



to



ALIENS VS. PREDATOR FIREARMS

A conversion to SE:20

CHAPTER 1: INTRODUCTION

ALIENS VS. PREDATOR

This document provides game conversions for weapons inspired by the Aliens and Predator universes. It heavily draws from the website:

[avp.fandom.com/wiki/Aliens: Fireteam Elite weapons](http://avp.fandom.com/wiki/Aliens:_Fireteam_Elite_weapons)

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SRDs

The Source Reference Documents (SRD) needed to play the Sundered Epoch: d20 RPG are available free from our website, www.SunderedEpoch.org.

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Hyperdyne Rapid Responder  Skill: Ranged Combat ROF: Semi-Auto, Burst 4 Glance: 3d6 Notes: 3 KG, MER: 8z	Armat X43 Barrage  Skill: Ranged Combat ROF: Burst 3, Auto 4 Glance: 2d6 Notes: 2.8 KG, MER: 6z, Flechette	Armat M39 SMG  Skill: Ranged Combat ROF: Burst 3, Auto 3 Glance: 3d6+2 Notes: 3 KG, MER: 6z	WY Type 21 Tactical Shotgun  Skill: Ranged Combat ROF: Semi-Auto Glance: 4d6+4 Notes: 4 KG, MER: 14z, Shotgun
Kramer Short Barrel  Skill: Ranged Combat ROF: Semi-Auto Glance: 3d6+4 Notes: 3 KG, MER: 4z, Shotgun	Hyperdyne DT-57 Medved  Skill: Ranged Combat ROF: Single Shot Glance: 4d6 Notes: 4 KG, MER: 10z, Shotgun	Heirloom Shotgun  Skill: Ranged Combat ROF: Single Shot Glance: 4d6+4 Notes: 3.5 KG, MER: 8z, Shotgun	Armat 37A2 12 Gauge  Skill: Ranged Combat ROF: Single Shot Glance: 4d6+4 Notes: 4 KG, MER: 14z, Shotgun

Armat M37A3 Pump  Skill: Ranged Combat ROF: Single Shot Glance: 4d6+4 Notes: 4 KG, MER: 12z, Shotgun	WY Type 88 Assault Rifle  Skill: Ranged Combat ROF: Burst 3, Auto 2 Glance: 4d6+4 Notes: 4.5 KG, MER: 28z	WY L36 Halberd  Skill: Ranged Combat ROF: SA, Auto 2 Glance: 4d6 Notes: 4 KG, MER: 16z	Weyland-Yutani L33 Pike  Skill: Ranged Combat Accuracy: +2 ROF: Single Shot Glance: 5d6+2 Notes: 5.5 KG, MER: 34z
M42A Scope Rifle  Skill: Ranged Combat ROF: Single Shot Glance: 4d6+4 Notes: 4 KG, MER: 20z, Caseless, 4-12x Scope	Kramer Assault Rifle  Skill: Ranged Combat ROF: SA, Burst 3, Auto 2 Glance: 4d6+5 Notes: 4.2 KG, MER: 16z	Hyperdyne Twilight v.4  Skill: Ranged Combat ROF: Semi-Auto Glance: 4d6+4 Notes: 4.5 KG, MER: 28z	Hyperdyne AM-16 Grappa  Skill: Ranged Combat ROF: SA, Burst 3, Auto 2 Glance: 4d6+2 Notes: 4 KG, MER: 30z
Armat M42A3 Sniper Rifle  Skill: Ranged Combat Accuracy: +2 ROF: Single Shot Glance: 5d6 Notes: 4.8 KG, MER: 36z	Armat M42A2 Scout Rifle  Skill: Ranged Combat ROF: Semi-Auto Glance: 4d6+5 Notes: 5 KG, MER: 24z, Caseless	Armat M41A3 Burst Rifle  Skill: Ranged Combat ROF: Burst 3 Glance: 4d6+2 Notes: 5 KG, MER: 24z, Caseless, Grenade Launcher	Armat M41A2 Pulse Rifle  Skill: Ranged Combat ROF: Burst 3, Auto 2 Glance: 4d6+2 Notes: 5 KG, MER: 28z, Caseless, Grenade Launcher
Armat M41A Pulse Rifle  Skill: Ranged Combat ROF: Burst 3, Auto 2 Glance: 4d6+2 Notes: 5 KG, MER: 24z, Caseless, Grenade Launcher	WY Type 78 Burst Pistol  Skill: Ranged Combat ROF: Semi-Auto, Burst 3 Glance: 3d6 Notes: 2.2 KG, MER: 6z	Watatsumi DV-303 Bolt  Skill: Ranged Combat Accuracy: -1, ROF: Single Shot Glance: 4d6 Notes: 3 KG, MER: 2z, Armor Piercing	SpaceSub ASSO-400  Skill: Ranged Combat Accuracy: -2, ROF: Single Shot Glance: 2d6 Notes: 2.5 KG, MER: 4z, Grappling Hook, 50m Rope

