

ELECTROTHERMAL SLUGTHROWERS

These are improved versions of modern-day pistols and rifles. They resemble 20th century slugthrowers, but instead of relying on the chemical energy of the propellant, they use an electrical charge to vaporize it into expanding plasma that accelerates the round. The result is a "softer" launch that reaches a very high velocity without significant increase in recoil.

Most electro-thermal slugthrowers use caseless ammunition: a solid block of propellant replaces the traditional cartridge containing the loose propellant. Losing the cartridge reduces ammunition weight and bulk, and eliminates the need for ejection ports (which can allow dirt into the weapon), making the weapon's action more reliable.

The butt or stock of an electro-thermal (ET) slugthrower incorporates a small removable power cell to provide the needed electrical pulse. Each provides enough power (equivalent to 1 SEU) to fire 10 magazines.

Weapons capable of burst (automatic) fire receive a +10 bonus to the attack. Burst fire can target up to 5 adjacent targets and does damage equal to 3 normal shots, plus one shot per target after the first. Damage is divided between all targets.

Very Light Target ET Pistol, 5mmCP

This pistol is popular for target shooting and small animal hunting.



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
1d10	6	18	36	72	180	20	-10	-5	--	3	Inertia		

Light Pocket ET Pistol, 7mmCP

This small pistol can fit in the palm of your hand and is easily concealed. It is carried by individuals wishing a little protection without advertising that they are armed.

Damage	Range (in meters)					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10-4	2	6	12	24	60	6	-40	--	-20	3	Inertia		

Light Compact ET Pistol, 7mmCP

This weapon has a longer range and more ammo than the pocket pistol above. It is still reasonably easy to conceal and is carried by personnel requiring light weight protection.



Damage	Range (in meters)					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10-4	4	12	24	48	120	10	-20	-5	-5	3	Inertia		

ET Pistol, 9mmCP

This weapon is the most common ET handgun and is a common sidearm for human military and police forces.



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10	5	15	30	60	150	15	-15	-5	-10	3	Inertia		

Heavy ET Pistol, 11mmCP

This big, semi-automatic pistol fires a powerful round, trading higher power for fewer rounds and a larger frame. Its size makes it hard to conceal, and it requires a strong person to shoot accurately. This weapon is also a common military and police sidearm for forces wanting a little more punch than the 9mm above.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10+4	6	18	36	72	180	10	-10	-5	-15	3	Inertia		

Heavy Pocket ET Pistol, 11mmCP

For individuals wishing stopping power and concealability, there is this small weapon. It carries one round in each of its two barrels.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10+4	2	6	12	24	60	2	-30	--	-20	3	Inertia		

Very Heavy Target ET revolver, 13mmCP

This monster is carried by hunters and those attempting to intimidate others. It is a huge handgun firing a very powerful round.



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
3d10	6	18	36	72	180	6	-5	-5	-20	2	Inertia		

Light ET Machine Pistol, 7mmCP

The 7mm is a very compact machine pistol the size and shape of an ordinary handgun, but capable of firing either single shots or bursts. It enjoys popularity in covert operations.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10-4	4	12	24	48	120	20	-15	-5	-5	3B	Inertia		

ET Machine Pistol, 9mmCP

The 9mm version is a big pistol with a folding front foregrip. With its high rate of fire and large magazine capacity, it is generally only found in military use.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10	5	15	30	60	150	30	-5	-5	-10	3B	Inertia		

ET SMG, 9mmCP

Submachine guns are fully automatic weapons that fire pistol-caliber ammunition. This model features a pistol grip and extra foregrip for better control. Due to their combination of firepower and maneuverability, SMGs find favor with anybody fighting aboard a spaceship or confined area



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10	5	15	30	60	150	30	--	-5	-5	3B	Inertia		

Light ET Assault Rifle, 5.5mmCLR (“Caseless Long Rifle”)

