

SHADOWRUN 5TH EDITION WEAPON CONVERSIONS

MELEE WEAPONS

BLADES	ACC	REACH	DAMAGE	AP	AVAILABILITY	COST
Bayonet (on rifle)	5	1	(STR+1)P	-2	3	40¥
Ceramic Knife	5	-	(STR+1)P	-1	4	75¥
Claymore	6	2	(STR+4)P	-3	8R	900¥
Cougar Fineblade Knife – Long	6	1	(STR+2)P	-3	7R	900¥
Cougar Fineblade Knife – Short	5	-	(STR+1)P	-3	5R	550¥
Katar	5	-	(STR+2)P	-2	9R	750¥
Kris	5	-	(STR+1)P	-1	10R	1,000¥
Macauitl	5	1	(STR+2)P	-1	14R	3,000¥
Monofilament Sword ^{4A}	6	1	(STR+3)P	-6	8R	750¥
Nodachi	6	2	(STR+4)P	-3	12R	2,500¥
Rapier	7	1	(STR+2)P	-2	4R	550¥
Spear	5	3	(STR+2)P	-2	4	150¥
Tomahawk	4	1	(STR+2)P	-2	4	150¥
Vibro Knife	5	-	(STR+2)P	-5	6R	1,000¥
Vibro Sword	5	1	(STR+4)P	-5	8F	2,000¥
Victorinox Memory Blade	5	1	(STR+2)P	-3	14R	1,250¥

CLUBS	ACC	REACH	DAMAGE	AP	AVAILABILITY	COST
Jupiter Taser Club*	4	1	8S(e)	-5	4R	1,200¥
Mace	4	1	(STR+3)P	-1	4	120¥
Nunchaku	5	1	(STR+2)P	-	6R	75¥
Rattan Stick	5	1	(STR+2)P	+2	4	20¥
Stun Staff	6	2	8S (e)	-5	6R	650¥
Tonfa	5	1	(STR+1)P	-	4	50¥

* see Tasers for ranged stats

EXOTIC MELEE WEAPONS	ACC	REACH	DAMAGE	AP	AVAILABILITY	COST
Garrote	7	-	(STR)P	-	0F	10¥
Hardliner Gloves	5	-	(STR+1)P	-	4	100¥
Kusarigama					8F	150¥
Sickle	5	-	(STR+2)P	-2		
Weighted Chain	4	2	(STR+1)P	-		
Monofilament Garrote	7	-	8P	-6	18F	2,000¥
Whip	5	2	(STR)P	+2	4	75¥

IMPROVISED MELEE WEAPONS	ACC	REACH	DAMAGE	AP	SKILL
Baseball Bat	4	1	(STR+1)P	-	Clubs
Bottle (broken, after first hit)	4	-	(STR+1)P	-	Blades
Bottle (unbroken, first use)	4	-	(STR+1)S	-	Clubs
Chain	3	1-2	(STR+2)P	-	Exotic Melee (Whips)
Chair	3	1	(STR+2)S	-	Clubs
Folding Spade	4	1	(STR+2)P	-1	Blades
Fork or Utensil	4	-	(STR)P	-1	Blades
Frying Pan	4	-	(STR+1)P	-	Clubs
Metahuman Body	3	1	(BOD+2)S	-	Unarmed Combat
Pistol	4	-	(STR+1)P	-	Clubs
Pool Cue	4	1	(STR)P	+2	Clubs
Potted Plant	3	-	(STR+1)P	-	Clubs
Rifle Butt	4	1	(STR+1)P	-	Clubs
Sledge Hammer	4	1	(STR+3)P	-	Clubs
Steel Pipe	4	1	(STR+1)P	-	Clubs