Rexim RXF-M5 EVA Pistol  Skill: Ranged Combat ROF: Semi-Auto Glance: 3d6 Notes: 2.5 KG, MER: 4z, Armor Piercing, Laser	Armat M10 Auto Pistol  Skill: Ranged Combat ROF: Semi-Auto, Auto 3 Glance: 3d6 Notes: 2.5 KG, MER: 4z	M4A3 Service Pistol  Skill: Ranged Combat ROF: Semi-Auto Glance: 3d6+4 Notes: 2.2 KG, MER: 8z	Kramer .50 Magnum  Skill: Ranged Combat ROF: Semi-Auto Glance: 3d6+4 Notes: 2.8 KG, MER: 8z
.357 Magnum Revolver  Skill: Ranged Combat ROF: Semi-Auto Glance: 3d6+4 Notes: 3 KG, MER: 8z	WY M56A2 Smart Gun  Skill: Ranged Combat Accuracy: +1d6, ROF: Auto 3 Glance: 4d6+2 Notes: 11 KG, MER: 15z, Caseless	WY L59 Minigun  Skill: Ranged Combat ROF: Auto 2 Glance: 4d6+5 Notes: 15 KG, MER: 18z, Caseless, Heavy Recoil	WY L56A3 Smartgun  Skill: Ranged Combat Accuracy: +1d6, ROF: Auto 3 Glance: 4d6+2 Notes: 11 KG, MER: 20z, Caseless
AMT M95 Grenade Launcher  Skill: Ranged Combat ROF: Single Shot Explosive: T# 16, 3d6 Glance Notes: 14 KG, MER: 8z	AMT M94 Grenade Launcher  Skill: Ranged Combat ROF: Single Shot Explosive: T# 16, 3d6 Glance Notes: 14 KG, MER: 10z	M41E4 Heavy Pulse Rifle  Skill: Ranged Combat ROF: Auto 1 Glance: 5d6 Notes: 10 KG, MER: 18z, Caseless	AMT M12A1 Rocket Launcher  Skill: Ranged Combat ROF: Single Shot Glance: 1d6+1 x10 Notes: 14 KG, MER: 14z, Explosive T# 12, 2d6 Glance
Armat M12 RPG Launcher  Skill: Ranged Combat ROF: Single Shot Glance: 1d6 x10 Notes: 14 KG, MER: 12z, Explosive T# 14, 2d6 Glance	WY Type 99 Incinerator  Skill: Ranged Combat ROF: Auto 2 Glance: 3d6 Notes: 6.5 KG, MER: 1z, Fire	M240 Incinerator Unit  Skill: Ranged Combat ROF: Auto 3 Glance: 3d6 Notes: 7 KG, MER: 2z, Fire	Hyperdyne OCAP-91 Vulcan  Skill: Ranged Combat ROF: Auto 2 Glance: 3d6 Notes: 8 KG, MER: 2z, Fire

LEM MP11 Stormsurge



Skill: Ranged Combat
ROF: Semi-Auto, Auto 2
Glance: 3d6+2
Notes: 3 KG, MER: 8z