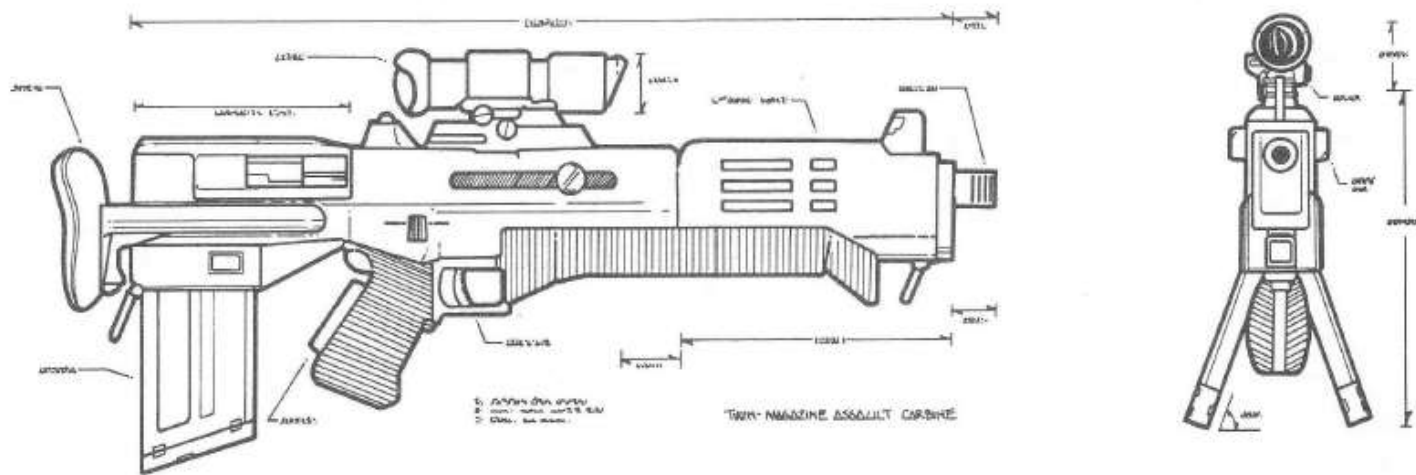
This assault carbine fires a small 5.5mm bullet at a high rate of fire. This is a common human infantry weapon



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10	10	50	100	200	500	40	+10	-10	-10	3B	Inertia		

Light Advanced ET Assault Rifle, 5.5mmCLR

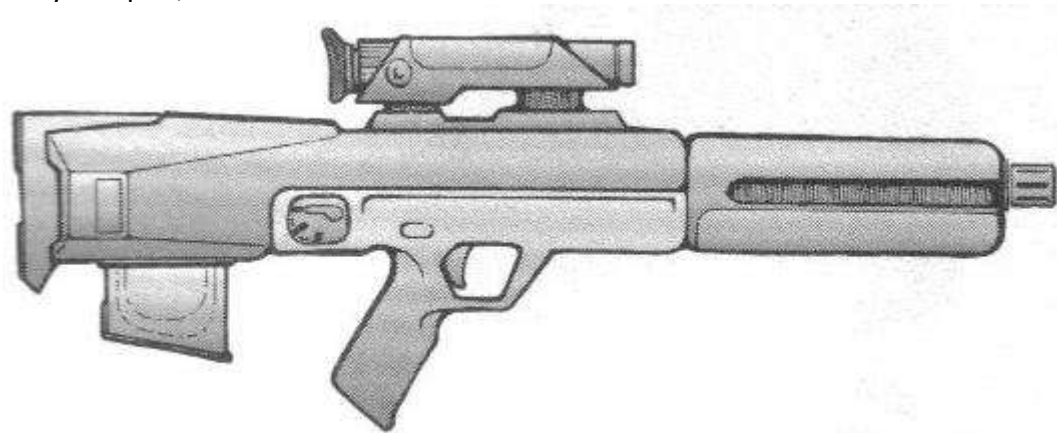
This weapon is a more advanced version of the above weapon. Its advantage is greater ammunition capacity. It accomplishes this with its twin 30-round magazines, both feeding into the same firing chamber. Each magazine can be loaded with a different type of ammunition, usually a mix of armor-piercing and explosive rounds. The firer can select between magazines but it must be announced before firing.



