

GURPS[®]

Fourth Edition

ULTRA-TECH[™]

WEAPON TABLES[™]



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INTRODUCTION

GURPS Ultra-Tech: Weapon Tables isn't a replacement for *GURPS Ultra-Tech*, but a game aid that delivers only the weapons and warhead tables from that book. It will serve you well in futuristic settings where gun shops sell the lethal fruits of centuries of deadly progress . . . in space campaigns where ordnance is shipped between systems by the ton, and each planet has a unique mix of tech levels and customs . . . and in supers games where gadgeteers can whip up force swords and blasters. In situations like those, use this extra copy of the tables to speed up shopping trips, or keep it open next to *Ultra-Tech* for quicker comparisons.

You'll still require *Ultra-Tech* for the many special rules governing these weapons and ammunition types, and to learn which future-tech developments each item assumes. *Ultra-Tech: Weapon Tables* is a "cheat sheet" that provides just the stats.

How to Read the Tables

Weapon Tables in this supplement follow the format described on pp. B268-271 – refer to this section for an explanation of all table entries.

Most beam weapons use standardized power cells instead of magazines; as such, the type and number of power cells (e.g., 2C) is listed instead of an ammunition weight. Normally, the power cell's weight is included in the weapon's loaded weight; however, if the notation "p" is added, it means the power cell is worn as a separate belt or backpack, and that its weight is *not* included.

The notation (∞), found in some superscience weaponry entries, means the weapon has an infinite "cosmic" armor divisor. Only special forms of DR, noted in the weapon type description, apply vs. direct hits.

See pp. B104-105 for the meaning of special damage notations such as double knockback (dkb), incendiary (inc), and surge (sur).

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:

New supplements and adventures. *GURPS* continues to grow – see what's new at gurps.sjgames.com.

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Internet. Visit us on the World Wide Web at sjgames.com for errata, updates, Q&A, and much more. To discuss *GURPS* with our staff and your fellow gamers, visit our forums at forums.sjgames.com. *GURPS Ultra-Tech: Weapon Tables* can be found at gurps.sjgames.com/ultra-tech/weapontables.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

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.

The Cat: Hey! I got it! We laser our way through!
Kryten: Ah, an excellent plan, sir, with only two minor drawbacks. One, we don't have a power source for the lasers; and two, we don't have any lasers.

– *Red Dwarf* #4.4

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