

Melee Weapons

Weapon	Req	Adv	Melee PB	Melee Short	Dmg	Weight	Price	TL
Claws	-	-	+1	+2	2D	-	-	-
Teeth	-	-	+2	+0	2D	-	-	-
Horns	-	-	-1	+1	2D	-	-	-
Hooves	-	-	-1	+2	2D	-	-	-
Stinger	-	-	+4	+2	3D	-	-	-
Thrasher	-	-	+5	+1	2D	-	-	-
Hands	6-	-2	9+	+1	1D	-	-	-
Club	5-	-4	8+	+2	2D	1000	-	0
Dagger	3-	-2	8+	+2	2D	250	10	1
Blade	4-	-2	9+	+1	2D	350	50	3
Foil	4-	-1	10+	+1	1D	500	100	3
Cutlass	6-	-2	11+	+2	3D	1250	100	3
Sword	5-	-2	10+	+1	2D	1000	150	1
Broadsword	7-	-4	12+	+2	4D	2500	300	2
Bayonet	4-	-2	9+	+2	3D	250	10	3
Spear	4-	-1	9+	+2	2D	2000	10	0
Halberd	5-	-3	10+	+2	3D	2500	75	2
Pike	6-	-2	10+	+2	3D	3000	40	1
Cudgel/Stock	4-	-1	8+	+2	2D	1000/-	10/-	0
Shield	5-	-2	9+	+2	2D	5000	60	1

ARMOR

Armor Type	TL	Prot	Skill	Cost	Mass (Kg)
Jack	1	1	None	50	1
Mesh	6	2	None	150	2
Cloth	7	3	None	250	2
Cloth	10	5	None	500	1
Flak Jacket	7	4	None	100	2
Flak Jacket	8	6	None	300	2
Vacc Suit	8	4	Vacc Suit 1	7,000	24
Vacc Suit	12	6	Vacc Suit 0	10,000	12
Vacc Suit	14	8	Vacc Suit 0	13,000	4
Hostile Environment Suit	8	6	Vacc Suit 2	12,000	36
Hostile Environment Suit	9	7	Vacc Suit 2	16,000	27
Hostile Environment Suit	12	8	Vacc Suit 1	18,000	18
Hostile Environment Suit	13	9	Vacc Suit 1	20,000	12
Hostile Environment Suit	14	10	Vacc Suit 1	150,000	6
Ablat	9	1/6 lasers	None	75	2
Reflect	10	0/10 lasers	None	1,500	1
Combat Armor	11	12	None	20,000	18
Combat Armor	13	14	None	30,000	10
Combat Armor	14	16	None	60,000	6
Battle Dress	13	16	Battle Dress 1	200,000	26 (6.5)
Battle Dress	14	18	Battle Dress 1	350,000	12 (3)

Archaic Weapons

Weapon	Req	Adv	PB	Short	Med	Long	Ext	Recoil	ROF	Ammo Rel.	Dmg	Weight	Ammo	Price	Ammo	TL			
Sling	3-	-2	11+	+1	-1	+3	+0	No	No	-	1	1	1	2D	-	100	1	-	0
Short Bow	5-	-2	10+	+1	-3	+2	+1	-5	No	-	1	1	1	1D	500	100	50	2	0
Long Bow	7-	-3	11+	+2	-5	+1	+1	-4	No	-	1	1	1	2D	1000	100	75	2	1
Sporting Crossbow	4-	-2	9+	+1	-4	+0	-1	-8	No	-	1	1	1	2D	3000	100	150	2	2
Military Crossbow	6-	-2	11+	+1	-4	+0	-1	-8	No	-	1	1	1	3D	6000	100	250	2	2
Repeating Crossbow	8-	-2	12+	+1	+0	-2	+0	-10	No	-	1	10	1	2D	4000	100	200	8	2
Hand Cannon	7-	-2	10+	+1	No	+1	-1	-3	No	-	1	1	2 rds	1D	5000	50	50	5	2
Flintlock Musket	5-	-1	9+	+1	-2	+2	+3	+3	No	MF: 4+	1	1	1 rd	3D-1	4000	50	100	5	3
Percussion Rifle	6-	-2	8+	+2	-3	+1	+4	+4	+2	-	1	1	1 rd	3D	4000	50	100	10	4
Muzzle-load Pistol	7-	-2	10+	+1	+1	+1	-1	-3	No	MF: 4+	1	1	1 rd	1D	1500	50	75	5	3
Percussion Pistol	7-	-2	10+	+1	+1	+1	-1	-3	No	-	1	1	1 rd	1D	1500	50	75	10	4
Percuss. Revolver	7-	-2	9+	+1	+1	+2	+0	No	No	-	1	6	8r/2 rds	2D	1000	300/50	125	10	4