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10	10	50	100	200	500	60 (30x2)	N/A	-10	-10	3B	Inertia		

ET Assault Rifle, 6.8mmCLR

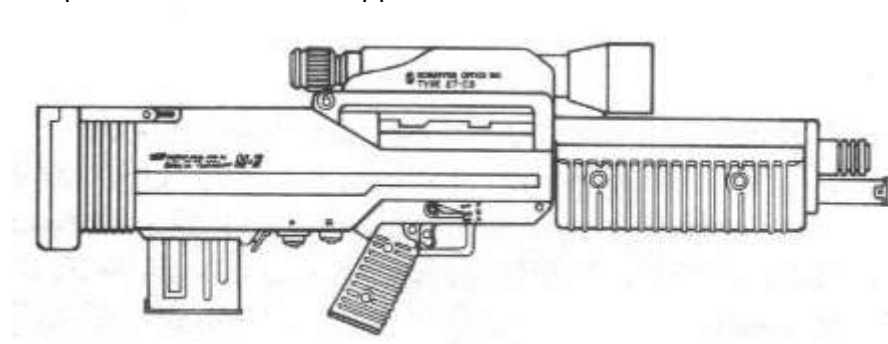
The assault carbine is a simple bullpup-style weapon. It has a bit more power and range than the 5.5mm model, and lacks the twin magazine feature. This is another standard human military weapon, often loaded with AP bullets.



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10+4	12	60	120	240	600	30	+20	-10	-15	3B	Inertia		

Heavy ET Battle Rifle, 7.7mmCLR

Sometimes you need more punch than an assault carbine. This caseless battle rifle fires a more powerful (if slightly lower velocity) 7.7mm caseless rifle round, making it popular with troops who expect to face armored opponents. Its drawbacks include heavier ammunition and noticeably higher recoil.



Human Heavy Battle Rifle

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
3d10	10	50	100	200	500	20	N/A	-10	-20	2B	Inertia		

Heavy Sniper Rifle, 12.7mmCLR

This is a big "anti-materiel rifle" - a large-caliber sniper weapon powerful enough to damage or cripple light vehicles more than a kilometer away. These weapons typically equip Special Forces and recon units, and are used to pin down or neutralize high-value targets such as command posts, guided-missile teams and combat robots.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
4d10	20	100	200	500	1000	10	N/A	-20	-20	2	Inertia		

Hunting Rifle, 7.7mmCR

This semi-automatic rifle fires the same ammunition as the battle rifle. It retains popularity as a sporting or colonial weapon even at higher TLs. Some armed forces upgrade these weapons to improve accuracy and issue them as a lower weight alternative to the heavy sniper rifle.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10+4	15	75	150	375	750	10	N/A	-10	-10	2	Inertia		

MACHINE GUNS

These full-automatic weapons are designed to be fired in long bursts from a bipod (or in some cases, tripod) mount, using an ammunition belt (sometimes contained within a cassette or box). For firing on the move, machine guns often are carried using either an articulated weapon harness or the gyro-stabilized weapon harness. These weapons use the Projectile weapons skill.

Light ET Machine Gun, 6.8mmCR

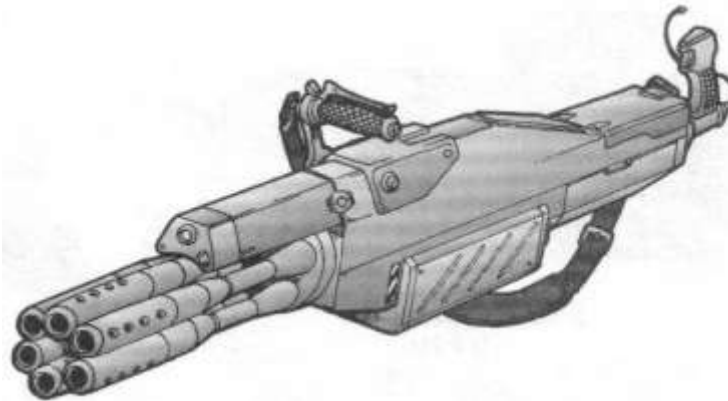
A light belt-fed machine gun, it comes equipped with a folding bipod or can use a tripod. It fires the same round as the 6.8mm assault rifle. Its extremely reliable action makes it excel in suppressive fire.



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10+4	12	60	120	240	600	belt	N/A	-15	-15	4B	Inertia		

Light ET Minigun, 6.8mmCR

This portable, tripod-mounted Gatling gun boasts six barrels and an electric action firing up to 100 rounds per second. A powerclip (good for 9,000 shots) powers it.



