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Introduction

This is a very straightforward document: it is a giant list of pre-made personal Weapons and Outfits for the Fragged Empire RPG.

While this document does not have 'all' of the possible options (particularly when it comes to Modifications, Shape Variations, and Prototypes) it does cover most of them.

If you have any suggestions, please send me an email: contact@fraggedempire.com

GMs Please Note:

If you give any of these Weapons to an NPC you need to give that item an additional +2 Hit bonus.



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Pistols

(Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
	Antique Revolver	+]	2	3	3	5	6	1	1	1	Gun, Metal Slug.	0
		Small, Low	ı Tech, Jam	(1–3), Mo	dification: S	Shortened	Clip.					
0	Protectron™	+]	3	2	4	Inf	5	1	1	1	Gun, Particle.	0
		Small, Jar	m (1–5), Enei	rgy, Does	not Work i	n Void.						
in the second se	Mk 1 Micro Missile Launcher	-1	3	3	3	Ч	6	1			Gun, Self-Guided.	14t, 1
-		Small, Loc	k On +2, Lo	ck On (In	direct Fire (Front, Side	e)).					
9	BB3 Blaster™	-1	3	3	3	6	6	1	1	1	Gun, Ion.	0
		Small, Ene	ergy, Modific	ation: Lov	v Quality.							
P	Pop Gun	+]	3	3	5	Ч	6	1	1	1	Gun, Self-Propelled.	1
,		Small, Low	<i>i</i> Tech, Work	s in Liqui	d.							
9	CDU (Crowd Dispersion Unit)	-3	1d6	3	4	Ч	6	1	1	1	Gun, Chemical, Vile Cloud, Burst Spore	s. 10t, 12t, 1
-		Small, Bio	Tech, Splas	h 1, lf dai	maged chai	racters do	not end the	eir next Tu	rn at least	2 spaces	s away from their current location they	take 5 End
			(does not St		-							
	Toxgrub Launcher	-3	5	3*	3	4	6	1	1	1	G, Chem, Bloated Toxin Sacks, Burst Spore	s. 10t, 2
		Small, Slo	w, Bio Tech,	Splash 2	2, *-1 Crit D	mg vs Ro	bots, Modific	ation: Low	Quality.			
sk	Mk 1 Las Pistol	+0	Ч	3	Ч	4	6	1	1	1	Gun, Laser.	1
-uya-		Small. Ene	erau. Mau fire	e throuah	transparer	it obiects	(ea: alass).	Limited Vis	sion that is	not Low	Light (eq: dust or smoke) grants your T	araets +2
			Steps, Mod i	5		-	5 5				5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	5
	Spine Glove	-]	4	2	3	4	15	0	3 (+2d6)	1	Gun, Spine Launcher.	1
d h	-r		Tech, Modif	_	-			2	2007	•		
		onnax, bio			on abarry.							

Heavy Pistols

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wqt	Weapon Type	Cost
Hand Cannon	+0	chu Đhig 3	Ч	2	5 Cups	3	1	1	wgc 1	Gun, Metal Slug.	0
	Ū.	Tech, Jam	•	_	-	-	I	I	1	oun, metat olog.	U
Mk 2 Micro Missile Launcher	-2	Ч	4	2	Ч	3	1	1	1	Gun, Self-Guided.	14t, 1
	Small, Loc	k On +2, Loi	ck On (Ind	direct Fire (Front, Side	e)), Slow.					
Overclocked BB3 Blaster™	-2	Ч	Ч	2	6	3	1	1	1	Gun, Ion.	0
	Small, Ene	rgy, Modific	ation: Low	ı Quality.							
Old Faithful	+0	Ч	Ч	Ч	Ч	3	1	1	1	Gun, Self-Propelled.	1
	Small, Low	Tech, Work	s in Liqui	d.							
Pustular Maggot Queen	-4	Ч	5	Ч	Ч	3	1	1	1	Gun, Chem, Antimonic Acid, Burst Spo	es. 10t, 3
	Small, Bio	Tech, Burn,	Splash 1.								
Death's Embrace	-2	Ч	Ч	Ч	Ч	3	1	1	1	Gun, Chemical, Death Spores, Burst Spor	es. 10t, 2
	Small, Bio	Tech, Splas	h 1, Once	per Action	if a char	acter dies to	o this Wea	apon: this We	apon ga	ains Splash +1 for that Attack.	
Standard Issue Sidearm	-2	Ч	Ч	2	Ч	6	1	2 (+1d6)	1	Gun, Gauss.	1
	Small, Jan	n (1–3), Mod	ification:	Low Quality							
Swivel Gun	-2	5	5	3	Ч	3]*	1	1	Gun, Irradiated.	14t, 2*
					5 5	5	spend Rel	loading or Ur	n-Jamm	ning this Weapon, **May not be taken b	y characte
	withou	ut Enduranc	e (Henchr	men, Drones	s or Comp	anions).					
Mk 2 Las Pistol	+]	5	Ч	Ч	Ч	3	1	1	1	Gun, Laser.	2
		55 5	e through	transparen	t objects ((eg: glass), l	_imited V	ision that is	not Low	Light (eg: dust or smoke) grants your	Targets +2
		Steps.									
Swivel	-2	Ч	5	3	Ч	2	2	1	1	Gun, Rail.	14t, 1
		k On +2, Ja				5					
Archon Pistol	+]*	5	4	Ч	3	2	1	1	1	Gun, Plasma.	18t, 9*
	Small, Bur	n, Energy, J	am (1–3),	Strong Hit	(4-6) (wh	ien not used	by Drone	es, Companio	ons or H	enchmen), *Maximum of one Attack pe	r Turn,

Archon Tech, **Requires Secret Knowledge to build if not found, Modification: Advanced Ammo, Archon Tech.

