

Weapon Name	Rng	WA	DMG	#shots	Cost (cr.)	Notes
Neural Whip	8ft.	40%	special	Pwr: 6/hr	2,500	50% skills for d10 rounds
Mini-Stunstick	5ft.	40%	special	Pwr: 3/hr	225	Stun for 1 round
Stunstick	8ft.	40%	special	Pwr: 6/hr	500	STUN roll or be unconscious
Vibro dagger	5ft.	40%	2H+Str AP	Pwr: 4/hr	240	
Vibroblade	8ft.	40%	6H+Str AP	Pwr: 6/hr	600	
Bayonet	8ft.	40%	2H+Str	20		
Sword	8ft.	40%	3H+Str	100		
Dagger/Knife	5ft.	40%	1H+Str	18		
Energy Sword	8ft.	50%	8H+Str AP	10	470	Lightsaber
Cudgel/Blackjack	5ft.	40%	1H+Str+special		1	Stun for d10 rounds.
Flamer	90ft.	50%	3/2/1H AOE	12	1200/25	3 round burn time.
Flamer Pistol	50ft.	50%	1/1H AOE	10	850/15	Two round burn time.
Microgrenade	Throw	50%	1H AOE	1	50	Area of Effect explosion
Minigrenade	Throw	50%	3H AOE	1	80	as above
Maxigrenade	Throw	50%	5H AOE	1	120	as above
Tranq Gun	150ft.	40%	special	10	130/5	Stun for d10 rounds.
Dart Gun	150ft.	40%	special	2	140/5	Any chemical payload.
Sonic Stunner	200ft.	50%	special	Pwr: 4	600	Sonic stun for 2d10 rounds.
Needler Pistol	40ft.	50%	6H AP	10	750/20	
Needler Rifle	200ft.	50%	10H AP	20	1250/30	
Hold-Out Needler	20ft.	50%	3H AP	5	300/10	
Shortbow	300ft.	40%	2H	1	64/3	
Longbow	400ft.	40%	4H	1	304/15	
Lt. Crossbow	350ft.	40%	3H AP	1	225/15	
Hvy. Crossbow	450ft.	40%	5H AP	1	425/15	
9mm Pistol	200ft.	50%	4H	6	310/19	
9mm Auto-Pistol	200ft.	50%	5H	10	437/22	Burst value =3
Sternsnacht	250ft.	50%	6H	3	580/30	Burst value =3
Mydron Autorifle	450ft.	50%	8H	20	1000/50	Burst value =3
Hold-out pistol	40ft.	50%	1H	5	96/5	Easily concealed.
Rifle	1500ft.	45%	5H AP	10	680/20	Built-in scope
Fed. Long Rifle	2000ft.	45%	8H AP	10	1200/38	as above
Zeus Hvy. Rifle	1500ft.	45%	10H AP	5	3500/40	as above
Submachine Gun	500ft.	40%	3H	50	945/47	Burst value =5
Rorynex SMG	600ft.	40%	4H	50	1254/60	Burst value =5
Imperator SMG	700ft.	40%	6H	50	2750/80	Burst value =5
Gyrojet Rifle	3000ft.	50%	8H AP	10	3250/50	
Hvy. Gyrojet	3000ft.	50%	10H AP	4	4500/50	
Gyroslug Rifle	2000ft.	40%	6H AP	50	1000/25	
Gyroslug Carbine	1500ft.	40%	8H AP	20	1500/25	Burst value =3
Gyrojet Pistol	40ft.	50%	3H AP	12	4000/50	
Hold-out Gyro Pistol	20ft	50%	2H AP	2	1000/50	
Laser Pistol	200ft.	50%	3H AP	Pwr: 2	750/15	Standard laser pistol
Hold-out Laser Pistol	80ft.	50%	2H AP	Pwr: 1	100/15	Good emergency weapon
Nakjama Pistol	150ft.	50%	2H AP	Pwr: 1	850/15	Not as good all-around.
Sunbeam Pistol	200ft.	50%	4H AP	Pwr: 4	980/15	Reputation for running hot