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10+4	12	60	120	240	600	Belt	N/A	-20	-20	10BO	Inertia		

Heavy ET Machine Gun 12.7mmCLR

This belt-fed, single-barrel machine gun fires the same round as the heavy sniper rifle from a tripod mount. It usually serves in perimeter defense or as a vehicular weapon. Normal humans can't handle its weight while firing removed from the tripod mount, but cyborgs and powered infantry sometimes use it as a hand-held weapon.

Damage	Range	Ammo	Conceal	Snap	Recoil	Rate	Defense	Weight	Cost
--------	-------	------	---------	------	--------	------	---------	--------	------

	Point Blank	Short	Medium	Long	Extreme			Shot					
4d10	20	100	200	500	1000	Belt	N/A	-20	-20	5BO	Inertia		

SHOTGUNS

Shotguns are a special category of slugthrower: they are smoothbore rifles firing large rounds. The usual shotgun ammunition is shot, a cartridge containing multiple small pellets, but rifled slug can be used. Damage for shot is variable by range; damage reduces for each range category. Unless otherwise noted, Projectile Weapons skill is used when firing them.

Assault Shotgun, 18.5mmSH

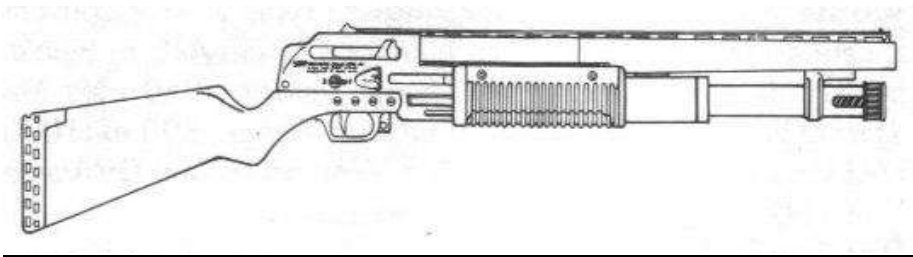
This heavy shotgun can fire bursts. A specially designed telescoping stock reduces recoil. The assault shotgun looks much like a large, short-barreled assault rifle.



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
4d10/3d10/ 2d10/1d10	4	12	24	48	--	20	+10	-10	-20	2B	Inertia		
3d10 (Slug)	5	15	30	60	150	20		-10	-20	2B	Inertia		

Shotgun, 18.5mmSH

The shotgun is a typical semi-automatic shotgun commonly used as a hunting and defense weapon.



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
4d10/3d10/ 2d10/1d10	4	12	24	48	--	10	+20	-15	-20	2	Inertia		
3d10(Slug)	10	30	60	120	300	10		-15	-20	2	Inertia		

GAUSS WEAPONS

With the Vrusk homeworld's lack of explosive chemicals and common magnetic materials, Vrusk advanced this technology to a much greater extent than humans (who never pursued this technology). These weapons use electromagnetic impulses to propel projectiles. All operate silently, except that most fire rounds that crack the sound barrier. However, since they have no muzzle flash, this sound is hard to localize; an INT test at -30 is necessary to locate the firer by sound alone. They require both a magazine of ammo and a power cell, which are consolidated into one package. Unless otherwise indicated, the Projectile skill is used to fire gauss weapons. Gauss weapons are effectively recoilless (their recoil is too small to be significant in game terms).

GAUSS WEAPONS

These electromagnetic guns fire needles at hypersonic velocities. While slightly less powerful than ET firearms, gauss needlers carry more shots and have a better range. Due to the space needed to accelerate the needle, Gauss weapons tend to be longer than their ET counterparts, and Vrusk rifles may use more than 2 appendages to fire effectively. For an extra ?cr gauss needlers may have a variable-velocity setting (it takes one action to switch settings). Needles can then be fired at normal or low velocity; when fired on low-velocity setting they do -4 damage (minimum of 1 point), but are subsonic; the noise they make is no louder than a mosquito.