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Submachine Guns

Weapon	Hit End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Scrap Spitter	-3 3	3	1	3	12	1	3 (+2d6)	1	Gun, Metal Slug.	0
	Low Tech, Jam (1-3)									
Protectron X™	+] 4	2	3	Inf	6	1	3 (+2d6)	1	Gun, Particle.	1
	Jam (1–5), Energy, C									
Micro Drone Launcher	-1 4	3	2	3	9	1	3 (+2d6)	1	Gun, Self-Guided.	2x 14t,
	Lock On +4, Lock On					n : Targel				
BX9 Blaster™	-1 4	3	4	5	9	1	3 (+2d6)	1	Gun, Ion.	10t, 2
	Energy, Modification									
Little Friend	+] 4	3	4	3	9	1	3 (+2d6)	1	Gun, Self-Propelled.	2
	Low Tech, Works in l									
Mechonid Disintegration Beam	+0 5*	3*	2	3	9	1	3 (+2d6)	2	Gun, Bio-Disintegrator.	3**
									e: Mechonids or Particles to use this	s Variation.
0 5 10	5	5	5			2 Damag		Kobot I	argets with this Attack.	0.101
Cryo Food Preserver	+0 4	3	4	3	9	I	3 (+2d6)	I	Gun, Chemical, Cryo-Gel, Burst Sp	oores. 2x IUt,
	Bio Tech, Splash 1.						0)			
Mt. J									ve a First Aid Healing Roll.	
Mindworm Launcher	-1 6	2*	4	3	9]	3 (+2d6)	1	Gun, Chemical, Neurotoxin, Burst S	pores. IUt, 14t
	Bio Tech, *Critical H		9			5	the Democratic (Δ		
D 1 0 0M0	5				5		5		our) to a random (1d3+3) Attribute.	
Dual Gauss SMGs	-1 6	3	3	2	15	2	5 (+4d6)	2	Gun, Gauss.	4
MLOL DILL	Jam (1-3), Modificat			0	0	,	0 (0 (C)	1	0	3
Mk 2 Las Pistol	+2 5	3	4	3	9	1	3 (+2d6)	1	Gun, Laser.	•
D 1 0 1 0M0						sion that			dust or smoke) grants your Targets	+2 Lover Ste
Dual Spine SMGs	-1 7	2	3	2	12	1	6 (+5d6)	2	Gun, Spine Launcher.	4
Dual Diama CMC	Bio Tech., Modificatio			2	0	0		0	C	101-1
Dual Plasma SMGs	-l* 8	3	2	2	8	2	4 (+3d6)	2	Gun, Plasma.	12t, S
									n), *Maximum of one Attack per Tu	irn, Analyse
Faren Blast: Power Ripple	+] 4	nis weapon +i 3	3	st along w	g	enerius, M 1	3 (+2d6)	Oat wie	ld, Tactical Sight. Gun. Ion.	2*
raieii Diasi: ruwei nippie	Energy, Natural, Slov	•	°.	J	9	1	J (*2UU)	U	0011, 1011.	Ľ
Red Kurota Stone	+3 5	3. 1w1-1a1 UI	нц. Ц	3	9	1	3 (+2d6)	1	Gun, Laser, Psionic, Flow.	ч
neu noiola sloile		-			-	-		-	eg: dust or smoke) grants your Targ	
	Steps, Modificat						at is not Low	LIGHT	y: uust of silloke/ yrailts your rary	els +c covei
SMG, Interchangeable Ammo	1								Spare Time Rolls, Modification: Mod	
Sino, interchangeable Anniho			ue per ses			+2 to al	I Weapon Mor	ification		ular 10F 1UF
	-2 6	3	4	3	9	+2 to al 1	l Weapon Moo 3 (+2d6)	lificatior 1	Gun, Chemical, Napalm, Burst Spo	
	-2 6 Burn, Does not Work	3 in Void, Bio	Ч Tech.	3	9		3 (+2d6)	1	Gun, Chemical, Napalm, Burst Spo	ores.
	-2 6 Burn, Does not Work -2 4*	3 a in Void, Bio]*	Ч Tech. Ч	3 3	9 9	1	3 (+2d6) 3 (+2d6)			ores.
	-2 6 Burn, Does not Work -2 4* Bio Tech, Splash 1, *	3 a in Void, Bio]* 5+2 Damage v	Ч Tech. Ч vs Targets	3 3 at O Endu	9 9 rance, Does	ן ז ה not Wor	3 (+2d6) 3 (+2d6) k in Void.	1	Gun, Chemical, Napalm, Burst Spo Gun, Che, Synthetic Poison, Burst S	ores. Dores.
	-2 6 Burn, Does not Work -2 4* Bio Tech, Splash 1, * Strong Hit: Synthetic	3 t in Void, Bio]* f+2 Damage v t Poison (Hit)	4 Tech. 4 /s Targets Non Robol	3 at O Endu Target tal	9 9 rance, Does kes 3 Endu	l I s not Wor rance Da	3 (+2d6) 3 (+2d6) k in Void.	1	Gun, Chemical, Napalm, Burst Spo	ores. Dores.
	-2 6 Burn, Does not Work -2 4* Bio Tech, Splash 1, * Strong Hit: Synthetic Extended Care	3 t in Void, Bio 1* t+2 Damage v t Poison (Hit) (Synthetic Po	4 Tech. 4 vs Targets Non Robol ison Effec	3 at O Endu : Target tał t can Stacł	9 9 rance, Does kes 3 Endu k up to 4 ti	l s not Wor rance Da mes).	3 (+2d6) 3 (+2d6) k in Void. mage at the	1	Gun, Chemical, Napalm, Burst Spo Gun, Che, Synthetic Poison, Burst Sp their Turn until they receive Param	ores. pores. redics or
	-2 6 Burn, Does not Work -2 4* Bio Tech, Splash 1, * Strong Hit: Synthetic Extended Care -2 4	3 i in Void, Bio 1* *+2 Damage v Poison (Hit) (Synthetic Po 3	4 Tech. 4 vs Targets Non Robol ison Effec 4	3 at O Endu : Target tal t can Stack 3	9 9 rance, Does kes 3 Endu k up to 4 ti 9	l s not Wor rance Da mes). l	3 (+2d6) 3 (+2d6) K in Void. mage at the 3 (+2d6)	۱ ۱ Start of	Gun, Chemical, Napalm, Burst Spo Gun, Che, Synthetic Poison, Burst S their Turn until they receive Param Gun, Chemical, Death Spores, Burst S	ores. pores. redics or
	-2 6 Burn, Does not Work -2 4* Bio Tech, Splash 1, * Strong Hit: Synthetic Extended Care -2 4 Bio Tech, Splash 1, C	3 t in Void, Bio 1* Poison (Hit) (Synthetic Po 3 Dace per Actional 1000	4 Tech. 4 vs Targets Non Robol ison Effec 4 on: if a ch	3 at O Endu : Target tal t can Stacl 3 aracter die	9 9 rance, Does kes 3 Endu vup to 4 ti 9 s to this W	1 3 not Wor rance Da mes). 1 eapon: th	3 (+2d6) 3 (+2d6) k in Void. mage at the 3 (+2d6) vis Weapon ga	1 Start of 1 iins Spl	Gun, Chemical, Napalm, Burst Spo Gun, Che, Synthetic Poison, Burst S their Turn until they receive Param Gun, Chemical, Death Spores, Burst S ash +1 for that Attack.	ores. pores. redics or pores.
	-2 6 Burn, Does not Work -2 4* Bio Tech, Splash 1, * Strong Hit: Synthetic Extended Care -2 4 Bio Tech, Splash 1, 0 -2 4	3 i in Void, Bio 1* *+2 Damage v Poison (Hit) (Synthetic Po 3	4 Tech. 4 vs Targets Non Robol ison Effec 4	3 at O Endu : Target tal t can Stack 3	9 9 rance, Does kes 3 Endu k up to 4 ti 9	l s not Wor rance Da mes). l	3 (+2d6) 3 (+2d6) K in Void. mage at the 3 (+2d6)	۱ ۱ Start of	Gun, Chemical, Napalm, Burst Spo Gun, Che, Synthetic Poison, Burst S their Turn until they receive Param Gun, Chemical, Death Spores, Burst S	ores. pores. redics or pores.
	-2 6 Burn, Does not Work -2 4* Bio Tech, Splash 1, * Strong Hit: Synthetic Extended Care -2 4 Bio Tech, Splash 1, 0 -2 4 Bio Tech, Splash 1.	3 in Void, Bio 1* Poison (Hit) (Synthetic Po 3 Ince per Actio 3	4 Tech. 4 vs Targets Non Robol ison Effec 4 on: if a ch 4	3 at O Endu : Target tal t can Stack 3 aracter die 3	9 g rance, Does kes 3 Endu k up to 4 ti 9 s to this W 9	1 s not Wor rance Da mes). 1 eapon: th 1	3 (+2d6) 3 (+2d6) :k in Void. mage at the 3 (+2d6) is Weapon ge 3 (+2d6)	1 Start of 1 iins Spl 1	Gun, Chemical, Napalm, Burst Spo Gun, Che, Synthetic Poison, Burst Sp their Turn until they receive Param Gun, Chemical, Death Spores, Burst Sp ash +1 for that Attack. Gun, Chemical, Infectious, Burst Sp	ores. Poores. Pedics or Poores. Poores.
