

FIREARMS

Revolvers Concealment* Clip Damage

American Arms mini-rev .22 ^{OE1} P	5	x3
Colt Anaconda .44 M J	6	x5
Colt Python .357 M P	6	x5
Derringer .38 ^{1/2} P	2	x4
Llama Comanche .38 P	6	x4
Ruger Super Redhawk .44M J	6	x5
S&W Model 57 .41 M P	6	x5

Automatic Pistols

Raven .25 ^{OE1} P	6	x3
Beretta 92F 9mm ^{OE1} P	15	x4
Tokarev TT-33 9mm ^{OE1} P	9/15	x4
Desert Eagle 44 Magnum ^{OE1} J	8	x5
AMT Automag .45 M J	7	x5
Browning Hi-Power 9mm P	14	x4
Calico M-950 9mm J	100	x4
Colt M1911A .45 P	7	x5
Desert Eagle .50 J	9	x5
Glock 17L 9mm P	19	x4
Glock 22 10mm P	15	x4
H&K P9S 9mm P	9	x4
L.A.R. Grizzly .45 ^{1/4} J	7	x5
MBA Gyrojet Pistol 13mm Gy ^{Gyro} J	8	x5
Ruger Mk. II .22 P	10	x4
SIG/SAUER P226 9mm P	20	x4
SIG/SAUER P229 .40 P	12	x5
S&W ASP 9mm P	7	x4
S&W Model 1006 10mm P	9	x5
Walther PPK-S .380 P	7	x4

Submachine Guns

H&K MP5 9mm ^{OE2} T	15/30	x4
Ingram MAC-10 .45 J	32	x5
Intratec TEC-9 9mm J	32	x4
Skorpion M-61 .32 Cz J	20	x5
Spectre M-4 9mm T	50	x4
Uzi 9mm T	40	x4
Mini-Uzi 9mm J	20	x4
Micro-Uzi 9mm ^{1/2} J	15	x4

Shotguns (damage divided by distance dice)

Law-12 12ga ^{OE2} T	8	x10
AAI CAWS Flechette T	12	x10
Entry Team Striker 12ga T	12	x10
Franchi SPAS-12 12ga ^{3RB} T	8	x10
Ithaca MAG-10 10ga T	2	x10
Jackhammer Mk 3a-2 12ga ^{3RB} T	10	x10
Mossberg M500 12ga T	7	x10
Remington 870P 12ga T	8	x10
Street Sweeper 12ga ^{3RB} T	20	x10
USAS-12 12ga ^{3RB} T	20	x10

Rifles

Calico M-105 .22 N	100	x4
Colt Sporter Delta 5.56mm N	20	x7
Galil Sniper Rifle 7.62mm N	25	x7
H&H African .45 M N	2	x7
McMillan M-87 .50 N	5	x6
Steyr SSG-69 7.62mm N	10	x7
SVD Dragunov 7.62mm RL ^{x2} N	10	x7
Walther WA-2000 Sniper 7.62 ^{x2} N	6	x7

Assault Rifles

Colt M-16A3 5.56mm ^{OE2, NoFAuto} N	5-100/30	x6
FN-FAL 7.62mm ^{OE2} N	20	x7
AK-47 7.62mm R N	30	x7
L85A1 5.56mm N	30	x6
Steyr AUG 5.56mm N	42	x6

* Pocket, Jacket, Trenchcoat or Not concealable.

OE1: Over the Edge 1st edition.

OE2: Over the Edge 1st & 2nd edition.

1/2: Short range, about 1/2.

1/4: Very short range, about 1/4.

x2: Long range, about x2.

3RB: 3 Round Burst.

NoFAuto: No Full Auto, but exist with full auto (M-16A1).

Gyro: Special ammunition.

Okay, okay. *Over the Edge* is definitely not the game of thousands of lists, and I don't want it to be. But if you use guns in your campaign, you probably want more than the four mentioned in the 2nd edition. Here you have the guns from 1st and 2nd edition, the rest are from White Wolf's Combat module (except Browning Hi-Power). However, I replaced the non-existing Glock 20 10mm with the existing Glock 22 10mm.

Jesper Carlsson j.carlsson@iname.com

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