handed, -1 Parry)
KK-45 Rend (1200c)	AR	30	12mm	D12	3	24/48/96	7	LP*, Si, Su, Scp, Rcl-B	Auto, Semi-Auto
FEN 776 Wolf Carbine (1350c)	AR	50	8mm Long	D8	4	30/60/120	5	LP*, Si, Su, Scp	Auto, 3RB
GAK SAW (1550c)	AR	1	12mm	D12	5	30/60/120	33	Bi*, AB (100)*	Auto, Snapfire

Weapon	Type	Clip	Calibre	Min Str	ROF	Range	Wt	Add-Ons	Notes
FEN 960 HAS Mini Gun (2100c)	AR	500	8mm Long	D12	5	60/120/240	21	Wa*, LP*	Auto, 3RB, Snapfire, High Velocity (+2 AP)
FEN Armageddon 3000 Railgun (2800c)	AR	1	HARM	D6	6	50/100/200	16	AB (600)*, Scp*, UV*, LP	Heavy, Auto, Flashless (-4 Notice by sight)

## Sniper Rifles

Weapon	Type	Clip	Calibre	Min Str.	ROF	Range	Wt	Add-Ons	Notes
SP Electro-Mag Crossbow (500c)	Sniper Crossbow	6	SP Bolt/HEAP Bolt	-	1	40/80/160	2	Scp, LP	Silent & Flashless (-4 Notice)
MAL Viper 7000 Anti-Armour (1200c)	Sniper Rifle	1	17mm	D12	1	60/120/240	11	LP*, Scp*, UV*, Bi	Heavy, Snapfire, Over-the-shoulder firing, 2 actions to reload
FEN 930 Ultra Light (1450c)	Sniper Rifle	3	12.7mm	D8	1	400/800/1600	5	Bi*, Scp*, UV*, LP*, Si, Su, Rcl-B (1 max)	Heavy, Snapfire, Disassembles into carry case
GA 207 Sniper Elite (1560c)	Sniper Rifle	20	8mm Long	D12	3	150/300/600	10	Scp*, LP*, Bi*, Si, Su, Rcl-B	Auto, Snapfire

## Shotguns

Weapon	Type	Clip	Calibre	Min Str.	ROF	Range	Wt	Add-Ons	Notes
CAF 516 Bruiser (120c)	Shotgun	6	CAF .410	D6	1	6/12/24	2	-	Available to civilians
KPS 776 Under Barrel (150c)	Shotgun	3	10g	D10	1	6/12/24	3	As parent (except Rcl-B)	Fits any Rifle
GA SD-75 Striker (700c)	Shotgun	12	10g, BB, Gas	D6	1	12/24/48	10	LP*, Scp, Rcl-B	Fire selector (freely mix ammo types), Waterproof, 40-rnd bandolier available (3c)
GA-201 Sledgehammer Auto (700c)	Shotgun	60	10g	D12+1	3	7/14/28	12	Scp, LP, Rcl-B (max 2)	Auto only (no single shot)
FEN K357 Cobra Assault Shotgun (800c)	Shotgun	40	10g	D10	2	10/20/40	8	Scp*, UV*, LP*, Rcl-B	Auto only (no single shot)
KPS 907 STRONT Auto Cannon (1200c)	Shotgun	25	10g	D12+2	4	15/30/60	19	Wa*, Scp*, UV*, AB (250)*, Rcl-B	Auto, Semi-Auto, Snapfire
MAL 558 HEAP Flechette Gun (1400c)	Shotgun	6	26mm Flechette	D10	1	15/30/60	9	Scp, LP, Rcl-B	-
FEN K-366 Multi-Barrelled HAS (1620c)	Shotgun	1	10g	D12+1	5	16/32/64	15	Scp*, UV*, AB (400)*, Wa*	Auto, Snapfire