	-2 6 Burn, Does not Work -2 4* Bio Tech, Splash 1, * Strong Hit: Synthetic Extended Care -2 4 Bio Tech, Splash 1, C -2 4 Bio Tech, Splash 1, Strong Hit: Infect (Hi	3 in Void, Bio 1* Poison (Hit) (Synthetic Po 3 Ince per Acti 3 t) Until your t	4 Tech. 4 vs Targets Non Robol ison Effec 4 on: if a ch 4 arget rece	3 at O Endu : Target tal t can Stacl 3 aracter die 3 ives First /	9 9 rance, Does (es 3 Endu (up to 4 ti 9 s to this W 9 Aid: all cha	1 s not Wor rance Da mes). 1 eapon: th 1	3 (+2d6) 3 (+2d6) k in Void. mage at the 3 (+2d6) is Weapon ga 3 (+2d6) hat end their	1 Start of ins Spl 1 Action	Gun, Chemical, Napalm, Burst Spo Gun, Che, Synthetic Poison, Burst Sp their Turn until they receive Param Gun, Chemical, Death Spores, Burst Sp ash +1 for that Attack. Gun, Chemical, Infectious, Burst Sp adjacent to them take 4 End Dmg (ores. Poores. Pedics or Poores. Poores.
	-2 6 Burn, Does not Work -2 4* Bio Tech, Splash 1, * Strong Hit: Synthetic Extended Care -2 4 Bio Tech, Splash 1, 0 -2 4 Bio Tech, Splash 1, Strong Hit: Infect (Hii -2 5	3 in Void, Bio 1* Poison (Hit) (Synthetic Po 3 Ince per Acti 3 t) Until your t 4	4 Tech. 4 vs Targets Non Robol ison Effec 4 on: If a ch 4 arget rece 3	3 at O Endu : Target tal t can Stacl 3 aracter die 3 ives First / 3	9 9 rance, Does kes 3 Endu 4 up to 4 ti 9 s to this W 9 Aid: all cha 9	1 s not Wor rance Da mes). 1 eapon: th 1 racters th 1*	3 (+2d6) 3 (+2d6) k in Void. mage at the 3 (+2d6) ais Weapon ge 3 (+2d6) hat end their 3 (+2d6)	1 Start of ins Spl 1 Action 1	Gun, Chemical, Napalm, Burst Spo Gun, Che, Synthetic Poison, Burst S their Turn until they receive Param Gun, Chemical, Death Spores, Burst S ash +1 for that Attack. Gun, Chemical, Infectious, Burst Sp adjacent to them take 4 End Dmg (Gun, Irradiated.	ores. Nores. Nores. Nores. does not Stac **
	-2 6 Burn, Does not Work -2 4* Bio Tech, Splash 1, * Strong Hit: Synthetic Extended Care -2 4 Bio Tech, Splash 1, C -2 4 Bio Tech, Splash 1, Strong Hit: Infect (Hi -2 5 Low Tech, *Take 5 5	3 in Void, Bio 1* Poison (Hit) (Synthetic Po 3 Ince per Acti 3 it) Until your t 4 indurance Data	4 Tech. 4 vs Targets Non Robol ison Effec 4 on: if a ch 4 arget rece 3 mage ever	3 at O Endu : Target tal t can Stack 3 aracter die 3 ives First / 3 y Action y	9 9 rance, Does kes 3 Endu k up to 4 ti 9 s to this W 9 Aid: all cha 9 ou spend R	1 s not Wor rance Da mes). 1 eapon: th 1 racters th 1*	3 (+2d6) 3 (+2d6) k in Void. mage at the 3 (+2d6) ais Weapon ge 3 (+2d6) hat end their 3 (+2d6)	1 Start of ins Spl 1 Action 1	Gun, Chemical, Napalm, Burst Spo Gun, Che, Synthetic Poison, Burst Sp their Turn until they receive Param Gun, Chemical, Death Spores, Burst Sp ash +1 for that Attack. Gun, Chemical, Infectious, Burst Sp adjacent to them take 4 End Dmg (ores. Nores. Nores. Nores. does not Stac **
	-26Burn, Does not Work-24*Bio Tech, Splash 1, *Strong Hit: Synthetic Extended Care-24Bio Tech, Splash 1, C-24Bio Tech, Splash 1, C-24Bio Tech, Splash 1, Strong Hit: Infect (Hi-25Low Tech, *Take 5 E without Endurant	3 in Void, Bio 1* Poison (Hit) (Synthetic Po 3 Dnce per Acti 3 t) Until your t 4 indurance Data nce (Henchmore	4 Tech. 4 vs Targets Non Robol ison Effec 4 on: if a ch 4 arget rece 3 mage ever en, Drones	3 at 0 Endu : Target tal t can Stack 3 aracter die 3 ives First / 3 y Action y or Compa	9 9 rance, Does kes 3 Endu (up to 4 ti 9 s to this W 9 Aid: all cha 9 ou spend R nions).	1 s not Wor rance Da mes). 1 eapon: th 1 racters th 1* eloading	3 (+2d6) 3 (+2d6) k in Void. mage at the 3 (+2d6) is Weapon ge 3 (+2d6) at end their 3 (+2d6) or Un-Jamm	1 Start of ins Spl 1 Action 1	Gun, Chemical, Napalm, Burst Spo Gun, Che, Synthetic Poison, Burst Sp their Turn until they receive Param Gun, Chemical, Death Spores, Burst Sp ash +1 for that Attack. Gun, Chemical, Infectious, Burst Sp adjacent to them take 4 End Dmg (Gun, Irradiated. 5 Weapon, **May not be taken by c	ores. Nores. Nores. Nores. does not Stac **
	-2 6 Burn, Does not Work -2 4* Bio Tech, Splash 1, * 5 Strong Hit: Synthetic Extended Care -2 4 Bio Tech, Splash 1, 0 -2 5 Low Tech, *Take 5 E without Endurar +1 5	3 in Void, Bio 1* Poison (Hit) (Synthetic Po 3 Dice per Action 3 t) Until your to 4 indurance Data ince (Henchmon 3	4 Tech. 4 /s Targets Non Robol ison Effec 4 on: if a ch 4 arget rece 3 mage ever en, Drones 4	3 at 0 Endu : Target tal t can Stack 3 aracter die 3 ives First / 3 y Action y or Compa 3	9 9 rance, Does kes 3 Endu (up to 4 ti 9 s to this W 9 Aid: all cha 9 ou spend R nions). 9	1 s not Wor rance Da mes). 1 eapon: th 1 racters th 1* eloading	3 (+2d6) 3 (+2d6) (k in Void. mage at the 3 (+2d6) is Weapon ga 3 (+2d6) at end their 3 (+2d6) or Un-Jamm 3 (+2d6)	1 1 1 1 1 Action 1 1 ining this	Gun, Chemical, Napalm, Burst Spo Gun, Che, Synthetic Poison, Burst S their Turn until they receive Param Gun, Chemical, Death Spores, Burst Sp ash +1 for that Attack. Gun, Chemical, Infectious, Burst Sp adjacent to them take 4 End Dmg (Gun, Irradiated. 5 Weapon, **May not be taken by c Gun, Laser.	ores. nedics or nores. nores. does not Stac **
	-2 6 Burn, Does not Work -2 4* Bio Tech, Splash 1, * 5 Strong Hit: Synthetic Extended Care -2 4 Bio Tech, Splash 1, 0 -2 5 Low Tech, *Take 5 E without Endurar +1 5	3 in Void, Bio 1* Poison (Hit) (Synthetic Po 3 Dice per Action 3 t) Until your to 4 indurance Data ince (Henchmon 3	4 Tech. 4 /s Targets Non Robol ison Effec 4 on: if a ch 4 arget rece 3 mage ever en, Drones 4	3 at 0 Endu : Target tal t can Stack 3 aracter die 3 ives First / 3 y Action y or Compa 3	9 9 rance, Does kes 3 Endu (up to 4 ti 9 s to this W 9 Aid: all cha 9 ou spend R nions). 9	1 s not Wor rance Da mes). 1 eapon: th 1 racters th 1* eloading	3 (+2d6) 3 (+2d6) (k in Void. mage at the 3 (+2d6) is Weapon ga 3 (+2d6) at end their 3 (+2d6) or Un-Jamm 3 (+2d6)	1 1 1 1 1 Action 1 1 ining this	Gun, Chemical, Napalm, Burst Spo Gun, Che, Synthetic Poison, Burst Sp their Turn until they receive Param Gun, Chemical, Death Spores, Burst Sp ash +1 for that Attack. Gun, Chemical, Infectious, Burst Sp adjacent to them take 4 End Dmg (Gun, Irradiated. 5 Weapon, **May not be taken by c	ores. nedics or nores. nores. does not Stac **

