

ANDROID SETTING
COMPATIBLE

PRISec WEAPONS LOCKER



SCIENCE FICTION RULES SUPPLEMENT



CREDITS

EXPANSION DESIGN AND DEVELOPMENT

Daniel “BluSunrize” Räder

GRAPHIC DESIGN

Fantasy Flight Games **Genesys Foundry**

LAYOUT AND ADDITIONAL GRAPHICS

Daniel Räder, J. Scott Zumwalt, and Roy Altman

FRONT COVER ART

Fantasy Flight Games

PROOFREADING

TTFTCUTS, EdwardR

This product was created under license. **GENESYS** and its logo, and **GENESYS FOUNDRY** and its logo, are trademarks of Fantasy Flight Games in the U.S.A. and other countries. All Fantasy Flight Games characters and character names, and the distinctive likenesses thereof, are trademarks of Fantasy Flight Games.

www.FantasyFlightGames.com.

This work contains material that is copyright Fantasy Flight Games and/or other authors. Such material is used with permission under the Community Content Agreement for Genesys Foundry. All other original material in this work is copyright 2021 by Daniel Räder and published under the Community Content Agreement for Genesys Foundry.

Document Version 1.1

<<SO WHAT DO YOU NEED?>>

<<BESIDES A MIRACLE.>>

<<GUNS. LOTS OF GUNS.>>

Welcome to the **PRISEC WEAPONS LOCKER**. This supplement to the **GENESYS** game line is designed to expand on the items and ideas presented in the **SHADOW OF THE BEANSTALK** setting book. Within you'll find an array of weapons and other items that the private security, military and criminal forces in and around New Angeles might wield.

While almost all of these items are Restricted and kept out of civilian hands, this will likely not stop enterprising PCs from getting their hands on these. GMs are encouraged to emphasize the stark difference these professional armaments have, compared to the more commonly available gear. Also, don't shy away from placing them in the hands of some capable mercenaries or other force pitted against the Players, to drive home for whom these items were made to order.


NEW WEAPONS

This section features a few weapons available to security forces and bodyguards operating in New Angeles and beyond. While some of these items are easily available in surplus stores or adventure outfitters, some may only be acquired from professional companies or powerful arms dealers.

BUCKYWEAVE GLOVES

While many stores will sell wide varieties of synthleather and polyfabric gloves, the availability of buckyweave as a flexible yet durable material has made reinforced gloves a mainstay with private security, hired muscle and urban explorers.

With plated knuckles they absorb impacts while working, and their textured inner surfaces provide excellent grip when climbing on handling heavy equipment. On top of that, they look barely different from the more fashion oriented gloves worn around New Angeles, making them rather inconspicuous.



While wearing an buckyweave gloves, your character adds  to any checks they make to climb rough surfaces, hang from ledges or hold onto objects.

Models Include: SHIFT Tac-5 Climbing Gloves, Garda "Elite" Gloves.

KINETIC RAM

Officially, the kinetic ram is qualified as a breaching tool rather than a weapon. This makes very little difference to the person unlucky enough to be behind the door. Driven by the same electromagnetic systems as a mass driver weapon, this bulky device drives a metal piston to break down walls, doors, reinforced windows and even barricades.

Where possible, the ram is set up with a tripod to provide sturdy footing and optimal delivery of energy, but it also provides a "kinetic assistance" mode, where the ram's mechanism is triggered by the wielder swinging it against the obstacle. The collapsible tripod is included in the price and requires two maneuvers to set up. It occupies the single hardpoint on the kinetic ram, but can be removed with some basic tools.

The user may opt to not use the ram's mass driver (or be forced to while it is recharging) and instead just use it as a blunt weapon with the following profile: (Melee; Damage +3; Critical 4; Ranged [Engaged]; Cumbersome 4, Inaccurate 1, Knockdown). The ram adds   to any checks made to break down doors. When set up with its tripod, the GM may consider such a check entirely unnecessary.

Models Include: Delta Arms "Intruder", HHI Mk2 Breachhammer.

SHOCK GLOVE

Shock gloves are tactical gloves outfitted with an electrical discharge capacitor that adds an extra burst of energy to the wielders punch. They are very popular with bodyguards and criminal enforcers, but also found on undercover NAPD agents. While they are an easily disguised weapon with high potential, their large capacitor is slow to charge.

Models Include: Personal Defense Industries Mk III Shock Glove.