Gauss Pistol, 4.7mmGN

This small gauss pistol fires a 4.7mmGN (Gauss Needle) "needle" at high velocity.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
1d10+4	6	18	36	72	180	30	-10	-5	--	3	Inertia		

Heavy Gauss Pistol, 6.2mmGN

This is a standard gauss pistol firing 6.2mmGN, commonly carried by Vrusk military personnel.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10-2	8	24	48	96	240	25	-5	-5	--	3	Inertia		

Gauss Machine Pistol, 4.7mmGN

This sidearm is a gauss version of the ET machine pistol with a high rate of fire and large ammo capacity. Due to the lack of recoil, it is more manageable under automatic fire than its ET counterpart.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
1d10+4	6	18	36	72	180	50	-5	-5	--	3B	Inertia		

Gauss Assault Carbine, 4.7mmGN

Along with the ET assault weapons, this is a standard battlefield weapon. Compared to ET weapons, it trades some hitting power for longer range and higher ammunition capacities.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
1d10+4	12	36	72	144	360	50	N/A	-15	--	3B	Inertia		

Heavy Gauss Battle Rifle, 6.2mmGN

This weapon is a larger version of the gauss assault carbine with more punch. This is a common Vrusk infantry weapon and the Vrusk weapon uses the first set of legs to brace the rifle and hands to aim it.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
2d10-2	15	45	90	180	450	40	N/A	-20	--	3B	Inertia		

Gauss Sniper Rifle, 3.8mmGN

This very long-barreled, semi-automatic Gauss rifle fires 3.8mm slugs at hypersonic velocities. It usually is used as a military anti-materiel rifle, its big advantage over such weapons such as the heavy sniper rifle being its large ammunition capacity and somewhat lighter weight, especially when loaded. It includes a folding bipod for accurate prone firing.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
3d10	25	150	300	600	1200	20	N/A	-25	--	3	Inertia		

Gauss HMG, 3.8mmGN

This tripod-mounted 3.8mm Gauss machine gun fires the same round as the Gauss sniper rifle from a 4,000-round ammo cassette.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
3d10	20	120	240	480	960	20	N/A	-20	--	3	Inertia		

GYROJETS

Gyrojet weapons fire 19mm (.75 caliber) spin-stabilized rockets. Hard hitting with a long range, these weapons are slow and cumbersome. Their use of a standardized caliber of ammo for all Gyrojet pistols, carbines and machine guns makes them easy to supply, while the low stress of rocket firing enables them to fire high-caliber bullets without requiring heavy construction. Almost half of a Gyrojet weapon's weight is its ammo load. Gyrojet weapons are used by police and special forces-issue weapons because of their versatility. Gyrojet weapons use the Gyrojet Weapons skill. Effectively recoilless, they are not silent. The hissing sound the rockets make is hard to localize; an INT test at -30 is needed to spot the firer by sound alone.

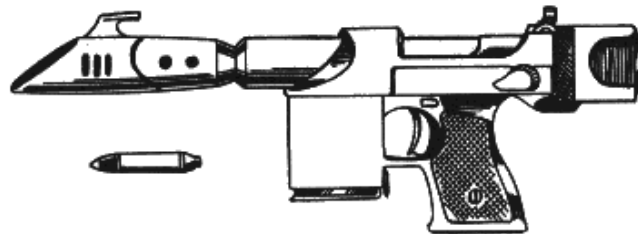
Gyrojet weapons are available in different configurations, but the different weapon types only affect the weapon's ammo; damage and range of a Gyrojet weapon depends on the ammunition being used. Gyrojet weapons are not effective at very short range, because the rocket is still accelerating. Thus the short range modifier is used even at point blank range.

Gyrojet weapons are a common shipboard weapon, as their lack of recoil makes them excellent zero-gravity firearms.

Skinsuits and inertia screens absorb half the damage from a gyrojet rocket.

Gyrojet Pistol, 19mm (Varies)

This is a large handgun firing small rockets. It uses magnetic propulsion to launch the rocket out of the barrel where the round's engines will ignite.