Rifles

	Manage	11-1		Curt	Du u	Clin .	A	11	D. C	1.1.sh	Manage Trans	Cash
	Weapon Antique Hunting Rifle	Hit -2	End Dmg 2	Crit 4	Rng 4	Clips 2	Ammo 5	Load 2	RoF 1*	Wgt 2	Weapon Type Gun, Metal Slug.	Cost
	Anaque nonany kirte	-2 *Strong Hit	-		•	-	-	=	1.	C	oun, Melal Sluy.	I
•	Ubertron™	Scrong ric	3	3	5	Inf	3	2]*	2	Gun, Particle.	1
•	obertion	*Strong Hit							: Work in Voi			
	Homing Bullet Rifle	-2	3	4	Ч	2	4	2]*	2	Gun, Self-Guided.	2x 14t, 2
	5	*Strong Hit	: (5-6) with	all RoF 1	Attack Rol	ls, Lock Or	n +4, Lock	On (Indire	ct Fire (Fron	:, Side)),	Slow, Modification: Targeting Matrix.	
•	Blaze 7000™	5	3	Ч	5	Ч	Ч	2]*	2	Gun, Ion.	2
		*Strong Hit	t (5–6) with	all RoF 1	Attack Rol	ls, Energy.						
P	Homemade Hunting Rifle		3	Ч	6	2	Ч	2]*	2	Gun, Self-Propelled.	2
		*Strong Hit	: (5–6) with	all RoF 1	Attack Rol	ls, Low Tec	ch, Works i	n Liquid.				
	Mechonid Rifle	-1	Ч*	4*	Ч	2	Ч	2]**	3	Gun, Bio-Disintegrator.	3***
		Strong H	lit (5–6) wi	h all RoF	1 Attack Ro	olls, Bio Te	ch, Energy	, Burn, *-1	2 Damage v	s Robots	s, *Player characters require Secret	Knowledge:
		Mecho	onids or Pa	ticles to u	use this Var	iation.						
_		Strong Hit:	Bio-Disinte	gration (D	amage, Hit,	l use per	RoF) Deal	+2 Damag	je to all non	Robot T	argets with this Attack.	
0	The Closer™ Mk3	-2	3	5	6	3	3	2]*	2	Gun, Chem, Antimonic Acid, Burst Spo	ores. 10t, 4
			5				io Tech, Sp	olash 1, Mo	dification: S	nortened	Clip.	
	Corpse Render	-2	3	4	6	2	Ч	2]*	2	Gun, Chem, Death Spores, Burst Spor	
					dies to this	Weapon: t	his Weapo	n gains Sp	olash +1 for t	hat Atta	ck, *Strong Hit (5–6) with all RoF 1 A	ttack Rolls,
tion of the		Bio Te	ech, Splash	1.								
Ø	Apollo Rifle					2	8	2	2 (+1d6)*	2	Gun, Gauss.	3
a		5			Attack Rol							
7	Mum's Oven	-2	4	5	5	2	4	2*]**	2	Gun, Irradiated.	14t, 3***
		-							-	-	ction you spend Reloading or Un-Jan	nming this
۵									chmen, Dror			0
56 A	BLX7 Las Rifle	+] *Obara a Ubb	Ц (Г. С)	4	6	2	Ч Мал. Сал. Ш	2]*	2	Gun, Laser.	3
								nrougn tra	nsparent obj	ects (eg	: glass), Limited Vision that is not Lov	/ Lignt (eg:
No. of Car	Eros Rifle	dust o	зг smoke) g З	rants you 5	r Targets +a 6	2 Cover Su 2	eps. 3	3]*	2	Gun. Rail.	14t, 3
Ö	CIUS KIRLE	*Ctrong Uit	Ū	-	Attack Rol	_	-	-	1.	C	UUII, Kall.	141, 3
	Needle Rifle	Strong hit	4 L	3	5	2	9 9	1	3 (+2d6)*	2	Gun, Spine Launcher.	3
	Needle hille	*Strong Hit				-	-	1	3 (.500)	Ľ		5
sh	DDP82 Plasma Rifle	*	5 5	4	4	2	3	2]*	2	Gun. Plasma.	Ч
-995-		**Strong H	-		-						ack per Turn.	
C	Faren Blast: Power Whip	otrong fi	3	3	5	Inf	3	2]*	0	Gun, Particle.]**
Ĩ	h	*Strona Hit	0	•	-		•	-		-	al, Slow, **Twi-Far only.	
R	Rufu Necklace	+0	3	Ц*	6	3	3	2]**	3	Gun, Self-Propelled, Psionic, Mind to M	ind. 4
¥		**Strong H	lit (5–6) wi	h all RoF	1 Attack Ro	olls, Low Te	ech, Works	in Liquid.	Targets gain		efits to their Defence from their Refle	
		9							n (Psionic), S			