TABLE 1: NEW WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL
Brawl & Melee Weapons									
Buckyweave Gloves	Brawl	+0	5	Engaged	0	0	125	2	Defensive 1
Kinetic Ram	Melee	+4	4	Engaged	5	1	700	6	Concussive 1, Cumbersome 4, Inaccurate 1, Knockdown, Slow-Firing 2
Shock Glove	Brawl	+1	3	Engaged	1	1	625	4	Concussive 1, Slow-Firing 2
Ranged Weapons									
Foam Cannon	Gunnery	2	6	Long	5	2	1,500 (R)	8	Ensnare 4, Knockdown
Gas Grenade	Ranged (Light)	–	–	Short	1	0	70 (R)	4	Limited Ammo 1
Variable Grenade Launcher	Gunnery	–	–	Medium	5	1	2,300 (R)	6	Limited Ammo 6

FOAM CANNON

Following the success of the “non-lethal immobilization device”, NEXT quickly developed a formula similar to their patented glop. This rapid hardening foam is fired in break-away foil casings, which deploy the compound on direct impact. The weapon is designed to be fired at exosuits or vehicles, immobilizing them as the foam hardens over their joints or propulsion systems and roots them to the ground. Despite the explicit warning labels that instruct usage solely against hard targets, both cops and bounty hunters have found the foam an easy way to immobilize and incapacitate people.

When targeting a vehicle, the user may spend **AA** or **⚙** to impede its movement. The exact effects of this are at the GM’s discretion, but could include such effects as reducing the vehicle’s handling by up to 3, or being unable to perform maneuvers such as Accelerate, Evade or Reposition. Depending on a vehicles silhouette, this effect may need to be triggered multiple times, with the effect increasing in potency with every activation.

Models Include: NEXT Immobilizing Foam Applicator.

GAS GRENADE

Gas grenades are pressurized canisters designed to be thrown or launched into crowds or enclosed spaces, where they then deploy the chemical compound stored inside. While the use of chemical and biological weapons in warfare has been a banned for centuries, various police and private security forces do not find themselves limited by these rules. After all, riot control isn’t warfare.

Most commonly, a gas grenade is loaded with a riot control agent which irritates the eyes, mouth and throat. Any person within short range of the deployed grenade must make a **Daunting** (◆◆◆◆) **Resilience check** or become Disoriented for as long as they are within range.

At the GMs discretion, targets that are wearing appropriate protective gear or have certain cybernetic implants may be immune to this effect. The gas cloud persists for 4 rounds, though enclosed spaces or strong winds may increase or reduce that time.

Models Include: Strelet Arms Disperser Grenade.

VARIABLE GRENADE LAUNCHER

Grenade launchers are designed to increase the deployment range of a grenade, as many of them have an effective radius that goes further than they can be thrown. Traditional designs for this weapon were breach-loading, but magazine fed systems have taken over in popularity since the 21st century.

The price listed here does not include ammunition. A variable grenade launcher can only be loaded with grenades specifically produced for its model, normal grenades are incompatible. However, each hand grenade should have a launcher equivalent that can be acquired for the same price and at the same rarity and restriction. When loaded, a grenade launcher’s damage, Critical rating and qualities are replaced by that of the grenade, but its range remains medium.





Models Include: Gewehrwerks AG VGW22, Kalashnikov GR-91.

NEW GEAR

This section contains pieces of gear which private security in the **SHADOW OF THE BEANSTALK** setting may make use of. While they are most commonly found with organizations, this will likely not stop criminal forces from getting their hands on it.


VARIABLE AMMUNITION

Most smartguns are designed to use different ammunition, adjusting the effectiveness of weapons in various combat situations. Stores are unlikely to sell these variations to civilian customers, but hobbyists have been known to fabricate their own.

A character may spend a maneuver to load a weapon with variable ammunition, consuming this item. The weapon retains the benefits it gains until it runs out of ammo. The GM may spend    or  to cause the weapon to run out of ammunition. Most ammunition can only be fielded by slugthrowers, though some mass drivers may offer support for them.

EXPLOSIVE ROUNDS

These rounds replace the majority of the kinetic projectile with a composite shell containing a small but potent explosive charge. On impact this causes a detonation, disrupting the target and knocking them back.

A weapon equipped with Explosive Rounds gains the Disorient 2 quality or increases its existing Disorient quality by 1. A character may spend  from a combat check made with the weapon to stagger the target for one round.

HIGH-VELOCITY AP ROUNDS

Combining a hardened bullet tip with an incredibly powerful propellant, these rounds are designed to use against military targets, and will punch through cover and body armor with ease. As a downside, they cause increased strain on the weapon's mechanical parts, and tend to damage the firing mechanism.




