

Weapon Type	Armor Type (and Range)																								Hits				
	Nothing				Jack				Mesh				Cloth				Reflec				Ablat					Battle			
	C	S	M	L	C	S	M	L	C	S	M	L	C	S	M	L	C	S	M	L	C	S	M	L		C	S	M	L
Body Pistol	6	7	14	—	6	7	14	—	8	9	16	—	10	11	18	—	6	7	14	—	8	9	16	—	13	14	21	—	3D
Snub Pistol — Tranq	8	7	17	—	8	7	17	—	11	10	20	—	13	12	22	—	8	7	17	—	11	10	20	—	—	—	—	—	varies
— Gas	4	5	—	—	4	5	—	—	4	5	—	—	4	5	—	—	4	5	—	—	4	5	—	—	—	—	—	—	varies
— High Explosive	—	4	14	—	—	4	14	—	—	7	17	—	—	9	19	—	—	4	14	—	—	6	16	—	—	14	24	—	4D
— HEAP	5	4	14	—	5	4	14	—	6	5	15	—	8	7	17	—	4	5	15	—	5	4	14	—	10	9	19	—	4D
Automatic Pistol	6	5	11	13	6	5	11	13	8	7	13	15	10	9	15	17	6	5	11	13	8	7	13	15	12	11	17	19	3D
Revolver	6	5	10	12	6	5	10	12	8	7	12	14	10	9	14	16	6	5	10	12	8	7	12	14	12	11	16	18	3D
Carbine	10	5	8	10	10	5	8	10	12	7	10	12	15	10	13	15	10	5	8	10	11	10	13	15	17	12	15	17	3D
Assault Rifle	10	5	7	8	10	5	7	8	13	8	10	11	15	10	12	13	10	5	7	8	12	7	9	10	17	12	14	15	3D
— Full automatic	8	5	2	4	8	5	2	4	10	5	4	6	13	8	7	9	8	5	2	4	10	5	4	6	16	11	10	12	3D
ACR — Discard Sabot	9	4	5	6	9	4	5	6	12	7	8	9	14	9	10	11	9	4	5	6	11	6	7	8	15	10	11	12	3D
— Discard Sabot, FA	7	2	1	2	7	2	1	2	9	4	3	4	12	7	6	7	7	2	1	2	7	2	1	2	13	12	11	12	3D
— HE	10	5	7	8	10	5	7	8	12	7	7	10	15	10	12	13	10	5	7	8	10	5	7	8	16	11	13	14	4D
— HE, FA	8	3	3	4	8	3	3	4	10	5	5	6	13	11	11	12	8	3	3	4	8	3	3	4	15	10	10	11	4D
Rifle	9	4	5	6	9	4	5	6	12	7	8	9	14	9	10	11	9	4	5	6	11	6	7	8	16	11	12	13	3D
Automatic Rifle, FA	10	2	0	1	10	2	0	1	14	6	4	5	17	9	7	8	10	2	0	1	13	5	3	4	19	11	9	10	3D
Submachine Gun, FA	7	0	0	9	7	0	0	9	12	5	5	14	15	8	8	17	7	0	0	9	10	3	3	12	16	8	8	18	3D
Shotgun	11	2	0	9	11	2	0	9	17	8	6	15	19	10	8	17	11	2	0	9	14	5	3	12	21	12	10	19	4D
Laser Carbine	8	5	5	5	8	5	5	5	9	6	6	6	9	6	6	6	18	15	15	15	17	14	14	14	16	13	13	13	4D
Laser Rifle	9	3	3	3	9	3	3	3	10	4	4	4	10	4	4	4	20	14	14	14	19	13	13	13	18	12	12	12	5D
Gauss Rifle	8	3	2	1	8	3	2	1	10	5	4	3	11	6	5	4	8	3	2	1	8	3	2	1	14	9	8	7	3D
— Full Automatic	5	0	-3	-4	5	0	-3	-4	7	2	-1	-2	9	4	1	0	5	0	-3	-4	5	0	-3	-4	12	7	4	3	3D
Accelerator Rifle	13	11	3	4	13	11	3	4	16	14	6	7	18	16	8	7	13	11	3	4	12	10	2	3	21	19	11	12	3D
— Full Automatic	12	10	0	2	12	10	0	2	15	13	3	5	17	15	5	7	12	10	0	2	14	12	2	4	20	18	8	10	3D
Light Assault Gun — HE	9	4	4	5	9	4	4	5	12	7	7	8	14	9	9	10	9	4	4	5	11	6	6	7	16	11	11	12	4D
— Discard Sabot	13	5	3	4	13	5	3	4	14	6	4	5	15	7	5	6	13	5	3	4	13	5	3	4	16	8	6	7	4D
— Flechette	7	2	0	1	7	2	0	1	12	7	5	6	15	10	8	7	7	2	0	1	10	5	3	4	17	12	10	11	2D
4cm RAM — HE	—	—	1	2	—	—	1	2	—	—	3	4	—	—	4	5	—	—	1	2	—	—	1	2	—	—	7	8	8D
— HE, FA	—	—	-4	-4	—	—	-4	-4	—	—	-2	-2	—	—	-1	-1	—	—	-4	-4	—	—	-4	-4	—	—	2	2	8D
— HEAP	—	—	4	6	—	—	4	6	—	—	4	6	—	—	4	6	—	—	4	6	—	—	4	6	—	—	6	8	8D
— HEAP, FA	—	—	0	2	—	—	0	2	—	—	0	2	—	—	0	2	—	—	0	2	—	—	0	2	—	—	2	4	8D
— Flechette	—	—	-2	-1	—	—	-2	-1	—	—	2	3	—	—	7	8	—	—	-2	-1	—	—	2	3	—	—	10	11	3D
— Flechette, FA	—	—	-7	-8	—	—	-7	-8	—	—	-3	-4	—	—	2	3	—	—	-7	-8	—	—	-3	-4	—	—	6	7	3D
Light Machine Gun, FA	—	8	-2	0	—	8	-2	0	—	12	2	4	—	15	5	7	—	8	-2	0	—	11	1	3	—	17	7	9	3D
AutoCannon — HE, FA	—	—	-4	-4	—	—	-4	-2	—	—	-4	-2	—	—	-4	-2	—	—	-4	-2	—	—	-4	-2	—	—	0	2	8D
— Discard Sabot, FA	—	—	-4	-2	—	—	-4	-2	—	—	-4	-2	—	—	-4	-2	—	—	-4	-2	—	—	-4	-2	—	—	-2	0	6D
Plasma Gun, PGMP-12	—	—	4	3	—	—	4	3	—	—	4	3	—	—	4	3	—	—	4	3	—	—	4	3	—	—	6	4	10D
Plasma Gun, PGMP-13	—	—	1	1	—	—	1	1	—	—	1	1	—	—	1	1	—	—	1	1	—	—	1	1	—	—	4	4	12D
Plasma Gun, PGMP-14	—	—	1	1	—	—	1	1	—	—	1	1	—	—	1	1	—	—	1	1	—	—	1	1	—	—	4	4	12D
Fusion Gun, FGMP-14	—	—	0	1	—	—	0	1	—	—	0	1	—	—	0	1	—	—	0	1	—	—	0	1	—	—	1	2	16D
Fusion Gun, FGMP-15	—	—	0	1	—	—	0	1	—	—	0	1	—	—	1	1	—	—	0	1	—	—	0	1	—	—	1	2	16D
VRF Gauss Gun, FA	—	—	-7	-4	—	—	-7	-4	—	—	-7	-4	—	—	-7	-4	—	—	-7	-4	—	—	-7	-4	—	—	-5	-2	10D