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
varies	varies	varies	varies	varies	varies	10	-5	-10	--	2	Inertia		

Gyrojet Carbine, 19mm (Varies)

The carbine is a larger version of the pistol. Its only advantage is it holds more shots and a folding shoulder stock.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
varies	varies	varies	varies	varies	varies	20	+10	-15	--	2	Inertia		

Automatic Gyrojet Launcher, 19mm (Varies)

The third weapon in the Gyrojet series, the AGL is a general-purpose cannon. Loaded with a cassette of AP rounds, it is often mounted as a secondary weapon on armored fighting vehicles. With gas or stingray rockets it is used on police vehicles for riot control. The weapon is loaded with three separate 20-round cassettes and the gunner can switch between them each turn. When one is empty, the weapon automatically switches to another.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
varies	varies	varies	varies	varies	varies	60	N/A	-20	--	2	Inertia		

Holdout Gyrojet, 19mm (Varies)

This derringer-sized gun breaks open to fire single shots. For double cost, these can be disguised as drug inhalers, pneumatic hypos, pens, wallets and so on.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
varies	varies	varies	varies	varies	varies	1	-20	-5	--	1	Inertia		

Under-barrel Gyrojet, 19mm (Varies)

An alternative to grenade launchers, this pump-action Gyrojet launcher must be attached under the barrel of any reasonably large gun. The Gyrojet launcher is fired using its own statistics. The Gyrojet's trigger is located next to the slide action for the pump. In a given turn a shooter can fire either the Gyrojet or the host weapon, or both. If both are fired, it counts as shooting with two weapons.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
varies	varies	varies	varies	varies	varies	4	N/A	*	--	1	Inertia		

* = per weapon mounted on.

Light Anti-Armor Weapon (LAW), 40mm (Varies)

The LAW is a disposable single shot rocket launcher generally carried by infantry to give them some effectiveness again armor. The weapon collapses to save on bulk to be carried, and must be extended to engage the sights and trigger.

Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
varies	varies	varies	varies	varies	varies	1	+10	-20	--	1	Inertia		

Rocket Launcher, 40mm (Varies)

A larger cousin to the gyrojet weapons, it fires a much larger rocket (40mm). It holds 4 rockets in individual tubes sharing a common trigger mechanism.



Damage	Range					Ammo	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
varies	varies	varies	varies	varies	varies	4	N/A	-20	-20	2	varies		

Heavy Rocket Launcher, 100mm (Varies)

An even larger version firing heavy long-range rockets, this weapon has a single tube that must be reloaded every shot. Generally used in an anti-armor role. With its size, it must be braced or mounted to be fired.

Damage	Range					Defense	Cost	
	Point Blank	Short	Medium	Long	Extreme			
varies	varies	varies	varies	varies	varies	Inertia		

19mm Gyrojet ammunition types:

Slug rounds are essentially large bullets.

Damage	Range					Defense	Cost	Notes
	Point Blank	Short	Medium	Long	Extreme			
3d10	--	30	60	120	300	Inertia		

Extra Range (ER) round sacrifice some of the slug's weight for extra propellant.

Damage	Range					Defense	Cost	Notes
	Point Blank	Short	Medium	Long	Extreme			
2d10	--	50	100	200	500	Inertia		

Armor Piercing (AP) rounds have ultra-dense cores that will penetrate armor and skisuits. Inertial screens affect damage as normal (reduce to half).

Damage	Range					Defense	Cost	Notes
	Point Blank	Short	Medium	Long	Extreme			
2d10+4	--	30	60	120	300	Inertia		Armor is only half as effective

High Explosive (HE) rounds explode on impact causing concussive force and fragmentation damage. It is a heavier round with less propellant to make room for explosives.

Damage	Range					Defense	Cost	Notes
	Point Blank	Short	Medium	Long	Extreme			
4d10/1d10	--	20	40	80	200	Inertia		4d10 to target, 1d10 to all targets with 3m

Doze Gas rounds emit a small cloud of doze gas on the target. Doze gas is a fast-acting knockout gas. All creatures within the blast radius will fall asleep for d100 turns unless they pass a current Stamina check. A shot of stimdose will revive a sleeping individual immediately. The doze gas is effective only on the turn that the round goes off.

Damage	Range					Defense	Cost	Notes
	Point Blank	Short	Medium	Long	Extreme			
Sleep	--	20	40	80	200	--		Blast radius of 1m.

Stingray ammunition is a small highly-charged capacitor that shocks the target stunning them. A stun can knock a creature unconscious for d100 turns. Anyone hit by a stingray round can resist the stun by rolling a number less than or equal to its current Stamina. Anti-shock implants will negate the effect.

Damage	Range					Defense	Cost	Notes
	Point Blank	Short	Medium	Long	Extreme			
Stun	--	30	60	120	300	AS Implant		

Add 40mm and 100mm statistics.