PROJECTILE & THROWN WEAPONS

PROJECTILE WEAPONS	ACCURACY	DAMAGE	AP	AVAILABILITY	COST
AquaDyne Harpoon Gun	5	8P	-1	6R	600¥
Collapsible Bow	6	(Rating+1)P	-(Rating/4)	4R	Rating x 125¥
Pistol Crossbow*	7	3P	-1	4R	250¥
Pistol Bolt				4R	3¥
Injection Pistol Bolt				8R	30¥
Slingshot	physical	(STR)P	-	-	30¥

* use light pistol range categories

THROWING WEAPONS	ACCURACY	DAMAGE	AP	AVAILABILITY	COST
Boomerang	physical	(STR+1)P	-	4	50¥
Harpoon/Javelin	physical	(STR+2)P	-2	6	125¥
Net	physical	-	-	6	350¥

SPECIAL ARROWHEADS	DAMAGE MODIFIER	AP MODIFIER	AVAILABILITY	COST MODIFIER
Barbed Head	-	-	5R*	+7¥
Explosive Head	+1	-	9F*	+10¥
Hammerheads	(0) Stun	+2	Rating	-
Incendiary Head	-	-	12F*	+55¥
Screamer Head	(-2)Stun	+2	Rating	+5¥
Stick-n-Shock	6S(e)	-5	6R*	+8¥

* substitute bow rating if higher.

FIREARMS

TASERS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Cavalier SafeGuard	4	6S (e)	-5	SA	-	6 (m)	-	350¥
Defiance Protector	4	7S (e)	-5	SA	-	3 (m)	4	375¥
Jupiter Taser Club*	4	7S (e)	-5	SA	-	1 (m)	8	1,275¥

* see Clubs for melee stats

HOLD-OUTS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Cavalier Scout	4	6P	-1	SA	-	7 (c)	6R	450¥
Enfield M1098 ^G	4	6P	-	SA	-	8 (c)	5R	650¥
Fichetti Tiffani Self-Defender	4	6P	-1	SS	-	4 (c)	4R	425¥
Morrissey Élan	4	6P	-1	SS/BF	-	5 (c)	7R	525¥
Raekor Sting ^{4A}	4	6P (f)	-	SS	-	5 (c)	6R	425¥
Shiawase Arms Type K2072 ^{G2}	4	6P	-	SA	-	4 (m)	3R	550¥
Sig Sauer P298 ^G	4	6P	-	SA	-	7 (c)	4R	600¥
Terracotta Arms Pup ^{G2}	4 (6)	6P	-	SS	-	5 (c)	4R	625¥
w/optional silencer							6F	825¥

LIGHT PISTOLS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Barrens Special ^{G2}	5	6P	-	SS	-	5 (cy)	2R	225¥
Melee Attachment		(STR)P						
Beretta 101T	7	6P	-	SA	-	12 (c)	4R	300¥
Beretta 200ST*	6	6P	-	SA/BF	(1)	21 (c)	7R	210¥
Beretta 92SL ^G	5	6P	-	SA	-	15 (c)	4R	600¥
Cavalier Arms Dragoon ^{G2}	6	6P	-	SA	-	28 (c)	5R	775¥
Ceska vz/120	6	6P	-	SA	-	18 (c)	3R	525¥
Colt Asp	5	6P	-	SA	-	6 (cy)	3R	260¥
Colt Coral Snake*** ^G	4 (5)	6P	-	SS	-	5 (cy)	3R	690¥
Fichetti Executive Action	5	7P	-	SA/BF	-	18 (c)	12R	900¥
Hammerli 620S ^{4A}	5 (7)	6P	-	SA	(1)	6 (c)	8R	850¥
Krime Stopper ^{G2}	5	11P	-	SS	-	2 (m)	11R	1,100¥
Nltama Sporter*** ^G	6 (7)	6P	-	SA	1	5 (m)	3R	1,400¥
Onotari Arms Security Special ^{G2}	5 (7)	6P	-	SA	-	11 (c)	7R	825¥
SA Puzzler	5	6P	-	SA	-	12 (c)	15F	1,100¥
Seco LD-120	6 (7)	6P	-	SA	-	12 (c)	3R	375¥
Shiawase Arms Hearth Protector ^{G2}	5	6P	-	SA	-	7 (c)	3R	750¥
Shiawase Arms Light Tactical ^{G2}	5	6P	-	SA	1	16 (c)	7R	1,250¥
Taurus Mark XXXI ^G	5	6P	+1	SS	1	5 (m)	5R	725¥
Taurus Multi-6**	5 (6)	6P/7P	- / -1	SA/SS	-	6 (cy)	3R	300¥
Walther P99 ^G	6	6P	-	SA	-	12 (c)	4R	575¥
Walther PB-120	6	6P	-	SA	-	10 (c)	9R	600¥
						15 (c)		
Yamaha Sakura Fubuki ^{4A}	5	6P	-	SA/BF	(1)	10 (ml)x4	10R	2200¥