RANGES:

Range	Distance	Range	Distance
Point Blank	less than 2 meter	Long	51 to 200 meters
Short	2 to 20 meters	Extreme	200 to 5,000 meters
Medium	20 to 50 meters	Very Distant	5 to 50 kilometers

MELEE RANGES:

For use with Melee Weapons

Range	Distance
Melee Point Blank	0 to 2 meters
Melee Short	2+ to 4 meters

Civilian Weapons

Weapon	Req	Adv	PB	Short	Med	Long	Ext	Recoil	ROF	Ammo	Rel.	Dmg	Weight	Ammo	Price	Ammo	TL		
Pistol	7-	-2	10+	+1	+1	+1	-1	-3	No	-	1	6	1	1D	250	50	500	20	5
Pistol, Semi-Auto	7-	-2	10+	+1	+1	+0	-1	-4	No	-1	2	15	1	1D+1	750	250	200	10	5
Pistol, Automatic	7-	-2	10+	+1	+0	+0	-2	-5	No	-1	5	30	1	1D-1	750	250	300	10	6
Rifle	6-	-2	8+	+2	-3	-1	+3	+4	+2	-	1	5	1	3D	4000	500	200	20	5
Rifle, Semi-Auto	6-	-2	8+	+2	-4	+0	+2	+3	+0	-2	3	30	1	3D-1	5000	500	600	20	6
Shotgun	4-	-1	9+	+1	+0	+3	+2	-2	No	-	1	5	1	3D	3750	750	150	10	4
Shotgun, Semi-Auto	5-	-2	9+	+1	-1	+2	+1	-2	No	-3	3	5	1	3D-1	4000	750	200	10	5
Carbine	5-	-1	9+	+1	-2	+2	+3	+3	+0	-1	2	30	1	3D-1	3000	250	200	10	5
Submachine Gun	6-	-2	9+	+2	+0	-1	-1	No	No	-1	5	30	1	1D	2500	500	500	20	5
Revolver	7-	-2	9+	+1	+1	+2	+0	No	No	-	1	6	1	2D	900	100	150	5	4
Snub Pistol	7-	-2	10+	+1	No	+0	-6	No	No	-	1	6	1	1D+1	250	30	150	10	8
Accelerator Rifle	6-	-1	9+	+1	-8	-6	+2	+2	No	-	1	15	1	3D-1	2500	500	900	25	9
Pistol, Laser	7-	-3	10+	+2	+2	+2	+0	-2	-4	-	1	5/50	1/3	2D+1	750	200/2000	2,000	150/1500	9