All weapons on this side of the chart are guns with semi-automatic fire, unless marked FA, in which case the weapon is full automatic. The rules booklet contains accessories which may be added to some of these weapons. The rules booklet also covers use of this chart and exceptions to this data.

PSIONIC RANGE COST TABLE

	C	S	M	L	V	D	VD	R	CT	P
Telepathy (5)	0	1	2	3	3	4	4	5	5	6
Clairvoyance (6)	0	1	1	2	2	3	3	4	4	4
Telekinesis (6)	0	1	2	4	9	-	-	-	-	-
Teleportation (9)	1	2	3	3	3	4	4	5	5	5

Awareness = 7 strength, 0 Range

Special = 9 strength, other costs by Judge

Awareness	Lvl	Strength
Suspended Animation	2	3
Enhanced Strength	4	Variable
Enhanced Endurance	5	Variable
Regeneration	9	Variable

RC=Range Cost in Psionic Strength Points

Psionic Recovery=after 3 hours recover 1 point/hour

Telepathy	Lvl	Strength
Life Detection	1	1+RC
Telempathy	2	1+RC
Read Surface Thoughts	4	2+RC
Send Thoughts	5	2+RC
Probe	9	8+RC
Assault (2D+6)	10	13+RC
Shield	1	-

Teleportation	Lvl	Strength
Body Only	5	RC
Body & Clothing (1kg)	7	RC
Body & Load (1kg x strength)	9	RC

Clairvoyance	Lvl	Strength
Sense	2	1+RC
Clairvoyance	5	2+RC
Clairaudience	5	2+RC
Combined	9	2+RC
Direction	3	0+RC

Telekinesis	Lvl	Strength
1g (.03oz)	1	1+RC
10g (.35oz)	2	2+RC
100g (3.5oz)	3	3+RC
1kg (2.2lbs)	5	5+RC
10kg (22lbs)	8	8+RC
100kg (220.5lbs)	10	10+RC