* using Beretta 201T stats from SR5

** using Taurus Omni-6 stats from SR5

*** uses the Heavy Pistol range table

HEAVY PISTOLS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Ares Predator I ^G	5	8P	-1	SA	-	10 (c)	8R	700¥
Ares Predator II ^G	5 (7)	8P	-1	SA	-	15 (c)	8R	900¥
Beretta 97 ^G	5	8P	-	SA/BF	-			
Browning Mega-Power ^{G2}	5 (7)	8P	-1	SA	-	15 (c)	5R	775¥
Cavalier Arms Sheriff ^{G2}	5 (7)	13P	-4	SS	-	5 (cy)	7R	750¥
Cavalier Deputy	5	8P	-1	SA	-	7 (cy)	4R	450¥
Collapsible Heavy Pistol	5	8P	-1	SA	-	10 (c)	18R	1,400¥
Colt M1991 ^G	5	8P	-1	SA	-	7 (c)	3R	600¥
Colt Manhunter ^{4A}	6 (7)	8P	-1	SA	-	16 (c)	4R	600¥
CZ-64 ^{G2}	6 (7)	8P	-1	SA	1	14 (c)	6R	525¥
Eichiro Hatamoto II	4	9P	-1	SS	-	1 (m)	10R	1,150¥
HK Mk31 ^G	5 (7)	8P	-1	SA	-	15 (c)	8F	1,200¥
HK Urban Fighter	5 (7)	8P	-1	SA	-	10 (c)	14F	1,750¥
Izom HP-49B ^{G2}	5	8P	-1	SA	-	12 (c)	5R	600¥
Izom PHP-131 ^{G2}	5 (7)	8P	-1	SA	-	9 (c)	11F	1,000¥
Morrissey Alta	5 (6)	8P	-1	SA	-	12 (c)	7R	1,200¥
Morrissey Elite	5	8P	-1	SA	-	5 (c)	6R	800¥

HEAVY PISTOLS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Nemesis Arm Praetorian ^{G2}	5 (7)	8P	-1	SA	1	12 (c)	7R	850¥
Nitama NeMax	5 (7)	8P	-1	SA	-	10 (c)	16R	2,050¥
Onotari Arms Steadfast ^{G2}	5	8P	-1	SA	-	8 (c)	3R	525¥
Onotari Arms Violator ^{G2}	5 (7)	8P	-1	SA	1	10 (c)	7R	750¥
PSK-3 Collapsible Pistol	5	8P	-1	SA	-	8 (c)	18F	2,650¥
Ruger Bloodhawk ^G	5 (6)	8P	-1	SS	-	6 (cy)	3R	950¥
Ruger Thunderbolt	5	8P	-1	BF	2	12 (c)	12R	1,100¥
Ruger Thunderbolt w/ underbarrel laser sight	5 (6)	8P	-1	BF	2	12 (c)	12R	2,150¥
w/ internal smartgun	5 (7)	8P	-1	BF	2	12 (c)	12R	2,450¥
Savalette Guardian	5 (7)	8P	-1	SA/BF*	1	12 (c)	7R	1,150¥
Shiawase Arms Copernicus ^{G2}	5 (7)	8P	-1	SA	-	14 (c)	5R	1,050¥
Shiawase Arms Heavy Tactical ^{G2}	5 (7)	11P	-2	SA	-	12 (c)	17R	3,150¥
Walther P109** ^G	6	8P	-1	SA	1	12 (c)	4R	850¥
Walther Secura	5	8P	-1	SA	-	12 (c)	5R	600¥
w/ internal smartgun	5 (7)							750¥
Walther Secura Kompakt	5	7P	-1	SA	-*	9 (c)	7R	750¥
w/ internal smartgun	5 (7)							950¥
WW Infiltrator	5	8P	-1	SA	-	15 (c)	16F	1,450¥