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Puncture Rifles

	Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
	Oni Pistol	-2	3	Ч	5	3	4	2	1	3	Gun, Metal Slug.	1
		Slow, Pen a	2 min 3, Ma	aximum Ra	nge = Rng	x5 (norm	ally Rng x10), Low Te	ch, Jam (1-3).		
	Missile Launcher	-2	Ч	Ч	5	3	3	2	1	3	Gun, Self-Guided.	14t, 2
		Slow, Pen á	2 min 3, Ma	aximum Ra	nge = Rng	x5 (norm	ally Rng x10), Lock O	n +2, Lock O	n (Indire	ect Fire (Front, Side)), Slow.	
9	Blaze 9000™		Ч	Ч	6	5	3	2	1	3	Gun, Ion.	2
		Slow, Pen á	2 min 3, Ma	aximum Ra	nge = Rng	x5 (norm	ally Rng x10), Energy				
	Mr Friendly		Ч	Ч	7	3	3	2	1	3	Gun, Self-Propelled.	2
		Slow, Pen á	2 min 3, Ma	aximum Ra	nge = Rng	x5 (norm	ally Rng x10), Low Te	ch, Works in	Liquid.		
-	World Eater	-4	4	5	7	3	3	2	1	3	Gun, Chem, Antimonic Acid, Burst Spo	res. 10t, 4
		Slow, Pen á	2 min 3, Ma	aximum Ra	nge = Rng	x5 (norm	ally Rng x10), Bio Teo	ch, Splash 1, I	Burn.		
	Toxin Launcher	-2	6	Ч*	6	3	3	2	1	3	Gun, Chem, B Toxin Sacks, Burst Spor	es. 10t, 4
		Slow, Pen á	2 min 3, Ma	aximum Ra	nge = Rng	x5 (norm	ally Rng x10), Bio Teo	ch, Splash 2,	*-1 Cri	Dmg vs Robots.	
	Heraclean Heavy Assault Rifle		Ч	Ч	6	3	6	2	2 (+1d6)	3	Gun, Gauss.	3
4	3	Slow, Pen á	2 min 3, Ma	aximum Ra	nge = Rng	x5 (norm	ally Rng x10), Jam (1	-3).			
T	Mrs Friendly	-2	5	5	6	3	3	2*	1	3	Gun. Irradiated.	14t. 3*
		Slow. Pen á	2 min 3. Ma	aximum Ra	nae = Rna	x5 (norm	allu Rna x10). Low Te	ch. *Take 5	Endurar	ce Damage every Action you spend Re	loading or
					5 5		5 5				men, Drones or Companions).	5
k	B2 Heavy Las Rifle	+]	5	4	7	3	3	2	1	3	Gun. Laser.	3
pr.		Slow. Pen á	2 min 3. Ma	aximum Ra	nae = Rna	x5 (norm	allu Rna x10). Enerau	Mau fire thr	ouah tr	ansparent objects (eq: glass), Limited \	ision that i
					5 5		argets +2 C	55	5	5		
and the second	Titan Anti-Tank Rifle	not Et	4	5	7	3	2	3	1	3	Gun, Rail.	14t. 3
2		Slow Pen a	2 min 3 Ma	aximum Ra	nae = Rna	-	-	-	n +2, Jam (1	-		1.14, 0
	Restored Human Rifle	*	6	Ц	5	3	2	2	1 2, 00,11 (1	3	Gun, Plasma,	Ч
		Slow Pon 2	•	avimum Ra	-	-			norgu lam		rong Hit (5-6) (when not used by Dror	-
			or Henchme		5 5		5 5	7, DUIII, C	.nergy, Jan	(1 0), 0	iong nic (5 5) (when not used by blor	es, compai
			nenonine	παλιτι	IOUI OF OHE	лиаск р						

Disruptor Rifles

	Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
P	Reprimander	-4	5	2*	2	3	Ч	1	1	2	Disruptor, Advanced.	14t, 2
		Lock On +9	I, Jam (1-5),	, Energy,	Blunt, *+2 C	Crit Dmg v	s Robots, I	Modificatior	n: Low Qua	lity, Targ	eting Matrix.	
		Strong Hit:	Disrupt (Hit)	Debuff	Targets Activ	ve Non Low	v Tech, Nor	n Bio Tech	Weapons:	Lose Am	munition equal to RoF.	
•	Stun Blaster	-2	5	2	3	3	4	1	1	2	Disruptor, Well Made.	12t, 3
		Lock On +6	i, Jam (1-4),	, Energy,	Blunt, *+2 C	Crit Dmg v	s Robots.					
		Strong Hit:	Disrupt (Hit)	Debuff	Targets Activ	ve Non Low	v Tech, Nor	n Bio Tech	Weapons:	Lose Am	munition equal to RoF.	
•	Heavy Stun Blaster	-2	5*	2**	3	3	4	1	1	2	Disruptor, Ripple.	14t, 3
		Lock On +6	i, Jam (1-5),	, Energy,	Blunt, **+2	Crit Dmg	vs Robots,	*+2 Endur	ance Dam	age vs T	argets that have 4+ Armour.	
		Strong Hit:	Disrupt (Hit)	Debuff	Targets Activ	ve Non Low	/ Tech, Nor	n Bio Tech	Weapons:	Lose Am	munition equal to RoF.	
•	Z.E.O.T	-3	5	0	3	3	4	1	1	2	Disruptor, Riot Control.	4
		Lock On +6	i, Jam (1-5),	, Energy,	Blunt, *+2 C	Crit Dmg v	s Robots, S	Splash 1.				
		Strong Hit:	Disrupt (Hit)	Debuff	Targets Activ	ve Non Low	v Tech, Nor	n Bio Tech	Weapons:	Lose Am	munition equal to RoF.	
		Strong Hit:	Concussive	Bolt (Do	es not Req H	lit) All non	-Nemesis	Targets wil	thin Splasl	h area ar	e Suppressed or pushed back 3 (the	ir choice).
•	Advanced Stun Blaster	-2	5	1	2	2	4	1	1	2	Disruptor, Buster.	14t, 5
		Lock On +8	8, Jam (1-5),	, Energy,	Blunt, *+2 C	Crit Dmg v	s Robots, S	Strong Hit (5-6), Mod	ification:	Targeting Matrix.	
		Strong Hit:	Disrupt (Hit)	Debuff	Targets Activ	ve Non Low	v Tech, Nor	n Bio Tech	Weapons:	Lose Am	munition equal to RoF.	
P	Catcher	+2d6 -4	6	2	2	3	Ч	1	1	3	Disruptor, Mass Charge.	10t, 5
		Lock On +6	, Jam (1-5),	, Energy,	Blunt, *+2 0	Crit Dmg v	s Robots, S	Slow, Modif i	ication: Ex	tended B	arrel.	
			-								munition equal to RoF.	

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Assault Rifles

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Crude Assault Rifle	-2	3	4	2	3	10	2	2 (+1d6)	2	Gun, Metal Slug.	1
T and the T		Jam (1-2),			5						
Child's Toy	+2	4	3	4	Inf	6	2	2 (+1d6)	2	Gun, Particle.	2
		, Energy, Do									
Homing Bullet Assault Rifle	+0	4	4	3	3	8	2	2 (+1d6)	2	Gun, Self-Guided.	2x 14t, 3
		4, Lock On (5	5		a	-
Acquisition [™] Mk4	+2	4	4	4	5	8	2	2 (+1d6)	2	Gun, Ion.	3
	Energy.			-	<u>,</u>	â		0 (1 (0)			
Dakka!!!	+2	4	4	5	3	8	2	2 (+1d6)	2	Gun, Self-Propelled.	3
		Works in Lie									
Mechonid Assault Rifle	+]	5*	Ч*	3	3	8	2	2 (+1d6)	3	Gun, Bio-Disintegrator.	Ч**
										e: Mechonids or Particles to use this Var	iation.
	5		gration (D	lamage, Hit				·		Targets with this Attack.	
S Hephaestus	-2	6	4	4	3	8	2	2 (+1d6)	2	Gun, Burst Spores, Chemical, Napalm.	10t, 3
		Burn, Does i				J					
Wiggler Swarm Launcher	-2	4	4	4	3	8	2	2 (+1d6)	2	Gun, Burst Spores, Chemical, Infectious	s. 10t, 3
		Splash 1, Mo			5						
	Strong Hit:	Infect (Hit)	Until your	target rec	eives First	Aid: all cha	racters th	iat end their	Action a	adjacent to them take 4 End Dmg (does r	not Stack)
S Hoplite	+0	4	4	3	3	12	2	3 (+2d6)	2	Gun, Gauss.	3
	Jam (1-2)	, Modificatio	n : Low Qu	ality.							
Las Beam	+3	5	Ч	5	3	8	2	2 (+1d6)	2	Gun, Laser.	Ч
-	Energy, Ma	ay fire throug	gh transpa	rent object	s (eg: glass	s), Limited V	ision that	is not Low L	ight (eg:	dust or smoke) grants your Targets +2 C	over Steps
Pilum	+2	4	5	5	3	6	3	2 (+1d6)	2	Gun, Rail.	14t, 4
	Lock On +	2, Jam (1-4).								
Toothy Maw	+0	5	3	3	3	12	1	4 (+3d6)	2	Gun, Spine Launcher.	3
	Bio Tech, I	Modification	: Low Qual	lity.							
🕅 Excalibur	+2*	6	4	3	3	6	2	2 (+1d6)	2	Gun, Plasma.	5
	Burn, Ener	gy, Jam (1-	2), Strong	Hit (5-6)	(when not	used by Dro	ones, Com	npanions or l	lenchm	en), *Maximum of one Attack per Turn.	
Hephaestus with Grenade Launche	er -3	6	Ч	4	3	8	2	2 (+1d6)	3	Gun, Chemical, Napalm, Burst Spores.	10t, 4
	Bio Tech,	Burn, Does i	not Work i	in Void, Mo	dification: l	.ow Quality.					
	-1	5	4	2	3	xl]*	1	-	Shell, Thrown**, Kinetic.	
	Splash 2,	Small, Slow	, -2 to all	. Weapon M	lodification	Spare Time	Rolls, La	ow Tech, Size	Variati	on: Mounted Weapon, Modification: Launcl	ner.
	*Drawn wi	th Attached	Weapon (0 Hands fo	or this Wea	oon), *+1 Re	load, **M	lay use Snap	o Shot o	r Sighted Shot (Can not use Throw Actio	n).
	Strong Hit	Combo Str	ike (Hit) M	lake a free	Attack wit	h Main Wea	pon at th	e same Targ	et with	Hit -2	
🖁 Faren Blast: Chain Lightning	+2	Ч	3	Ч	Inf	6	2	2 (+1d6)	0	Gun, Particle.	2*
	.]am (1–4)	. Enerau. Do	es not Wo	nrk in Void	Natural SI	ow *Twi-Fa	r onlu				