Range Codes:
 D=Distant 500m-5km (.3-3.1mi)
 VD=Very Distant 5-50km (3.1-31mi)
 R=Regional 50-500km (31-311mi)
 CT=Continental 500-5,000km (311-3107mi)
 Planetary 5,000-50,000km (3107-31,069mi)

Armor Type (and Range)

Weapon Type	Nothing				Jack				Mesh				Cloth				Reflec				Ablat				Battle				Hits
	C	S	M	L	C	S	M	L	C	S	M	L	C	S	M	L	C	M	S	L	C	M	S	L	C	M	S	L	
Hands	5	6	-	-	7	8	-	-	10	11	-	-	10	11	-	-	6	7	-	-	7	8	-	-	12	13	-	-	1D
Claws	4	3	-	-	7	6	-	-	7	6	-	-	6	5	-	-	8	7	-	-	10	9	-	-	14	13	-	-	1D
Teeth	4	6	-	-	5	7	-	-	7	9	-	-	6	8	-	-	8	10	-	-	10	12	-	-	13	15	-	-	2D
Horns	7	5	-	-	8	6	-	-	9	7	-	-	10	8	-	-	7	5	-	-	11	9	-	-	14	12	-	-	2D
Hooves	6	3	-	-	6	3	-	-	7	4	-	-	7	4	-	-	6	3	-	-	7	4	-	-	15	12	-	-	2D
Stinger	0	2	-	-	1	3	-	-	4	6	-	-	3	5	-	-	2	4	-	-	4	6	-	-	10	12	-	-	3D
Thrasher	-4	0	-	-	-4	0	-	-	-1	3	-	-	-1	3	-	-	-4	0	-	-	-1	3	-	-	3	7	-	-	3D
Club	7	6	-	-	7	6	-	-	9	8	-	-	10	9	-	-	7	6	-	-	9	8	-	-	14	13	-	-	2D
Dagger	7	9	-	-	8	10	-	-	11	13	-	-	11	13	-	-	7	9	-	-	9	11	-	-	12	14	-	-	2D
Blade	6	6	-	-	7	7	-	-	11	11	-	-	11	11	-	-	6	6	-	-	10	10	-	-	12	12	-	-	2D
Foil	7	6	-	-	9	8	-	-	13	12	-	-	12	11	-	-	7	6	-	-	11	10	-	-	17	16	-	-	1D
Cutlass	8	2	-	-	9	3	-	-	14	8	-	-	15	9	-	-	8	2	-	-	14	8	-	-	18	12	-	-	2D
Sword	7	4	-	-	7	4	-	-	13	10	-	-	13	10	-	-	7	4	-	-	12	9	-	-	16	13	-	-	2D
Broadsword	11	0	-	-	11	0	-	-	15	4	-	-	16	5	-	-	11	0	-	-	15	4	-	-	20	9	-	-	4D
Bayonet	7	4	-	-	8	5	-	-	9	6	-	-	10	7	-	-	7	4	-	-	11	8	-	-	15	12	-	-	3D
Spear	9	6	-	-	10	7	-	-	12	9	-	-	12	9	-	-	11	8	-	-	13	10	-	-	16	13	-	-	2D
Halberd	4	3	-	-	5	4	-	-	10	9	-	-	11	10	-	-	4	3	-	-	10	9	-	-	13	12	-	-	3D
Pike	11	3	-	-	12	4	-	-	14	6	-	-	14	6	-	-	13	5	-	-	15	7	-	-	18	10	-	-	3D
Cudgel	8	8	-	-	8	8	-	-	10	10	-	-	11	11	-	-	8	8	-	-	10	10	-	-	15	15	-	-	2D
Sling	11	7	10	-	11	7	10	-	11	7	10	-	11	7	10	-	11	7	10	-	11	7	10	-	18	14	17	-	2D
Short Bow	12	7	8	14	13	8	9	15	17	12	13	19	17	12	13	19	11	6	7	13	14	9	10	16	18	13	14	18	1D
Long Bow	12	6	6	11	13	7	7	12	16	10	10	15	16	10	10	15	11	3	5	10	14	8	8	13	18	12	12	17	2D
Sporting Crossbow	9	5	6	13	9	5	6	13	11	7	8	15	12	8	9	16	9	5	6	13	11	7	8	15	16	12	13	20	2D
Military Crossbow	9	5	6	13	9	5	6	13	10	8	9	14	12	8	9	16	8	4	5	12	10	8	9	14	16	12	13	20	3D
Repeating Crossbow	11	7	11	15	12	8	12	16	13	9	13	17	13	9	13	17	11	7	11	15	12	8	12	16	18	14	18	24	2D