* burst fire on this weapon requires a Complex Action.

** not capable of accepting barrel attachments

MACHINE PISTOLS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Ares Crusader*	5 (7)	7P	-	SA/BF	2	40 (c)	9R	830¥
B&P MP9 ^G	5	6P	-	SA/BF/FA	1 (2)	25 (c)	6F	600¥
FN 5-7C	5	6P	-	SA/BF	1	20 (c)	8R	450¥
Izom RP-71 ^{G2}	5	6P	-	BF/FA	(1)	25 (c)	7R	350¥
Onotari Equalizer ^G	4 (5)	6P	-1	BF/FA	(1)	12 (c)	8R	550¥
PPSK-4 Collapsible	4 (5)	6P	-	SA/BF	(1)	30 (c)	20F	2,550¥
Ruger T-983 ^G	6	6P	-	SA/BF/FA	(1)	17 (c)	8R	1,150¥

* using Ares Crusader II stats from SR5

SUBMACHINE GUNS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
AK-97 Carbine ^{4A}	4	8P	-	SA/BF/FA	(1)	30 (c)	4R	480¥
Ares Executive Protector	4	8P	-	SA/BF/FA	(1)	30 (c)	9F	1,200¥
Beretta Model 70	4	8P	-	BF/FA	-	35 (c)	5R	780¥
Colt Cobra TZ-110	4	7P	-	SA/BF/FA	2 (3)	32 (c)	5R	660¥
Colt Cobra TZ-115	4 (5)	7P	-	SA/BF/FA	(1)	32 (c)	5R	570¥
Colt Cobra TZ-118	4 (6)	7P	-	SA/BF/FA	(1)	32 (c)	5R	780¥
Colt M24A3 Water Carbine	4	8P	-	SA/BF	-	30 (c)	10F	1,440¥
HK MP-5 TX ^{4A}	4 (5)	8P	-	SA/BF/FA	2 (3)	20 (c)	4R	660¥
HK MP-5SD ^G	4	8P	-	SA/BF/FA	1 (2)	30 (c)	5F	1,080¥
HK MP-7 ^G	4	8P	-1	SA/BF/FA	(2)	20/30 (c)	9R	1,740¥
HK Urban Combat	5 (7)	8P	-	SA/BF/FA	2	36 (c)	16F	2,880¥
Ingram SuperMach 100	4	8P	-	SA/FA	3 (4)	40 (c) / 60 (c)	9F	1,170¥
Ingram Warrior-10	4	8P	-	SA/BF	-	30 (c)	4R	480¥
Izon Aphrodite ^{G2}	4	8P	-	BF/FA	1 (2)	40 (c)	8F	1,920¥
Grenade Launcher	4			SS		1 (m)		
M-16 Family ^G	4	9P	-1	SA/BF/FA	-	30 (c)	4R	840¥
M-4A1 Carbine* ^G	4	9P	-	SA/BF	1	30 (c)	5R	750¥
w/ Powered Slide Mount								4,620¥
MAC-10 ^G	4	8P	-	BF/FA	-	30 (c)	4R	660¥
Nemesis Arms Spratley Stalwart ^{G2}	4	8P	-	BF/FA	1 (2)	40 (c)	16F	2,760¥
Sandler TMP	4 (5)	8P	-	BF/FA	(1)	20 (c)	4R	420¥
Shiawase Arms Tactical Model 71 ^{G2}	4 (6)	8P	-	BF/FA	1 (3)	25 (c)	16F	5,700¥
Terracotta Arms Mordred ^{G2}	4 (6)	8P	-	BF/FA	(2)	20 (c)	7R	1,140¥
Type 84B ^{G2}	4	8P	-	SA/BF/FA	(1)	20 (c)	4R	800¥