## Special Weapons

Weapon	Type	Clip	Calibre	Min Str.	ROF	Range	Wt	Add-Ons	Notes
<b>KK-101 Riot Gas Launcher (200c)</b>	Special	10	KK Gas	-	1	Cone	2	-	-
<b>BOSH Foam Cannon (500c)</b>	Special	5	BOSH Foam	D6	1	5/10/20	5	-	As Riot Foam Grenade
<b>KPS 105mm Claymore Gun (500c)</b>	Special	2	105mm BB	D10	Special	15/30/60	7	-	Auto (Suppressive Fire only, affects x2 templates), Damages on 1-2 on Spirit dice, Over-the-shoulder
<b>AGB P60 EMP Gun (700c)</b>	Special	N/A	N/A	-	1/5	5/10/-	5	-	Stuns power armour wearers (Roll Vigour, at -2 on a raise, or Shaken), No long range, 4 rounds to recharge
<b>GASH Spike Teaser (800c)</b>	Special	3	GASH 7mm Taser Bolt	-	1	15m/-/-	2	-	Short range only, Stuns target (Roll Vigour, at -2 on a raise, or Shaken), Wires remain attached (no Shooting roll required for subsequent attacks on same target until reload or moves over 15m away)
<b>MAL T70 Incinerator (800c)</b>	Special	10	Incinerator Canister	-	1	Cone	7	-	Use closely monitored by SLA Industries (finance-chipped operatives only)

## Overcoming Minimum Strength Requirements

Players may have noticed that the minimum strength of some firearms seems prohibitive, making them almost useless to human-strength characters. But remember – you can still use the gun if your strength does not meet the requirement, you just take a -1 Shooting penalty for each die-type you fall short by. Also, you can hold pistols or SMGs two-handed to reduce the minimum strength by one die type, and fit a stock to reduce it by another. For rifles, bipods reduce the minimum strength by two die-types, as do waldo mounts, which have the added benefit of allowing a character to fire the rifle one-handed; however, if they choose to use both hands, then the minimum strength is reduced by another die-type (for three total). Finally, be sure to note whether the gun accepts recoil baffling. Each application reducing the minimum strength requirement by one die type and it can be fitted three times unless otherwise specified.

## Differences in this Conversion

Where possible, all aspects of a firearm have been kept the same as in the original Hardware Catalogue, but changes have been made – normally to prevent a new weapon making one of the official firearms obsolete but sometimes to give more variety. In any case, the price and calibre has never changed.

## Ammo

Calibre	Standard	AP	HEAP	HP (Armour doubled)	HESH (Armour doubled)
CAF 5mm Rifle	1u / 1D8	-	-	2u / 1D12+1	-
6mm Air Rifle	5c per 10/1D10	-	-	-	-
11.35mm Pistol	2c / 2D6+1	5c / 2D6+1 (AP4)	6c / 2D6+3 (AP4)	7c / 2D6+7	9c / 3D6+7
15mm Pistol	5c / 2D10 (AP1)	8c / 2D10 (AP5)	9c / 2D10+2 (AP5)	10c / 2D10+6	12c / 3D10+6
CAF .410	5u / 2D4+2/2D4/1D4				
10g Pistol Shell	3c / 3D4+2/2D4/1D4				
10g Pistol Slug	4c / 2D6 (AP2)				
SP Bolt	5c / 2D8 (AP7)				
SP HEAP Bolt	10c / 2D10+2 (AP9)				
SP 40mm HEAP Micro Disc	10c / 2D10+4 (AP4, AD 2)				
26mm HEAP Flechette	7c / 4D6+1/3D6/2D6 (AP5)				
HARM (Hyper-Accelerated Rifle Ammunition)	2c / 2D4+3 (AP10)				
105mm BB	15c / D6+3 (one round breaks up into sufficient pellets for one burst of suppressive fire)				
GASH 7mm Taser Bolt	6c / 2D4+2 (AP5) + Strength test to remove, or can be severed by bladed attack – it has parry 4, hardness 4				
MAL Incinerator Canister	20c / 2D6 (ignores armour that isn't fully enclosed) + target catches fire on 4-6 on a D6 (roll D6 each round: on a 1 flames go out, on a 4-6 the die type increases: 2D8, 2D10, 2D12, 2D12+2, etc.) + causes 1 AD each round a target is exposed				
KK Gas	20c per 5 / As DA 240 Riot Gas. Dissipates immediately.				
BOSH Foam	20c per 5 / As Riot Foam Grenade				