LASERS

Lasers are commonly called blasters and fire highly energized pulses of light which burn the target. Laser weapons can be set to fire with varying amount of energy. Each weapon has a maximum amount of SEU's that it can fire and players can set the weapon to any amount up to the maximum. Players must state the level before firing the shot. Each SEU fired causes 1d10 points of damage. For example, when the dial is set at 3, the shot uses 3 SEU and causes 3d10 points of damage. Lasers use 20 SEU powerclips but can be attached to power belt packs or power backpacks.

While lasers are capable of heavy damage and have long ranges, they require a lot of power, are relatively fragile, and difficult to maintain. As such, they never fully replaced non-energy weapons from the modern landscape.

An albedo suit or screen halves the damage from lasers. Both cut damage to $\frac{1}{4}$.

Laser pistol, 1.5mm

The laser pistol is arguably the most common ranged weapon in Frontier space. It has dial that can be set from 1 to 3 SEU per shot.



Damage	Range					SEU	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
1d10 per SEU	5	20	50	100	200	1-3	-10	-5	--	2	Albedo		

Heavy Laser Pistol, 2.5mm

This is a larger version of the normal laser pistol that allows for more powerful shots. This weapon's dial can be set between 1 to 5 SEU per shot.

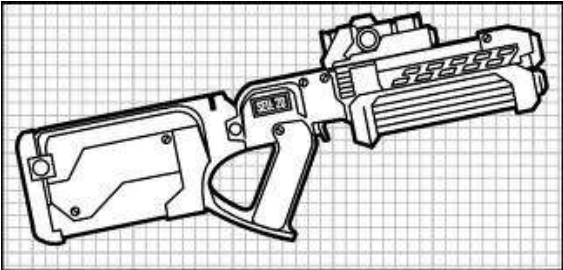


Damage	Range					SEU	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								

1d10 per SEU	5	20	50	100	200	1 - 5	-5	-5	--	2	Albedo		
-----------------	---	----	----	-----	-----	-------	----	----	----	---	--------	--	--

Laser Rifle, 2mm

This weapon is a rifle-sized version of the laser pistol with better focusing for longer range. This weapon dial can be set between 1 and 5 SEU per shot.



Damage	Range					SEU	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
1d10 per SEU	12	48	120	240	480	1 - 5	+10	-10	--	2	Albedo		

Heavy Laser Rifle, 3mm

This weapon is a more powerful version of the laser rifle. This weapon’s dial can be set between 1 to 8 SEU per blast. Due to its heavy power usage, a power backpack or backpack is recommended.



Damage	Range					SEU	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
1d10 per SEU	12	48	120	240	480	1 - 8	N/A	-15	--	2	Albedo		

Light Laser Cannon

This weapon is a man portable version of laser cannon. It can only be fired with a bipod, tripod, or specialized mount for powered armor. It has better focusing of the beam to allow for longer ranges and its dial can be set from 5 to 20 SEU per shot.



Damage	Range (in meters)					SEU	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
1d10 per SEU	50	250	500	1000	2000	5 - 20	--	-20	--	2	Inertia		

Sonic Weapons

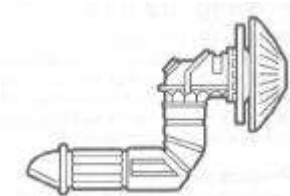
Sonic weapons fire a focused beam of sound that can stun targets or rip them apart. They are the energy equivalent of a shotgun and do more damage the closer they are to the target. As the weapon requires a medium to transfer the sound, they are useless in a vacuum and very limited underwater. Sonic weapons are obviously very loud weapons and cannot be muffled in any way.

Sonic weapons can be set to stun or disrupt. A weapon set to stun will stun a victim for d100 turns. The victim can avoid the effect of the hit by rolling his current Stamina or lower. A weapon set to disrupt will cause damage as per the weapons description.

Sonic Screens absorb all effects from sonic beams.

Sonic pistol

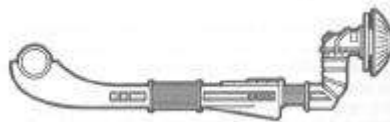
This is a large handgun sized weapon with a small parabolic dish at one end. When set to disrupt, it causes 4d10 damage in point blank range, 3d10 in short range, 2d10 in medium range, and 1d10 in long range. It has no extreme range. A sonic pistol uses 4 SEU when set to disrupt and 2 SEU when set to stun per shot.