* uses assault rifle ammunition

ASSAULT RIFLES	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
AK-112 ^G	5	10P	-2	SA/BF	1	30 (c)	6R	1,600¥
AK-98	5	10P	-2	SA/BF/FA	-	38 (c)	8F	2,000¥
Grenade Launcher	4			SS		6 (m)		
Ares HVAR	5 (7)	8P	-1	SA/BF/FA	3 (4)	50 (c)	11F	4,800¥
Colt M22A3 ^{4A}	5	10P	-2	SA/BF/FA	1	40 (c)	9R	3,200¥
Grenade Launcher	4	grenade	grenade	SS	1	6 (m)		
HK G12A3z ^{4A}	5 (6)	10P	-2	SA/BF/FA	(1)	32 (c)	9F	3,500¥
Grenade Launcher module (incl.)	4 (5)	grenade		SS		8 (c)		
Shotgun module	4 (5)	11P	-2	SA	(1)	10 (c)		+2,000¥
Carbine module	4 (5)	8P	-2	SA/BF/FA	(1)	30 (c)		+1,000¥
Sniper module	7 (8)	11P	-4	SA	(1)	10 (c)		+2,000¥
LMG module	5 (6)	10P	-2	BF/FA	2 (3)	50 (c)		+2,000¥
						or belt		
HK G-36 ^G	5	10P	-2	SA/BF	1 (2)	32 (c)	5R	1,700¥
HK XM30	5 (7)	10P	-2	SA/BF/FA	(1)	30 (c)	15F	5,000
Jianshi QBZ-14 ^G	5	10P	-2	SA/BF	1	25 (c) x2	9R	9,250¥
Jianshi QBZ-21 ^G	6	10P	-2	SA/BF/FA	-	25 (c)	9F	3,700¥
Grenade Launcher	4			SS		1 (m)		
Nitama Optimum II	5 (7)	10P	-2	SA/BF/FA	1	30 (c)	10F	4,400¥
Underbarrel Shotgun	4 (6)	11P	-1	SA	1	5 (m)	8F	
Onotari Arms Kali* ^{G2}	4	10P	-2	SA/BF/FA	-	32 (c)	4R	1,400¥
Onotari Arms Punisher ^{G2}	5	10P	-2	SA/FA	1	32 (c)	5R	2,000¥
Onotari Arms Room Sweeper ^{G2}	5 (7)	10P	-2	SA/BF/FA	1	32 (c)	10F	4,200¥
Onotari XFactor III ^G	5	10P	-1	SA/BF/FA	-	30 (c) x2	10F	4,200¥
Underbarrel Shotgun	4	11P	-3	SA	-	5 (m)		
Semopal vz/88V	5 (6)	10P	-2	SA/BF/FA	2	35 (c)	8F	3,300¥
Shiawase Arms Tactical Model 73 ^{G2}	6 (7)	8P	-1	SA/BF/FA	3	100 (c)	12F	5,500¥
Steyr AUG-CSL							13F	8,000¥
Assault Rifle Mode	5 (6)	10P	-2	SA/BF/FA	1	40 (c)		
Rifle Mode	6 (7)	11P	-3	SA	1	20 (c)		
Submachine Gun Mode	4 (5)	7P	-	SA/BF/FA	1 (2)	25 (c)		
Light Machine Gun Mode	5 (6)	9P	-2	BF/FA	1	50 (c)		
						or belt		
Ultimax 68 ^{G2}	5	10P	-2	SA/BF/FA	(1)	35 (c)	9R	2,200¥
Ultimax 83 ^{G2}	5 (6)	10P	-1	FA	-	32 (c)	5R	1,300¥

* uses the SMG range table.