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Drum Assault Rifles

	Manage	1.1.1		Cut	D	011	۸	i		1.4-1-	Marian Tana	
(Weapon		End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
	Chain Gun	+0	3	4	2	4	12	2	2 (+1d6)	3	Gun, Metal Slug.	2
٨		Low Tech, J						-				
**	Ноиуі		4	3	3	Inf	10	2	2 (+1d6)	3	Gun, Particle.	2
٨		Jam (1-5),	55									
*	Impetum DD84	+0	4	4	2	4	10	2	2 (+1d6)	3	Gun, Self-Guided.	14t, 3
		Lock On +2										
0	Pulse Beam Rifle		Ч	4	3	5	12	2	2 (+1d6)	3	Gun, Ion.	3
Sec.		Energy.										
Ö	Spatha	+2	Ч	4	4	4	10	2	2 (+1d6)	3	Gun, Self-Propelled.	3
A		Low Tech, W										
7	Chatterbox	-1	5*	4*	2	3	12	2	2 (+1d6)	Ч	Gun, Bio-Disintegrator.	Ц**
			55		5		5			5	e: Mechonids or Particles to use this Vari	ation.
		Strong Hit: I	Bio-Disinteg			l use per F	RoF) Deal	+2 Damag	e to all non	Robot '	Targets with this Attack.	
	Rapid-Injector	-2	4	Ч	4	3	12	2	2 (+1d6)	3	Gun, Burst Spores, Chemical, Infectious.	10t, 4
		Bio Tech, Sj	plash +1 OR	+1 End Dr	ng (choose	e on Variati	on selecti	on), Bio Te	ech.			
		Strong Hit: I	Infect (Hit) l	Jntil your t	arget rece	ives First A	id: all cha	racters th	at end their	Action	adjacent to them take 4 End Dmg (does n	ot Stack).
	Eviscerator	-4	Ч	5	4	3	12	2	2 (+1d6)	3	Gun, Burst Spores, Chemical, Antimonic Acid	10t, 5
		Bio Tech, S	plash +1 OR	+1 End Dr	ng (choose	e on Variati	on selecti	on), Burn.				
e C	Modified Hoplite	+2	Ч	Ч	3	4	15	2	3 (+2d6)	3	Gun, Gauss.	Ч
		Jam (1-3),	Modification	: Shortene	ed Clip.							
P	Vlad AR	-2	5	5	3	3	12	2*	2 (+1d6)	3	Gun, Irradiated.	14t, 4**
		Low Tech, *	Take 5 End	urance Da	mage ever	ry Action y	ou spend l	Reloading	or Un-Jamn	ning thi	is Weapon, **May not be taken by charac	ters
		withou	t Endurance	(Henchm	en, Drones	or Compa	nions).					
	Overcharged Las Beam	+]	5	Ч	4	3	12	2	2 (+1d6)	3	Gun, Laser.	Ч
		Energy, May	y fire throug	n transpare	ent objects	(eg: glass)	, Limited V	/ision that	is not Low Li	ght (eg	dust or smoke) grants your Targets +2 Cc	over Steps.
Singelis O	Gladius	+2	Ч	5	4	4	8	3	2 (+1d6)	3	Gun, Rail.	14t, 4
		Lock On +2	, Jam (1-5),	Modificat	ion: Shorte	ned Clip.						
	Carnage	+0	5	3	2	Ч	16	1	4 (+3d6)	3	Gun, Spine Launcher.	3
		Bio Tech, M	odification:	Low Qualit	y, Shorten	ed Clip.						
P	Holy Nova	+0*	6	Ч	3	Ч	8	2	2 (+1d6)	3	Gun, Plasma.	10t, 5
4		Burn, Energ	ıy, Jam (1-3	l), Strong I	Hit (5-6) (when not u	sed by Dro	ones, Com	panions or H	lenchm	en), *Maximum of one Attack per Turn, M	odification:
		Extend	led Barrel, S	hortened	Clip.							
	DAR, Interchangeable Ammo	May Change	e Weapon Va	riations or	nce per ses	ssion during	j Downtime	e, +2 to all	. Weapon Moo	dificatio	n Spare Time Rolls, Modification : Modular.	14t, 4
		-1	4	Ч	3	3	18	2	3 (+2d6)	3	Gun, Gauss.	
		Jam (1-3).										
		+0	5	Ч	ч	3	12	2	2 (+1d6)	3	Gun, Laser.	
		Energy, May	y fire throug	n transpare	ent objects	(eg: glass)		/ision that	is not Low Li	ight (eq	dust or smoke) grants your Targets +2 Co	over Steps.
		-1	, Ч	5	4	3	10	3	2 (+1d6)	3	Gun, Rail.	
		Lock On +2	, Jam (1-5).									
		-1	5	3	3	3	20	1	4 (+3d6)	3	Gun, Spine Launcher.	
		Bio Tech.					-			-		
		_10 10011										