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Laser Rifle	1500ft.	50%	6H AP	Pwr: 3	2250/15	Long-range weapon
Intek Laser Rifle	1800ft.	55%	8H AP	Pwr: 5	3680/15	Sniper scope
Blazer	2000ft.	50%	10H AP	Pwr: 8	5690/15	Double-barrelled plasma weapon
Pulse Laser Pistol	300ft.	50%	4H AP	Pwr: 3/shot	1,000/15	Pulsed weapon
Pulse Laser Rifle	2000ft.	45%	7H AP	Pwr: 4/shot	2,000/15	
Shotgun	50ft.	40%	2H AoE	2	742/37	
Pump Shotgun	80ft.	40%	2H AoE	10	850/37	
Auto Shotgun	80ft.	40%	2H AoE	12	1050/37	Burst value =3
SRM Launcher	1500ft.	40%	15H	2	10,500/137	
SRM-Inferno	1500ft.	40%	20/10/5H AOE	2	12,500,250	3 round burn time.
Hvy. SRM Launcher	1000ft.	40%	25H AP	1	23,000/300	Armor piercing warhead.
Port. Rckt Launcher	1000ft.	40%	30H AP	1	27,500/450	Anti-Armor rocket launcher.
Lt. Recoilless Rifle	800ft.	45%	20H	6	13,000/75	Burst Value =3
Port. Machine Gun	800ft.	40%	15H	15	12,000/252	Crew served weapon.
Auto-Grenade Lnchr	500ft.	45%	8H AOE	12	24,650/335	Burst value =3
Grenade Lnchr	200ft.	45%	6H AOE	5	12,100/125	
LAW	1200ft.	50%	25H AP	1	1,250/100	Antiarmor rocket
V-LAW	1800ft.	50%	15H AP	1	750/75	Light antiarmor rocket
Mauser 960-A	2000ft.	50%	7H AP	Pwr:3/shot	50,000/15	Pulsed laser.
- Auto-Grenade Lnchr	500ft.	45%	8H AOE	12	---/335	Burst value =3
- Vibro-Bayonet	6ft.	40%	4H+Str AP	Pwr:6/hr	---/15	Painful.
M41-A Assault Rifle	2000ft.	45%	6H	20	60,000/252	Machine gun. BV=5
- Over-under Auto-Grenade Lnchrs	500ft.	45%	8H AOE	12/ea	---/335	Burst value =3/ea
- Vibro-Bayonet	6ft.	40%	4H+Str AP	Pwr: 6/hr	---/15	Also painful.
Energy Clip	----	----	---	10	50	Standard energy clip.
Energy Drum	----	----	---	50	100	Standard heavy energy drum.
Military Fusion Pack	----	---	---	100	1000	Backpack, cable clips to weapon.
Enforcer Pistol	250ft	40%	2H	12		
Ripper	300ft	40%	6H	20 bursts	BV=3	
Claw	25ft	40%	4H AoE	5		Flak ball shreds opponents
Flak Cannon	200ft	40%	6H AoE	25		Lots of little shredding bits of lead
Minigun	500ft	50%	25H	20		Burst value = 3
RPB	1500ft	45%	8H AP	8		Highly accurate sniper rifle
GES Bio-rifle	300ft	40%	varies	20		BV = 3, various types of bioagents.
Shield			15 pts Ablative			Standard UT player force field

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Pulse rifle	1000ft	50%	2H	50		Burst value = 5
ASMD	500ft	50%	4H	50		Burst value = 3
Pulser	1500ft	50%	5H AP	35	2,500/50	Burst value = 3
Pulser Rifle	3500ft	50%	10H AP	50	7,500/120	Burst value = 5
Mass Pistol	250m	40%	4H+varies	Unl.	50,000	Burst value = 3
Mass Shotgun	50m	40%	5H+varies	Unl.	35,000	
Mass Rifle	450m	40%	10H+varies	Unl.	120,000	Burst value = 5
Mass Sniper	1.5km	40%	12H+varies	Unl.	150,000	
MI-6 Special Action	500ft	50%	8HAP	12	450,000	Hypersonic pistol.

Note: Note that while the laser weapons may have line-of-sight ranges, their ranges refer to their effective distance. Beyond that and slight movements would cause the gunner to miss.

Mass weapons

Created for use in Citadel space, Mass Effect infantry weapons use mass accelerator technology. The guns shave a bullet the size of a grain of sand off a dense block of metal stored in the gun, decrease its mass with a mass effect field, and fire the projectile at hypersonic velocities.

The weapons can be customized with a variety of mods, which add or remove functionality from the weapon. Switching a mod takes a full-round action. Each weapon normally supports only one damage mod and one miscellaneous mod at a time. Specialty weapons exist which support two miscellaneous mods and one damage mod, but those are rare, and very expensive. Common mods include:

Damage mods:

Anti-personnel: +2 to organics, -2 to synthetics.

Anti-synthetic: +2 to synthetics, -2 to organics.

Damage booster: +AP dmg, -1 action.

Incendiary ammo: Adds AoE flame effect to shot, burns out at end of round.

Cryo ammo: Target struck at -5% penalty for next action.

Explosive ammo: +2 AoE, -1 action.

Toxic ammo: +1/1 damage over two additional rounds.

Radioactive ammo: -3 to psi/mana pool per hit.

Miscellaneous mods:

Scanner: +5% to Notice rolls while using weapon in EMP jamming field.

Sight upgrade: +5% to WA.

Cooling upgrade: +2 BV

Barrel upgrade: +100m range

Stability upgrade: Negates 5% penalty while dodging.