BATTLE RIFLES	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
JP-K49 ^{G2}	6	11P	-2	SA	1 (2)	25 (c)	5R	6,800¥
L-493 ^{G2}	5	11P	-2	SA/BF	-	25 (c)	5R	9,600¥
Onotari Urban Hunter ^{G2}	6 (7)	14P	-4	SA/BF	1	25 (c)	14F	12,500¥
SIG Sauer 574 ^G	5	11P	-2	SA/BF	1 (3)	20 (c)	9R	6,000¥
Ultimax 150 ^G	6	11P	-2	SA/BF	1 (3)	24 (c)	10F	19,200¥
Ultimax 47 ^{G2}	6 (7)	11P	-2	SA/BF	-	20 (c)	6R	6,700¥

SPORT & SNIPER RIFLES	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Ares Canadian Sportster ^G	7	10P	-2	SA	1 (2)	8 (c)	3R	4,400¥
Ares Desert Strike	7	13P	-4	SA	(1)	14 (c)	10F	13,400¥
Barrett Model 121	7 (9)	14P	-5	SA	(2)	14 (c)	18F	18,000¥
HK PSG Enforcer	7	11P	-4	SA	(2)	2 x 12 (c)	12F	9,600¥
Mannlicher Wildhüter	7	13P	-2	SS	-	6 (c)	7R	2,400¥
Marlin M-58 ^{G2}	6	11P	-3	SA	-	7 (m)	4R	5,200¥
Onotari Arms Rhino Hunter ^{G2}	6	14P	-5	SS	2	7 (m)	8R	22,000¥
Onotari Arms Sierra Libra ^{G2}	7	11P	-3	SS	1 (3)	7 (m)	6R	4,000¥
PJSS Elephant Rifle ^{4A}	6	14P	-4	SS	(1)	2 (b)	12R	9,000¥
Remington 750	7	11P	-2	SS	-	5 (m)	4R	2,000¥
Shiawase Arms Carp Hunter ^{G2}	6	11P	-3	SA	1	8 (c)	4R	3,880¥
Shiawase Arms Police Response ^{G2}	7	11P	-5	SA	1	20 (c)	12F	24,400
Shiawase Arms Tactical Model 69 ^{G2}	8 (10)	14P	-5	SA	(2)	10 (m)	18F	94,000¥
Steyr Minotaur Anti-Materiel Rifle ^G	7	14P	-4	SS	2	14 (c)	18F	48,000¥
Terracotta Arms AM-47 ^{G2}	7 (9)	14P	-5	SA	1 (3)	18 (c)	14F	33,000¥
Terracotta Arms Caravan ^{G2}	6	11P	-3	SA	1	10 (c)	7R	3,800¥
Walter MA-2100 ^{4A}	8 (10)	11P	-5	SA	(1)	10 (m)	10F	20,000¥