Shotguns

Weapon	Hit End Dmg	Crit Rng C	Clips Ammo I	Load RoF	Wgt	Weapon Type	Cost
Ligament Sling	+0 5	3 1*	5 4	1 2 (+1d6)	3	Gun, Metal Slug.	1
	*Strong Hit (5-6) vs Tar	gets within first Range	? Increment, Low Tech	h, Jam (1-3).			
Blastoider™	+0 6	2 2*	Inf 2	1 2 (+1d6)	3	Gun, Particle.	12t, 1
	*Strong Hit (5–6) vs Tar	gets within first Range	2 Increment, Jam (1-5	5), Energy, Does no	t Work ir	n Void, Modification: Extended Clip.	
The Skipjimmy	+0 6	3 1*	5 2	1 2 (+1d6)	3	Gun, Self-Guided.	14t, 2
	*Strong Hit (5–6) vs Tar	gets within first Range	2 Increment, Lock On		ect Fire (I	Front, Side)), Slow.	
Justicar AS	+2 6	3 2*	7 2	1 2 (+1d6)	3	Gun, Ion.	2
	*Strong Hit (5–6) vs Tar						
Ratshot	+2 6	3 3*	5 2	1 2 (+1d6)	3	Gun, Self-Propelled.	2
	*Strong Hit (5-6) vs Tar						
Mechonid Shotgun	+] 7*	3* 1*	5 2	1 2 (+1d6)	Ч	Gun, Bio-Disintegrator.	3**
				n, Energy, Burn, *–2	2 Damage	e vs Robots, **Player characters require	e Secret
	Knowledge: Mechon	ids or Particles to use	this Variation.				
	Strong Hit: Bio-Disintegra	ation (Damage, Hit, 1 u	se per RoF) Deal +2	-	Robot Ta	argets with this Attack.	
Biledriver	+0 7	3 3*	5 2	1 2 (+1d6)	3	Gun, Chemical, Napalm, Burst Spores.	10t, 3
	*Strong Hit (5–6) vs Targe	ts within first Range Inc	prement, Bio Tech, Splä	ash +1 OR +1 End Dm	ig (choos	e on Variation selection), Burn, Does not W	ork in Vo
Auto Shotgun	+0 6	3 2*	4 6	1 3 (+2d6)	3	Gun, Gauss.	12t, 3
	*Strong Hit (5–6) vs Tar	gets within first Range	2 Increment, Jam (1-3	3), Modification: Ex	ended Cl	lip.	
Uranium Launcher	+0 7	4 2*	5 2	1** 2 (+1d6)	3	Gun, Irradiated.	14t, 3*
	5	5 5				age every Action you spend Reloading	or Un-
	Jamming this Weap	ion, ***May not be tal	ken by characters wi	thout Endurance (H	enchmer	n, Drones or Companions).	
Smite	+3 7	3 3*	5 2	1 2 (+1d6)	3	Gun, Laser.	3
	*Strong Hit (5–6) vs Tar	gets within first Range	e Increment, Energy, '	May fire through tra	ansparen	t objects (eg: glass), Limited Vision that	is not l
	Light (eg: dust or s	moke) grants your Tar	gets +2 Cover Steps.				
Verutum	+0 6	4 3*	4 2	2 2 (+1d6)	3	Gun, Rail.	12t, 14
	*Strong Hit (5-6) vs Tar	gets within first Range	? Increment, Lock On	+2, Jam (1-5), Mo	dification	Extended Clip.	
Slipshank	+0 7	2 2*	ЧЧ	0 4 (+3d6)	3	Gun, Spine Launcher.	12t, 1
	*Strong Hit (5–6) vs Tar	gets within first Range	? Increment, Bio Tech	n, Modification: Exte	nded Clip	p.	
Sinister Intentions	+0* 8	3 1*	4 2	1 2 (+1d6)	3	Gun, Plasma.	12t,
	Strong Hit (5–6) (when r	iot used by Drones, Co	ompanions or Henchr	nen), *Strong Hit +	vs Targ	ets within first Range Increment, Burn, B	nergy,
	Jam (1–3), *Maximu	um of one Attack per [.]	Turn, Modification: Ex	tended Clip.			
Toy Shotgun	+2 5	0 2*	5 2	1 2 (+1d6)	3	Shell, Dummy.	1
	*Strong Hit (5–6) vs Tar	gets within first Range	Increment, Low Tech	h, Blunt.			
	Strong Hit: Fake Shock (Hit) Target is Suppress	sed.				
Ravage	+2 6]* 2**	5 2	1 2 (+1d6)	3	Shell, Dispersion, Chemical, Neurotoxin	. 3
	**Strong Hit (5–6) vs Tar	gets within first Range	Increment, Splash 1, l	Low Tech, Bio Tech,	*Critical	Hit Attribute Damage Location 1d3+3 (nor	mally 1d
				Alleihule Demonse	(no Armo	our) to a random (1d3+3) Attribute.	
	Strong Hit: Neurotoxin (H	it, 1 use per RoF) Non	Robot Target takes 1	Attribute Damage			
Phlegethon	Strong Hit: Neurotoxin (H +2 6	it, 1 use per RoF) Non 2 2*	Robot Target takes 1 5 2	1 2 (+1d6)	3	Shell, Dispersion, Chemical, Napalm.	2
Phlegethon		2 2*	5 2	1 2 (+1d6)	3		2
Phlegethon Grav Loader	+2 6	2 2*	5 2	1 2 (+1d6)	3		
	+2 6 *Strong Hit (5-6) vs Tar	2 2* gets within first Range 1 2*	5 2 e Increment, Splash 1 4 2	1 2 (+1d6) , Low Tech, Burn, D 1 2 (+1d6)	3 oes not l	Work in Void.	
	+2 6 *Strong Hit (5-6) vs Tar +2 4 *Strong Hit (5-6) vs Tar	2 2* gets within first Range 1 2* gets within first Range	52e Increment, Splash 142e Increment, Electro-	1 2 (+1d6) , Low Tech, Burn, D 1 2 (+1d6) Gravity, Blunt.	3 oes not 1 3	Work in Void.	14t, 1
	+2 6 *Strong Hit (5-6) vs Tar +2 4 *Strong Hit (5-6) vs Tar Strong Hit: Float Targets	2 2* gets within first Range 1 2* gets within first Range (Hit) Debuff all Target	52e Increment, Splash 142e Increment, Electro-	1 2 (+1d6) , Low Tech, Burn, D 1 2 (+1d6) Gravity, Blunt.	3 oes not 1 3	Work in Void. Shell, Electro-Gravity.	14t,
	+2 6 *Strong Hit (5-6) vs Tar +2 4 *Strong Hit (5-6) vs Tar	2 2* gets within first Range 1 2* gets within first Range (Hit) Debuff all Target	52e Increment, Splash 142e Increment, Electro-	1 2 (+1d6) , Low Tech, Burn, D 1 2 (+1d6) Gravity, Blunt.	3 oes not 1 3	Work in Void. Shell, Electro-Gravity.	14t, 1
Grav Loader	+2 6 *Strong Hit (5-6) vs Tar +2 4 *Strong Hit (5-6) vs Tar Strong Hit: Float Targets space until your ne +4 6	2 2* gets within first Range 1 2* gets within first Range (Hit) Debuff att Target xt Turn. 3 2*	52e Increment, Splash I.42e Increment, Electro-Its: -1 Cover Step, reduced52	1 2 (+1d6) , Low Tech, Burn, D 1 2 (+1d6) Gravity, Blunt. uce all Movement 1 2 (+1d6)	3 oes not 1 3 by 2 (min	Work in Void. Shell, Electro-Gravity. nimum O) and Push moves Targets 1 ad	14t, i ditional
Grav Loader The Hoglet	+2 6 *Strong Hit (5-6) vs Tar +2 4 *Strong Hit (5-6) vs Tar Strong Hit: Float Targets space until your ne	2 2* gets within first Range 1 2* gets within first Range (Hit) Debuff att Target xt Turn. 3 2*	52e Increment, Splash I.42e Increment, Electro-Its: -1 Cover Step, reduced52	1 2 (+1d6) , Low Tech, Burn, D 1 2 (+1d6) Gravity, Blunt. uce all Movement 1 2 (+1d6)	3 oes not 1 3 by 2 (min 3	Work in Void. Shell, Electro-Gravity. nimum 0) and Push moves Targets 1 ad Shell, Kinetic.	14t. i ditional 2
Grav Loader	+2 6 *Strong Hit (5-6) vs Tar +2 4 *Strong Hit (5-6) vs Tar Strong Hit: Float Targets space until your ne +4 6 *Strong Hit (5-6) vs Tar +2 8	2 2* gets within first Range 1 2* gets within first Range (Hit) Debuff all Target xt Turn. 3 2* gets within first Range 2 2*	5 2 e Increment, Splash 1, 4 2 e Increment, Electro-Its: -I Cover Step, reducts: 5 2 e Increment, Low Tech 5 2	1 2 (+1d6) , Low Tech, Burn, D 1 2 (+1d6) Gravity, Blunt. uce all Movement 1 2 (+1d6) h. 1 2 (+1d6)	3 oes not 1 3 by 2 (min	Work in Void. Shell, Electro-Gravity. nimum O) and Push moves Targets 1 ad	14t, á ditional
Grav Loader The Hoglet Chimera Mk 4	+2 6 *Strong Hit (5-6) vs Tar +2 4 *Strong Hit (5-6) vs Tar Strong Hit: Float Targets space until your ne +4 6 *Strong Hit (5-6) vs Tar +2 8 *Strong Hit (5-6) vs Tar	2 2* gets within first Range 1 2* gets within first Range (Hit) Debuff all Target xt Turn. 3 2* gets within first Range 2 2* gets within first Range gets within first Range	5 2 e Increment, Splash 1, 4 2 e Increment, Electro-Its: -I Cover Step, reduced 5 2 e Increment, Low Tech 5 2 e Increment, Splash +	1 2 (+1d6) , Low Tech, Burn, D 1 2 (+1d6) Gravity, Blunt. uce all Movement 1 2 (+1d6) h. 1 2 (+1d6) h. 1 2 (+1d6) h. 1 1 2 (+1d6) H. Low Tech. 1	3 oes not 1 3 by 2 (min 3 3	Work in Void. Shell, Electro-Gravity. nimum 0) and Push moves Targets 1 ad Shell, Kinetic. Shell, Shrapnel.	14t, a ditional 2 2
Grav Loader The Hoglet	+2 6 *Strong Hit (5-6) vs Tar +2 4 *Strong Hit (5-6) vs Tar Strong Hit: Float Targets space until your ne +4 6 *Strong Hit (5-6) vs Tar +2 8 *Strong Hit (5-6) vs Tar +2 6	2 2* gets within first Range 1 2* gets within first Range (Hit) Debuff all Target xt Turn. 3 2* gets within first Range 2 2* gets within first Range 4 1*	5 2 e Increment, Splash 1, 4 2 e Increment, Electro-Its: -I Cover Step, reduced 5 2 e Increment, Low Tech 5 2 e Increment, Splash + 5 2 e Increment, Splash + 5 2	1 2 (+1d6) , Low Tech, Burn, D 1 2 (+1d6) Gravity, Blunt. uce all Movement 1 2 (+1d6) h. 1 2 (+1d6) h. 1 2 (+1d6) +1, Low Tech. 1 2 (+1d6)	3 oes not 1 3 by 2 (min 3	Work in Void. Shell, Electro-Gravity. nimum 0) and Push moves Targets 1 ad Shell, Kinetic.	14t, 2 ditional 2
Grav Loader The Hoglet Chimera Mk 4	+2 6 *Strong Hit (5-6) vs Tar +2 4 *Strong Hit (5-6) vs Tar Strong Hit: Float Targets space until your ne +4 6 *Strong Hit (5-6) vs Tar +2 8 *Strong Hit (5-6) vs Tar	2 2* gets within first Range 1 2* gets within first Range (Hit) Debuff all Target xt Turn. 3 2* gets within first Range 2 2* gets within first Range 4 1*	5 2 e Increment, Splash 1, 4 2 e Increment, Electro-Its: -I Cover Step, reduced 5 2 e Increment, Low Tech 5 2 e Increment, Splash + 5 2 e Increment, Splash + 5 2	1 2 (+1d6) , Low Tech, Burn, D 1 2 (+1d6) Gravity, Blunt. uce all Movement 1 2 (+1d6) h. 1 2 (+1d6) h. 1 2 (+1d6) +1, Low Tech. 1 2 (+1d6)	3 oes not 1 3 by 2 (min 3 3	Work in Void. Shell, Electro-Gravity. nimum 0) and Push moves Targets 1 ad Shell, Kinetic. Shell, Shrapnel.	14t, 2 ditional 2 2

Strong Hit: Annihilate Matter (Damage, Hit, Once per RoF) Target takes 1 Attribute Damage (no Armour) to 2 random (2d6) Attributes.

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Chemical Throwers

	Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wqt	Weapon Type	Cost
	Flame Thrower		5	Ч	1	3	9	2	3 (+2d6)*	3	Chemical, Napalm.	4
		Slow, Jam	n (1–5), Low	Tech, All	Targets have	e –1 Cover	Step, *If y	jou perfori	m a Spread Fi	re with	this Weapon: add +1d6 to each Atta	ick Roll, Burn,
		Does	not Work ir	void.	-						·	
Singelle O	Wyvern Mk 2		Ч*	2*	1	3	9	2	3 (+2d6)**	3	Chemical, Synthetic Poison.	Ч
		Slow, Jam	n (1–5), Low	Tech, All	Targets have	e –1 Cover	Step, **lf	you perfo	ırm a Spread I	Fire wit	h this Weapon: add +1d6 to each At	tack Roll, Bio
		Tech,	, *+2 Damag	ge vs Targ	gets at 0 En	durance, D	oes not W	ork in Voi	d.			
		Strong Hit	Synthetic	Poison (Hi	t) Non Robo	t Target ta	kes 3 End	urance Da	image at the S	Start of	f their Turn until they receive Param	redics or
		Exter	nded Care (S	Synthetic I	Poison Effec	t can Stac	k up to 4	times).				
	Black Spewer		Ч	Ч	1	3	9	2	3 (+2d6)*	3	Chemical, Death Spores.	Ч
		Slow, Jam	n (1–5), Low	Tech, All	Targets have	e –1 Cover	Step, *lf y	jou perfori	m a Spread Fi	re with	this Weapon: add +1d6 to each Atta	ick Roll, Bio
		Tech,	, Once per A	Action: if a	a character o	dies to this	Weapon:	this Weap	on gains Spla	sh +1 fo	or that Attack.	
	Waster		Ч	Ч	1	3	9	2	3 (+2d6)*	3	Chemical, Infectious.	Ч
		Slow, Jam	(1–5), Low ⁻	Tech, All 1	Targets have	-1 Cover S	Step, *lf yo	ou perform	n a Spread Fire	e with t	his Weapon: add +1d6 to each Attac	k Roll, Bio Tech.
		Strong Hit	Infect (Hit)	Until your	- target rece	ives First A	Aid: all cha	aracters th	nat end their A	Action a	adjacent to them take 4 End Dmg (d	oes not Stack).
P	lceman	+]	Ч	Ч	1	3	9	2	3 (+2d6)*	3	Chemical, Cryo-Gel.	10t, 4
		Slow, Jam	1 (1–5), Low	Tech, All 1	Targets have	-1 Cover S	Step, *lf yo	ou perform	n a Spread Fire	e with t	his Weapon: add +1d6 to each Attac	k Roll, Bio Tech.
		Strong Hit	: Freeze (Hit) Debuff 1	Target: Redu	ce all Mov	ement by	1 (minimu	ım 0) until the	ey recei	ive a First Aid Healing Roll.	
	Belcher		+1d6+1	Ч	1	3	9	2	3 (+2d6)*	3	Chemical, Vile Cloud.	12t, 4
		Slow, Jam	1 (1–5), Low ⁻	Tech, All 1	Targets have	-1 Cover S	Step, *lf yo	ou perform	n a Spread Fire	e with t	his Weapon: add +1d6 to each Attac	k Roll, Bio Tech,
		lf dar	maged chara	acters do	not end thei	r next Turr	n at least i	2 spaces a	away from the	ir curre	ent location they take 5 End Dmg (d	oes not Stack).
77	Pus Bladders	-2	4	5	1	3	9	2	3 (+2d6)*	3	Chemical, Antimonic Acid.	5
					Targets have					re with	this Weapon: add +1d6 to each Atta	ick Roll, Burn.
	Green Spewer	-2	6	4*	1	3	9	2	3 (+2d6)*	3	Chemical, Bloated Toxin Sacks.	10t, 5
										re with	this Weapon: add +1d6 to each Atta	ick Roll, Bio
a		Tech,			rit Dmg vs I							
7	War Crime		5	3*	1	3	9	2	3 (+2d6)**	3	Chemical, Neurotoxin.	14t, 5
									ırm a Spread I	Fire wit	h this Weapon: add +1d6 to each At	tack Roll, Bio
					e Damage Lo			9				
all.					e per RoF) N						nour) to a random (1d3+3) Attribute.	
aita	Zhou Bits	-2*	Ц**	4**	1	3	6	2	3 (+2d6)***	3	Chemical, Zhou Contagion.	8
					-			÷ .			ith this Weapon: add +1d6 to each A	
								(Roll, **+	⊦2 End Dmg v	s Zhou,	, **-1 Crit Dmg vs Zhou, *If you are	a Zhou: this
			5 5		ural Keyword							
0											e O) against all adjacent characters	
Ŵ	Coda Kal Technique	-1d6-2	6	Ч* т., ., ., .	2	3	9	2	3 (+2d6)*	3	Chemical, B Toxin Sacks, Psionic, S	
		Slow, Jam			-						this Weapon: add +1d6 to each Atta	ick Koll, Bio