Damage	Range					SEU	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
4d10/3d10/ 2d10/1d10	2	10	20	40	--	4 disr/ 2 stun	-5	-5	--	1	Sonic		

Sonic Rifle

This weapon is a rifle-sized version of the sonic class. When set to disrupt, it causes 6d10 damage in point blank range, 4d10 in short range, 2d10 in medium range, and 1d10 in long range. A Sonic Rifle uses 5 SEU on disrupt and 2 when set to stun.



Damage	Range (in meters)					SEU	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								

6d10/4d10/ 2d10/1d10	4	20	40	80	--	5 discr / 2 stun	N/A	-10	--	1	Sonic		
-------------------------	---	----	----	----	----	---------------------	-----	-----	----	---	-------	--	--

Sonic Devastator

A sonic devastator is a heavy weapon that must be mounted on a tripod or a swivel mount to be fired. Except for its greater range and damage, the sonic devastator operates just like the sonic disruptor. The Sonic Devastator does not have a stun setting, and it does 20d10 in point blank range, 15d10 in short range, 10d10 in medium range, 5d10 in long range, and 2d10 in extreme range.

Damage	Range (in meters)					SEU	Conceal	Snap Shot	Recoil	Rate	Defense	Weight	Cost
	Point Blank	Short	Medium	Long	Extreme								
20d10/15d10/ 10d10/5d10/ 2d10	6	30	60	120	240	10	N/A	-20	--	1	Sonic		

Optional Rules

Concealment

It represents the size and bulk of the weapon which affects how hard it is to conceal. If the weapon has a CONCEAL of N/A, then that weapon is too big to be concealed on person.

Generally, unless an individual is trying to hide a weapon, it is readily visible. Checks should only be made if there is adverse conditions like darkness or distance. Checks are an INT check with penalties determined by the GM. Under a weapons statistics, the CONCEAL bonus or penalty applies to the INT check.

Example: a Light Compact ET Pistol has a -20 modifier. An observer would need to make an INT – 20 check to spot that pistol hidden on a person.

Other CONCEAL modifiers:

Dim Light	-10
Very Dim Light.....	-20
Per 5m	-10

Snap Shot

It represents the bulk of the weapon and how hard it is to aim at a target. Typically, the smaller a weapon is, the faster it is to bring to bear on a target. This is why shooters prefer a smaller weapon (SMG) than a longer weapon (assault rifle) in a situation where they have to maneuver in tight spaces or targets appear unexpectedly.

This modifier applies to the first shot at a target. All subsequent shots at that same target do not get this penalty. Any aim action will also negate this penalty for that target. Certain weapon modifications will lower or negate this penalty, but it can never go below zero (i.e. give a bonus).

A shooter could aim at a specific area, like a door or edge of a wall, and would not get this penalty if a target appeared in the area they are aiming at.

Example #1: a shooter armed with a Laser rifle sees a target and wants to shoot immediately. He would take a -10 attack penalty on the first shot. After the first shot, he no longer gets a penalty unless he switches targets. Let's say he fires 3 times to take down the first target; he gets -10 on his first shot and has no snap shot penalty to shots 2 and 3. After that target is down he switches to a new target. He then has the -10 penalty again on his first shot at this target.

Example #2: an operative is armed with an ET Pistol. He is entering a room with 3 enemy guards. He tells the GM he wants to fire one shot at each of the three guards. Each shot gets a -5 penalty because each shot has a new target. Penalties, even in the same turn, do not stack; so it does not go -5, then -10, and then -15.

Recoil

This penalty represents how much a weapon kicks and the measure of control it has. It applies to any shot after the first during a turn, and is cumulative. Certain weapon modifications will lower or negate this penalty, but it can never go below zero (i.e. give a bonus). This modifier does stack with the Snap Shot penalty. Recoil penalties reset at the beginning of every turn.

Continuing Example #2 above: The operative fired 3 shots in one turn, so the first shot does not have a recoil modifier. The second shot has a -10 penalty to the attack roll, in addition to the -5 for a new target. The third shot gets a -20 recoil modifier, again in addition to the -5 for a new target.