SHOTGUNS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Auto-Assault 16	4	11P	-1	SA/BF/FA	2	32 (d)	18R	8,000¥
Boyd & Richards Desperado	4	11P	-1	SS	-	5 (m)	10R	1,700¥
Defiance T-250	4	11P	-1	SA/BF	(1)	10 (m)	10R	1,250¥
Short barrel	4	9P	-1	SA/BF	(1)	10 (m)	10R	1,250¥
Franchi SPAS-22	4	11P	-1	SA/BF	(1)	10 (m)	10R	1,250¥
Mossberg AM-CMDT ^{4A*}	4	13P (f)	+2	SA/BF/FA	(1)	10 (c)	12R	1,000¥
Remington 990 ^{4A}	4	11P	-3	SA	(1)	8 (m)	4R	550¥
w/flechettes		13P (f)	+2					
Street Sweeper	4	7P (f)	+2	SS	-	1 (b)	5R	175¥
Izom SS-374 ^{G2}	4	11P	-2	SA	1	4 (m)	3R	850¥
Izom CSM-419 ^{G2}	4 (6)	11P	-2	SA	-	10 (c)	4R	1,700¥
Shiawase Arms Riot Guard ^{G2}	4	11P	-4	SA/BF	(1)	15 (c)	10R	2,300¥
Shiawase Arms Tsunami ^{G2}	4	11P	-4	SA	-	7 (m)	4R	500¥
Cavalier Arms Lancer ^{G2}	4	11P	-4	SA	(2)	8 (m)	9R	1,250¥
Grenade Launcher		grenade				1 (m)		

HEAVY WEAPONS

LIGHT MACHINE GUNS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Ares MP-LMG	5	10P	-2	BF/FA	2 (3)	50 (c)	12F	3,000¥
Ares PLD ^{SA}	5	10P	-2	BF/FA	1 (3)	or belt 200 (c)	15F	3,400¥
GE Vindicator Minigun	5	10P	-2	FA*	-	or belt 50 (c)	16F	9,500¥
Ingram White Knight ^{4A}	5	10P	-3	BF/FA	5 (6)	or belt 50 (c)	12F	4,000¥
SA Nemesis LMG	5 (7)	10P	-2	BF/FA	2	or belt 60 (c)	17F	7,000¥

* the fixed fire rate is 15 rounds per Complex action instead of 10.

MEDIUM MACHINE GUNS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
FN MAG-5	5 (6)	10P	-3	FA	2 (8)	50 (box)	14F	8,500¥
Ultimax HMG-2 ^{4A}	5	11P	-4	FA	3 (10)	50 (c)	15F	10,500¥
Ultimax MMG	5	10P	-3	FA	(6)	or belt 40 (c)	13F	7,500¥

HEAVY MACHINE GUNS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Ruhrmetall SF20	5	11P	-4	FA	3 (4)	40 (c)	15F	16,250¥
Stoner-Ares M107	5 (6)	11P	-4	FA	3 (9)	or belt 40 (c)	15F	18,750¥

ASSAULT CANNONS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Ares Thunderstruck Gauss Rifle	5 (6)	14P	-5	SA	(1)	10 (c)	24F	104,000¥
Ares Vigorous Assault Cannon	5	16P	-6	SS	-	+ energy 12 (c)	18F	32,000¥
Charter Arms Curse* ^{G2}	5	14P	-5	SS	1	20 (c)	24F	60,000¥
Krime Cannon ^{G2}	5	16P	-6	SA	(1)	6 (m)	20F	35,200¥
Ogre Hammer ^G	5	16P	-5	SA	2	6 (c)	20F	304,000¥

* uses the sporting rifles range table.

LASER WEAPONS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
ONOTARI ARMS ASSAULT LASER	7 (9)	10P	-5	SA	*	2 x 5 (c)	16F	104,000¥

GRENADE & MORTAR LAUNCHERS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
ArmTech MGL-6	4	grenade	grenade	SA	-	6 (c)	10F	3,750¥
Enfield GL-67 Grenade Launcher	4 (6)	grenade	grenade	SS	1	20 (d)	14	10,000¥
M-12 Portable Mortar System	4	mortar	mortar	SS	-	1	16F	3,375¥

MISSILE LAUNCHERS	ACC	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Arbelast II MAW	5	rocket	rocket	SS	-	1	14F	3,000¥
Ballista*	5	ballista	ballista	SA	-	4 (m)	19F	11,250¥
Great Dragon ATGM Launcher	5	missile	missile	SS	-	1 (ml)	17F	3,000¥
M79B1 LAW ^{SW}	4	16P	-4/-10**	SS	-	1	12F	1,875¥
Mitsubishi Yakusoku MRL ^{4A}	5	missile	missile	SA	-	8 (m)	20F	30,000¥
Phalanx Vogeljäger II	5	missile	missile	SS	-	1	22F	17,500¥

* Ammo not converted, included for completeness.

