

# WEAPON RECORD SHEET

## SHADOWRUN®

Name: \_\_\_\_\_  
 Type: \_\_\_\_\_  
 Concealability: \_\_\_\_\_ Legality \_\_\_\_\_

OPTIONS				
Gun Options	Modifier	Mount	Integral	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

BASE TARGET NUMBERS					
	Damage	4(S)	5(M)	6(L)	9(E)
Ranges (in meters)	_____	_____	_____	_____	_____
<b>Single Shot/Semi-Auto</b>					
1st Shot (Single Shot)	_____	_____	_____	_____	_____
2nd Shot (+1 Recoil)	_____	_____	_____	_____	_____
<b>Burst-Fire</b>					
1st Burst (+3 Recoil)	_____	_____	_____	_____	_____
2nd Burst (+6 Recoil)	_____	_____	_____	_____	_____
<b>Full-Auto</b>					
1st Burst (+3 Recoil)	_____	_____	_____	_____	_____
Per Extra Bullet		+1 to above	+1 to above	+1 to above	+1 to above
+1 Recoil and +1 Power per bullet fired; +1 Damage Level per 3 bullets					

RANGED ATTACK TARGET NUMBERS				
	S	M	L*	Ext*
Standard	4	5	6 (8)	9
Laser Sight†	3	4	5 (7)	8
Smart Goggles§	3	4	5 (7)	8
Smartlink	2	3	4 (6)	7
Smartlink-2				
with Range Finder	2	3	3 (5)	5
Image Magnification				
Level 1	4	4	5 (5)	6 (8)
Level 2	4	4	4(4)	5
Level 3	4	4	4 (4)	4
Image Magnification with Laser Sight†				
Level 1	3	3	4 (4)	4
Level 2	3	3	3 (3)	4
Level 3	3	3	3 (3)	3

\* The number in parantheses in this column is for grenade launchers, mortars and missile launchers. Note that the only modifier applicable to indirect fire is the -1 modifier from a smartlink-2 system.

† Standard laser sights have an effective range of 50 meters during the day and 150 meters at night; Extended laser sights have an extended range of 150 meters during the day and 500 meters at night.

§ Or any smartlink system that is not completely cybernetic.

**AMMO**

Type: \_\_\_\_\_  
 Effect: \_\_\_\_\_  
 Load: \_\_\_\_\_ rounds in a \_\_\_\_\_  
 Extra Reloads \_\_\_\_\_  
 Rounds Unloaded \_\_\_\_\_  
 Rounds Fired \_\_\_\_\_

**AMMO**

Type: \_\_\_\_\_  
 Effect: \_\_\_\_\_  
 Load: \_\_\_\_\_ rounds in a \_\_\_\_\_  
 Extra Reloads \_\_\_\_\_  
 Rounds Unloaded \_\_\_\_\_  
 Rounds Fired \_\_\_\_\_

**AMMO**

Type: \_\_\_\_\_  
 Effect: \_\_\_\_\_  
 Load: \_\_\_\_\_ rounds in a \_\_\_\_\_  
 Extra Reloads \_\_\_\_\_  
 Rounds Unloaded \_\_\_\_\_  
 Rounds Fired \_\_\_\_\_

**AMMO**

Type: \_\_\_\_\_  
 Effect: \_\_\_\_\_  
 Load: \_\_\_\_\_ rounds in a \_\_\_\_\_  
 Extra Reloads \_\_\_\_\_  
 Rounds Unloaded \_\_\_\_\_  
 Rounds Fired \_\_\_\_\_