Military Weapons

Weapon	Req	Adv	PB	Short	Med	Long	Ext	Recoil	ROF	Ammo	Rel.	Dmg	Weight	Ammo	Price	Ammo	TL		
Rifle, Automatic	6-	-2	8+	+2	-4	+1	+2	+2	-2	-3	5	30	1	3D-3	5000	500	1,000	20	6
Shotgun, Automatic	5-	-2	9+	+1	-2	+1	+1	-4	No	-3	5	25	1	3D-3	4500	750	250	10	6
Gauss Rifle	7-	-2	10+	+2	-4	+1	+3	+6	-2	-1	5	40	1	4D	3500	400	1,500	30	12
Machine Gun	7-	-2	10+	+2	-3	+1	+3	+2	+0	-2	5	100	1	3D-3	5500	25000	12000	120	5
VRF Gauss Gun	7-	-2	10+	+2	No	-4	+1	+3	+2	-1	5	1000	1	10D/5D	2000 kg	10 kg	200,000	200	10
Laser Carbine	6-	-3	10+	+2	-2	+2	+3	+3	+0	0	1	5/50	1/3	4D-1	5000	300/3000	2,500	100/1000	8
Laser Rifle	7-	-3	11+	+2	-4	+1	+3	+4	+2	0	1	5/50	1/3	4D	6000	400/4000	3,500	150/1500	9
Plasma Gun, BD-12	8-	-2	11+	+1	No	No	+2	+1	+0	0		40	3	10D/5D	6000	3000	10,000	2,500/50	12
Plasma Gun, BD-13	8-	-2	11+	+1	No	No	+3	+3	+2	0	1	40	3	10D/5D	900	7000	65,000	50000/20	13
Plasma Gun, MP-14	8-	-2	11+	+1	No	No	+3	+3	+2	0	1	40	3	12D/6D	9000/50	1600/90	300,000	250000/50	14
Fusion Gun, BD-14	7-	-1	10+	+1	No	No	+4	+3	+3	0	1	40	3	16D/8D	1000	9000	100,000	65000/50	14
Fusion Gun, MP-15	8-	-2	11+	+1	No	No	+4	+3	+3	0	1	40	3	16D/8D	1000/50	2000/110	400,000	300000/70	15



Pistol



Semi Auto Pistol



Automatic Pistol



Revolver



Submachinegun



Rifle



Semi-Automatic Rifle



Automatic Rifle

Weapon Sights

Type	TL 8	TL9	TL10	TL11	TL12	TL13	TL14	Cost	Weight	Note
Red Dot	+1	+1	+2	+2	+3	+3	+4	1000	200	PB, Short
Telescopic	+2	+2	+3	+3	+4	+4	+5	200	800	Med +
ACOG	+1	+1	+2	+2	+3	+3	+4	2000	650	Short,Med
Laser	+2	+2	+2	+3	+3	+4	+5	200	–	Med,long
Holographic	NA	+1	+2	+2	+3	+3	+4	2000	500	PB+
HUD	NA	NA	+1	+1	+1	+1	+1	1500	500	Sight Bonus
Motion	NA	Avail	Avail	Avail	Avail	Avail	Avail	1500	500	Motion
Smart Tracker	NA	Avail	Avail	Avail	Avail	Avail	Avail	500	200	Tag +2, Add
Infra-Red	Avail	Avail	Avail	Avail	Avail	Avail	Avail	750	500	Visibility
Low Light	Avail	Avail	Avail	Avail	Avail	Avail	Avail	750	500	Darkness
RWave	NA	Avail	Avail	Avail	Avail	Avail	Avail	300	750	LOS, 1m
Grav Sense	NA	NA	NA	Avail	Avail	Avail	Avail	1000	750	LOS, 3m
Silencer	-3	-3	-2	-2	-1	-1	0	200	600	Dmg Reduce

Weapon Ammo

Type	TL 8	TL9	TL10	TL11	TL12	TL13	TL14	Cost	Note
Drum								X5	50 rds
Belt								X10	100 rds
Hollow point	+1	+1	+2	+2	+3	+3	+4	x3	Damage
Armor piercing	-1	-2	-3	-4	-5	-6	-7	x3	Armor
Explosive	+1	+1	+2	+2	+3	+3	+4	x12	Damage
Caseless	NA	NA	NA	x2	x2	x3	x3	x1.5	Capacity
APE	-1/+1	-2/+1	-3/+2	-4/+2	-5/+3	-6/+3	-7/+4	x15	Armor/damage

Weapon Stocks

Type	TL 8	TL9	TL10	TL11	TL12	TL13	TL14	Cost	Weight	Note
Stabilized Stock	+1	+1	+2	+2	+3	+3	+4	200	1000	Stock only
Vented compensator	+1	+1	+1	+2	+2	+3	+4	100	200	Powder only
Gyro-Stabilized	+1	+1	+2	+2	+3	+3	+4	1000	500	Energy only



Shotgun



Automatic Shotgun



Carbine



Laser Pistol



Laser Carbine



Laser Rifle