** AP of -4 against people, -10 against vehicles.

MOUNTED WEAPONS

VEHICLE WEAPONS	ACC	DAMAGE	AP	MODE	BLAST	AMMO	AVAIL	COST
Ares Firelance Vehicle Laser	7	19P	-5	SS	-	100*	25F	400,000¥
Ares Fogger Glop Cannon	4	Special	-	SA	-	50 (belt)	15R	10,000¥
Aztechnology Itzcóatl Gauss Cannon	5	29P	-6**	SS	-2/m	50 (belt)	30F	600,000¥
Fleche Hail Barrage Rocket Launcher	5	rocket	rocket	special	rocket	20	25F	20,000¥
GE Vigilant Light Autocannon	5	13P	-5	FA	-	200 (belt)	15F	5,000¥
GE Vanquisher Heavy Autocannon	5	18P	-7	FA	-	200 (belt)	20F	20,000¥
GM Light Cannon	5	21P	-7	SA	-1/m	50 (belt)	18F	50,000¥
GM Heavy Cannon	5	27P	-9	SS	-1/m	50 (belt)	22F	100,000¥
Lone Star FlashFlood Water Cannon	4	13S	-5	FA	-	200 (belt)	10R	5,000¥
Shiawase Microwave Cannon	3	special	-5	SS	-	100*	20R	25,000¥
SK Taurus Light Gauss Cannon	5	22P	-14*	SS	-2/m	50 (belt)	25F	200,000¥
Winter Systems Mercury Ship Laser	7	26P	-5	SS	-	1000*	30F	1,000,000¥

* This is the amount of power points the weapon has available if not supported by an external power source. If supported by such a source, its ammo capacity is limited only by the power output of that source.

** ignore SR4 rule to halve armor.

All weapons from *Arsenal* unless otherwise indicated.

^{4A} indicates weapons found from *Shadowrun 20th Anniversary Edition*.

^{SW} indicates stats were taken from *Sprawl Wilds*

^{SA} indicates stats were taken from *State of the Art 2073*

^G or ^{G2} indicates stats were taken from *Gun Heaven* or *Gun Heaven 2*

For Firearms, all Accuracy, Damage, and Armor Piercing values per Regeta & TalonZorch's conversion notes, modified ad hoc by item descriptions.

Melee weapons were arbitrarily assigned an accuracy between 4 and 7. Weapons that were (S/2+X) were changed to (S+X). AP was set to the most similar weapon from the 5th edition core rulebook. Reach, Availability, and Cost were left entirely unchanged. In some cases (stun staff) this makes them very unbalanced vs. core rulebook weapons.

Bow Ammo prices were treated as modifiers to base bow ammo costs. Stick-n-shock price was taken from stick-n-shock ammo in the 5th edition core rulebook.

Vehicle weapons were converted as the closest firearm type.

Tasers: All prices +75y.

Hold-Outs: All prices +75y.

Light Pistols: All prices +200y or x1.5y, whichever is lower.

Machine Pistols: All prices -250y or x0.5y, whichever is greater.

Heavy Pistols: All prices +350y or x2y, whichever is lower.

Submachine Guns: All prices x1.2y.

Assault Rifles: All prices x2y.

Sport & Sniper Rifles: All prices x4y except PJSS Elephant Rifle (x1.5)

Shotguns: No price changes.

Light Machine Guns: All prices +4,000y or x2y, whichever is lower.

Medium Machine Guns: All prices +3,000y or x2y, whichever is lower.

Heavy Machine Guns: All prices x2.5y.

Assault Cannons: All prices x8y.

Laser Weapons: All prices x8y

Grenade, Mortar, Rocket & Missile Launchers: All prices x2.5y.