A weapon equipped with High-Velocity AP Rounds gains the Pierce 2 quality or increases its existing Pierce quality by 1. The user may remove  added to the check as a result of the target being in cover, provided the cover is light enough for a bullet to pierce through. The GM may spend   from a combat check involving the weapon to have it damaged by one step.

TABLE 2: NEW GEAR

ITEM	ENCUM	PRICE	RARITY
Variable Ammunition			
Explosive Rounds	1	400 (R)	5
High-Velocity AP Rounds	1	400 (R)	6
Incendiary Ammunition	1	300 (R)	4
Ricochet Rounds	1	350 (R)	6
Riot Ammunition	1	200	3
Security Drones			
Riot Control Drone	–	4,000 (R)	4
Robotic Guard Dog	–	2,500	3
Weapon Attachments			
Briefcase Disguise	1	800	3
Multi-Ammunition Magazine	–	1,100	4
Under-Barrel Grenade Launcher	2	1,500 (R)	5
Under-Barrel Fletcher	2	725 (R)	5









INCENDIARY AMMUNITION

Loaded with a flammable powder or chemical mixture, incendiary ammo combusts on impact with the target, potentially setting them alight.

A weapon equipped with Incendiary Ammunition gains the Burn 2 quality or increases its existing Burn quality by 1.

RICOCHET ROUNDS

Originally advertised as “non-lethal” or “rubber bullets”, ricochet rounds were discovered to be much more dangerous than initially let on. In fact, the potential to hit targets around corners or behind cover quickly led to rebounding, but sharp edged, composite projectiles to find use in black ops armories.

When a combat check against a target misses, you may spend    or  to cause a lucky ricochet to hit the target, inflicting the weapon's base damage. The GM may spend    or  from a combat check involving the weapon to inflict one hit dealing base damage on you or another character in the encounter.

RIOT AMMUNITION

Designed to scatter or incapacitate rioters, this group of projectiles includes frangible polymer bullets, gel rounds or beanbag shells. This ammo has taken the place of the unreliable “rubber bullets” used in the early 21st century and is now a staple among NAPD forces.

A weapon equipped with Riot Ammunition gains the Stun Damage quality. The weapon also increases its Critical rating by 1.

SECURITY DRONES

A staple in most security outfits, drones are used to accompany strike teams or even replace human personnel in situations where their deployment would be too risky. While drones can not autonomously kill someone, this does not extend to incapacitating combatants by other means. Non-lethal weaponry has long since been discussed as being misleading terminology, but it has not yet been banned from use by drones.

RIOT CONTROL DRONE (RIVAL)

Usually painted in NAPD colors, these riot control drones are a frequent sight at anti-synthetic rallies. Designed to disperse groups of protesters and dissuade violent action against the officers it's supporting, the drone is equipped with “non-lethal” weaponry. It's also outfitted with shock-absorbing armor designed to be resistant to blunt impacts from bricks and bottles.



Skills: Gunnery 1 (🟡🟢), Perception 1 (🟡), Vigilance 1 (🟡).

Talents:

- None.

Abilities:

- **Flyer:** Can fly; see the Flying sidebar on page 100 of the GENESYS Core Rulebook.
- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.
- **Shock-Absorbers:** Halve the damage dealt to this character by melee attacks, explosions and other blunt impacts before applying soak.
- **Telepresence:** Can operate independently, or can be controlled directly by an operator via wireless

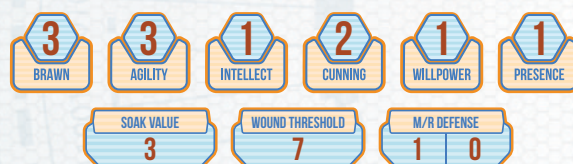
link; if being controlled, the drone counts as having ranks in any skill equal to the controller's ranks in that skill.

Equipment:

- **Variable Grenade Launcher:** Gunnery; Range (Medium); capable of launching any of the following:
 - Gas Grenade (see page 4)
 - Glop Grenade (see page 89 of *SHADOW OF THE BEANSTALK*)
 - Stun Grenade (see page 90 of *SHADOW OF THE BEANSTALK*)

ROBOTIC GUARD DOG (RIVAL)

While designed as replacement for traditional guard dogs, few drone companies ever moved away from the canine shape, due to the long standing tradition. Various products with different names are on the market today, ranging from the NEXT Fenrys, over HHI's Tóngshi, to the Argus “Kerberos”; but they all fulfill similar roles, protecting property and deterring (or attacking) intruders. Despite the danger of crushing a target with their weight or causing injury with their “bite”, they are considered non-lethal and may attack without an authorization from an operator.



Skills: Athletics 1 (🟡🟢🟢), Brawl 2 (🟡🟡🟢), Perception 2 (🟡🟡), Vigilance 1 (🟡).

Talents:

- None.

Abilities:

- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.
- **Takedown:** As an action may make an **Average** (◆◆) **Athletics** check targeting one engaged opponent; if successful, the target is knocked prone, suffers 4 strain and may not stand from prone during their next turn.
- **Telepresence:** Can operate independently, or can be controlled directly by an operator via wireless link; if being controlled, the drone counts as having ranks in any skill equal to the controller's ranks in that skill.

Equipment:

- **Stunning Jaws:** Brawl; Damage 6; Critical 5; Range (Engaged); Stun 4, Stun Damage.
- or
- **Razor Teeth:** Brawl; Damage 6; Critical 3; Range (Engaged); Vicious 1.

WEAPON ATTACHMENTS

The following attachments are those less commonly found in civilian hands, but frequently fielded by private security companies and militias across the system.

BRIEFCASE DISGUISE

A favorite of bodyguards and assassins in the ristie circles of New Angeles are pistols or submachine guns disguised within briefcases. Usually featuring a trigger at the briefcase grip, they can be fired from the hip or quickly retrieved from their cover for more precise operation.

Models Include: Argus Undercover Weapon Shell, Strelet Arms “Bodyguard”.

Use With: This attachment can be applied to any Ranged (Light) weapon.

Modifiers: The weapon appears like a normal briefcase and passes any basic visual inspection, though a sophisticated scanner can reveal its actual contents. The weapon gains the Inaccurate 1 item quality or increases its existing Inaccurate rating by 1. (If the weapon has the Accurate item quality, it reduces that quality’s rating by 1, to a minimum of 0, instead.) The weapon also increases its encumbrance by 1. Your character may spend a maneuver during an encounter to shed the disguise, removing these effects until the weapon is placed in the briefcase again.

Hard Points Required: 1.

MULTI-AMMUNITION MAGAZINE

Popular among quick-response squads of private security forces, these smart magazines are designed to field different kinds of ammunition and let the user cycle between them quickly. Rather than carrying multiple magazines of various types, these bulkier assemblies have multiple internal storage boxes and an automatic feed system. What they lack in capacity, they make up in variability, allowing the user to switch between different kinds of ammo with holographic, voice or even BMI commands.

Models Include: Delta Arms “Swapper”, Cantor Variable Equip Magazine.

Use With: This attachment can be applied to any ranged weapon that can benefit from variable ammunition.

Modifiers: This weapon can have multiple types of variable ammunition loaded at the same time. When the weapon runs out of ammo, only the currently selected ammunition type is affected. Your character may use an incidental on their turn to switch to a different kind of ammo.

Due to the reduced capacity, the GM needs to spend one fewer ⚡ to make the weapon run out of ammunition.

Hard Points Required: 2.

UNDER-BARREL GRENADE LAUNCHER

A single shot launcher attached below the barrel of the rifle, these attachments are considered standard issue for military purposes by many arms companies.

Models Include: Cantor GX “Parabola”, Kalashnikov G-71.

Use With: This attachment can be applied to any Ranged (Heavy) weapon.

Modifiers: The weapon may be used to launch grenades following the same rules as the Variable Grenade Launcher (see page 4), but using the Ranged (Heavy) skill and the Limited Ammo 1 quality. The weapon gains the Cumbersome 2 quality, or increases its existing Cumbersome quality by 1. It also increases its encumbrance by 2.

Hard Points Required: 2.

UNDER-BARREL FLETCHER

Evolved from the traditional breaching shotgun, the under-barrel fletcher quickly moved to take a different role in military armaments - as a short range answer to armored combatants. Firing the same 2mm NEXT flechettes as their larger equivalents, they are highly lethal in enclosed spaces and thus banned from civilian possession.

Models Include: NEXT XR17 Grater, Skorprios Auxiliary Fletcher.

Use With: This attachment can be applied to any Ranged (Heavy) weapon.

Modifiers: The weapon may be used with the following profile: Ranged (Heavy); Damage 4; Critical 2; Range (Short); Blast 4, Limited Ammo 3, Pierce 2, Vicious 3.

The weapon gains the Cumbersome 2 quality, or increases its existing Cumbersome quality by 1. It also increases its encumbrance by 2.

Hard Points Required: 2.