Tech, Slow, Splash 2, *-1 Crit Dmg vs Robots, Modification: Advanced Modification (Psionic), Extended Barrel.

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Cannons

Weapon		End Dmg		Rng Clij		Load	RoF	Wgt	Weapon Type	Cost
Oni Rifle	-4	5	0	4 4		2	1	Ч	Gun, Metal Slug.	14t, 3
	Splash 1, Slo			÷	mally Rng x10),	Low Tech,	Jam (1-3).			
Dealsettler	-4	6	4	4 In		2	1	Ч	Gun, Particle.	14t, 2
	Splash 1, Slo		-	÷			, Energy, Do	es not V	Vork in Void, Modification : Low Qua	ality.
Trebuchet	-4	6	5	4 4		2	1	4	Gun, Self-Guided.	2x 14t,
			5	5	5 5 4		2, Lock On (Fire (Front, Side)), Slow.	
Peacemaker	-2	6	5	5 6	-	2	1	4	Gun, Ion.	14t. ⁱ
	Splash 1, Slo	ow, Maximum	Range = Rr	ng x20 (norr	mally Rng x10),	Energy.				
Mr Reason	-2	6	5	6 4	3	2	1	Ч	Gun, Self-Propelled.	14t, I
	Splash 1, Slo	ow, Maximum	Range = Rr	ng x20 (norr	mally Rng x10),	Low Tech,	Works in Lic	uid.		
Apocalypse	-6	6	6	6 4	3	2	1	Ч	Gun, Chem, Antimonic Acid, Burs	t Spores. 10t, 141
	Splash 2, SI	low, Maximum	Range = R	Rng x20 (nor	mally Rng x10)	, Bio Tech,	Burn.			
Waster	-4	+1d6+3	5	б 4	3	2	1	Ч	Gun, Chemical, Vile Cloud, Burst	: Spores. 10t, 12t, 1
	Splash 2, SI	low, Maximum	Range = R	ng x20 (nor	mally Rng x10)	, Bio Tech,	lf damaged	charact	ers do not end their next Turn at	least 2 spaces
	away fi	rom their cur	rent locatio	n they take	5 End Dmg (do	es not Sta	ck).			
BAD A55	-2	6	5	6 4	6	2	2 (+1d6)	Ч	Gun, Gauss.	14t,
				<u> </u>		1 (1 0)				
	Splash 1, Slo	ow, Maximum	Range = Rr	ng x20 (norr	mally Kng xIU),	Jam (I-3).				
Micro Nuke	Splash 1, Slo -4	ow, Maximum 7	Range = Rr 6	ng x20 (norr 5 4		Jam (I-3). 2*	1	Ч	Gun, Irradiated.	2x 14t,
Micro Nuke	-4	7	6	5 4	3	2*	1	-	Gun, Irradiated. Damage every Action you spend	
Micro Nuke	-4 Splash 1, Sla	7 ow, Maximum	6 Range = Rr	5 4 ng x20 (norr	I 3 mally Rng x10),	2* Low Tech,	1 *Take 5 End	lurance	· · · · · · · · · · · · · · · · · · ·	
Micro Nuke Obliteratoron™	-4 Splash 1, Sla	7 ow, Maximum	6 Range = Rr	5 4 ng x20 (norr	l 3 mally Rng x10), by characters	2* Low Tech,	1 *Take 5 End	lurance	Damage every Action you spend	2x 14t, Reloading or U 14t, 1
	-4 Splash 1, Slo Jammi -1	7 ow, Maximum ing this Weap 7	6 Range = Rr on, **May r 5	5 4 ng x20 (norr not be taken 6 4	I 3 nally Rng x10), by characters I 3	2* Low Tech, without En 2	1 *Take 5 End durance (He 1	lurance nchmen 4	Damage every Action you spend , Drones or Companions).	Reloading or U 14t,
	–4 Splash 1, Sla Jammi –1 Splash 1, Sla	7 ow, Maximum ing this Weap 7 ow, Maximum	6 Range = Rr on, **May r 5 Range = Rr	5 4 ng x20 (norr not be taken 6 4 ng x20 (norr	I 3 nally Rng x10), by characters I 3 nally Rng x10),	2* Low Tech, without En 2 Energy, Ma	1 *Take 5 End durance (He 1	lurance nchmen 4	Damage every Action you spend , Drones or Companions). Gun, Laser.	Reloading or U 14t,
Obliteratoron TM	–4 Splash 1, Sla Jammi –1 Splash 1, Sla	7 ow, Maximum ing this Weap 7 ow, Maximum	6 Range = Rr on, **May r 5 Range = Rr	5 4 ng x20 (norr not be taken 6 4 ng x20 (norr	I 3 mally Rng x10), by characters I 3 mally Rng x10), Fargets +2 Cove	2* Low Tech, without En 2 Energy, Ma	1 *Take 5 End durance (He 1	lurance nchmen 4	Damage every Action you spend , Drones or Companions). Gun, Laser.	Reloading or U 14t. d Vision that is
	-4 Splash 1, Slu Jammi -1 Splash 1, Slu Low Lig -2	7 ow, Maximum ing this Weap 7 ow, Maximum ght (eg: dust o 6	6 Range = Rr on, **May r 5 Range = Rr or smoke) g 6	5 4 ng x20 (norr not be taken 6 4 ng x20 (norr grants your 1 6 4	I 3 mally Rng x10), by characters I 3 mally Rng x10), Fargets +2 Cove I 2	2* Low Tech, without En 2 Energy, Ma er Steps. 3	1 *Take 5 End durance (He 1 ay fire throu	lurance nchmen 4 gh trans 4	Damage every Action you spend , Drones or Companions). Gun, Laser. sparent objects (eg: glass), Limited	Reloading or U 14t. d Vision that is
Obliteratoron™ Zeus Cannon	-4 Splash 1, Slo Jammi -1 Splash 1, Slo Low Lig -2 Splash 1, Slo	7 ow, Maximum ing this Weap 7 ow, Maximum ght (eg: dust o 6	6 Range = Rr on, **May r 5 Range = Rr or smoke) g 6	5 4 ng x20 (norr not be taken 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr	I 3 mally Rng x10). by characters I 3 mally Rng x10). Fargets +2 Cove I 2 mally Rng x10).	2* Low Tech, without En 2 Energy, Ma er Steps. 3 Lock On +	1 *Take 5 End durance (He 1 ay fire throu 1 2, Jam (1-5)	lurance nchmen 4 gh trans 4	Damage every Action you spend , Drones or Companions). Gun, Laser. parent objects (eg: glass), Limited Gun, Rail.	Reloading or U 14t, ! d Vision that is 2x 14t
Obliteratoron TM	-4 Splash 1, Slo Jammi -1 Splash 1, Slo Low Lig -2 Splash 1, Slo -2	7 ow, Maximum ing this Weap 7 ow, Maximum ght (eg: dust of 6 ow, Maximum 7	6 Range = Rr on, **May r 5 Range = Rr or smoke) o 6 Range = Rr 4	5 4 ng x20 (norr not be taken 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr grants your 3 6 4 ng x20 (norr 5 4	I 3 mally Rng x10). by characters I 3 mally Rng x10). Targets +2 Cove I 2 mally Rng x10). I 6	2* Low Tech, without En 2 Energy, Ma er Steps. 3 Lock On + 1	1 *Take 5 End durance (He 1 ay fire throu	lurance nchmen 4 gh trans 4	Damage every Action you spend , Drones or Companions). Gun, Laser. sparent objects (eg: glass), Limited	Reloading or U 14t, d Vision that is 2x 14t
Obliteratoron™ Zeus Cannon Mutilator	-4 Splash 1, Slo Jammi -1 Splash 1, Slo -2 Splash 1, Slo -2 Splash 1, Slo	7 ow, Maximum ing this Weap 7 ow, Maximum ght (eg: dust of 6 ow, Maximum 7 ow, Maximum	6 Range = Rr on, **May r 5 Range = Rr or smoke) o 6 Range = Rr 4 Range = Rr	5 4 ng x20 (norr not be taken 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr 5 4 ng x20 (norr 5 4 ng x20 (norr	I 3 mally Rng x10), by characters I 3 mally Rng x10), Targets +2 Cove I 2 mally Rng x10), I 6 mally Rng x10),	2* Low Tech, without En 2 Energy, Ma er Steps. 3 Lock On + 1 Bio Tech.	1 *Take 5 End durance (He 1 ay fire throw 1 2, Jam (1-5) 3 (+2d6)	lurance nchmen 4 gh trans 4 4	Damage every Action you spend , Drones or Companions). Gun, Laser. sparent objects (eg: glass), Limited Gun, Rail. Gun, Spine Launcher.	Reloading or U 14t. d Vision that is 2x 14t 14t.
Obliteratoron™ Zeus Cannon	-4 Splash 1, Slo Jammi -1 Splash 1, Slo -2 Splash 1, Slo -2 Splash 1, Slo -2*	7 ow, Maximum this Weap 7 ow, Maximum ght (eg: dust of 6 ow, Maximum 7 ow, Maximum 8	6 Range = Rr on, **May r 5 Range = Rr or smoke) o 6 Range = Rr 4 Range = Rr 5	5 4 ng x20 (norr 1 not be taken 4 ng x20 (norr 1 grants your 1 6 ng x20 (norr 1	I 3 mally Rng x10), by characters I 3 mally Rng x10), Fargets +2 Cove I 2 mally Rng x10), I 6 mally Rng x10), I 2	2* Low Tech, without En 2 Energy, Ma er Steps. 3 Lock On + 1 Bio Tech. 2	1 *Take 5 End durance (He 1 ay fire throw 1 2, Jam (1–5) 3 (+2d6) 1	Jurance nchmen y trans 4 4 4	Damage every Action you spend , Drones or Companions). Gun, Laser. ;parent objects (eg: glass), Limited Gun, Rail. Gun, Spine Launcher. Gun, Plasma.	Reloading or U 14t, d Vision that is 2x 14i 14t, 14t,
Obliteratoron™ Zeus Cannon Mutilator	-4 Splash 1, Slu Jammi -1 Splash 1, Slu -2 Splash 1, Slu -2 Splash 1, Slu -2* Splash 1, Slu	7 ow, Maximum ing this Weap 7 ow, Maximum 6 ow, Maximum 7 ow, Maximum 8 ow, Maximum	6 Range = Rr on, **May r 5 Range = Rr or smoke) g 6 Range = Rr 4 Range = Rr 5 Range = Rr	5 4 ng x20 (norr not be taken 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr 5 4 ng x20 (norr 5 4 ng x20 (norr 4 4 ng x20 (norr	I 3 mally Rng x10), by characters I 3 mally Rng x10), Fargets +2 Cove I 2 mally Rng x10), I 6 mally Rng x10), I 2 mally Rng x10),	2* Low Tech, without En 2 Energy, Ma er Steps. 3 Lock On + 1 Bio Tech. 2	1 *Take 5 End durance (He 1 ay fire throw 1 2, Jam (1–5) 3 (+2d6) 1	Jurance nchmen y trans 4 4 4	Damage every Action you spend , Drones or Companions). Gun, Laser. sparent objects (eg: glass), Limited Gun, Rail. Gun, Spine Launcher.	Reloading or U 14t, d Vision that is 2x 14i 14t, 14t,
Obliteratoron™ Zeus Cannon Mutilator Apocalyptor™	-4 Splash 1, Slu Jammi -1 Splash 1, Slu -2 Splash 1, Slu -2* Splash 1, Slu -2* Splash 1, Slu or Henu	7 ow, Maximum ing this Weap 7 ow, Maximum 6 ow, Maximum 7 ow, Maximum 8 ow, Maximum chmen), *Max	6 Range = Rr on, **May r 5 Range = Rr or smoke) g 6 Range = Rr 4 Range = Rr 5 Range = Rr imum of or	5 4 ng x20 (norr not be taken 6 4 ng x20 (norr 7 6 4 ng x20 (norr 5 4 ng x20 (norr 7 4 4 4 ng x20 (norr 4 4 ng x20 (norr	I 3 mally Rng x10), by characters I 3 mally Rng x10), Fargets +2 Cove I 2 mally Rng x10), I 6 mally Rng x10), I 2 mally Rng x10), er Turn.	2* Low Tech, without En 2 Energy, Ma er Steps. 3 Lock On + 1 Bio Tech. 2 Burn, Ener	1 *Take 5 End durance (He 1 ay fire throu 2, Jam (1–5, 3 (+2d6) 1 gy, Jam (1–	lurance nchmen y trans 4 y 4 3), Stror	Damage every Action you spend , Drones or Companions). Gun, Laser. sparent objects (eg: glass), Limited Gun, Rail. Gun, Spine Launcher. Gun, Plasma. ng Hit (5-6) (when not used by Dr	Reloading or U 14t, d Vision that is 2x 14t 14t, rones, Compani
Obliteratoron™ Zeus Cannon Mutilator	-4 Splash 1, Slo Jammi -1 Splash 1, Slo -2 Splash 1, Slo -2* Splash 1, Slo or Heno +0	7 ow, Maximum ing this Weap 7 ow, Maximum 6 ow, Maximum 8 ow, Maximum 8 ow, Maximum 8 ow, Maximum 6	6 Range = Rr on, **May r 5 Range = Rr or smoke) g 6 Range = Rr 4 Range = Rr 5 Range = Rr timum of or 5	5 4 ng x20 (norr not be taken 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr 5 4 ng x20 (norr 4 4 ng x20 (norr 4 4 ng x20 (norr 5 4 ng x20 (norr 4 4 5 4	3 nally Rng x10). by characters 3 nally Rng x10). Targets +2 Cove 1 2 nally Rng x10). 6 nally Rng x10). 1 2 nally Rng x10). 3	2* Low Tech, without En 2 Energy, Ma er Steps. 3 Lock On + 1 Bio Tech. 2 Burn, Ener 2	1 *Take 5 End durance (He 1 ay fire throw 1 2, Jam (1–5) 3 (+2d6) 1	Jurance nchmen y trans 4 4 4	Damage every Action you spend , Drones or Companions). Gun, Laser. ;parent objects (eg: glass), Limited Gun, Rail. Gun, Spine Launcher. Gun, Plasma.	Reloading or U 14t, d Vision that is 2x 14t 14t, rones, Compani
Obliteratoron™ Zeus Cannon Mutilator Apocalyptor™ Liquidator™ VTX10	-4 Splash 1, Slo Jammi -1 Splash 1, Slo -2 Splash 1, Slo -2* Splash 1, Slo -2* Splash 1, Slo or Heno +0 Splash 1, Slo	7 ow, Maximum ing this Weap 7 ow, Maximum ght (eg: dust of 6 ow, Maximum 7 ow, Maximum 8 ow, Maximum chmen), *Max 6	6 Range = Rr on, **May r 5 Range = Rr or smoke) g 6 Range = Rr 4 Range = Rr 5 Range = Rr dimum of or 5 Range = Rr	5 4 ng x20 (norr not be taken 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr s x20 (norr 9 x20 (norr 9 x20 (norr 4 4 ng x20 (norr 4 4 ng x20 (norr 6 4 ng x20 (norr 6 4 ng x20 (norr 9 20 (norr	3 nally Rng x10). by characters 1 3 nally Rng x10). Fargets +2 Cove 1 2 nally Rng x10). 1 6 nally Rng x10). 1 2 nally Rng x10). 1 2 nally Rng x10). 1 3 nally Rng x10).	2* Low Tech, without En 2 Energy, Ma er Steps. 3 Lock On + 1 Bio Tech. 2 Burn, Ener 2 Low Tech.	1 *Take 5 End durance (He 1 ay fire throu 2. Jam (1-5) 3 (+2d6) 1 gy. Jam (1-5)	lurance nchmen 4 gh trans 4 4 3), Stror 4	Damage every Action you spend , Drones or Companions). Gun, Laser. sparent objects (eg: glass), Limited Gun, Rail. Gun, Spine Launcher. Gun, Plasma. ng Hit (5-6) (when not used by Dr Shell, Kinetic.	Reloading or U 14t, d Vision that is 2x 14t 14t, rones, Compani 14t,
Obliteratoron™ Zeus Cannon Mutilator Apocalyptor™	-4 Splash 1, Slo Jammi -1 Splash 1, Slo -2 Splash 1, Slo -2* Splash 1, Slo -2* Splash 1, Slo or Hend +0 Splash 1, Slo -2	7 ow, Maximum ing this Weap 7 ow, Maximum ght (eg: dust of 6 ow, Maximum 8 ow, Maximum 8 ow, Maximum 6 ow, Maximum 8	6 Range = Rr on, **May r 5 Range = Rr or smoke) o 6 Range = Rr 4 Range = Rr 5 Range = Rr (mum of or 5 Range = Rr 4	5 4 ng x20 (norr 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr 7 4 ng x20 (norr 9 20 (norr 5 4 ng x20 (norr 4 4 ng x20 (norr 5 4	3 nally Rng x10), by characters 3 nally Rng x10), Fargets +2 Cove 2 nally Rng x10), 6 nally Rng x10), 1 6 nally Rng x10), 1 2 nally Rng x10), 1 3 nally Rng x10), 1 3 nally Rng x10), 1 3 nally Rng x10), 3 3 3 3	2* Low Tech, without En 2 Energy, Ma er Steps. 3 Lock On + 1 Bio Tech. 2 Burn, Ener 2 Low Tech. 2	1 *Take 5 End durance (He 1 ay fire throu 2. Jam (1-5) 3 (+2d6) 1 gy, Jam (1 1	lurance nchmen y trans 4 y 4 3), Stror	Damage every Action you spend , Drones or Companions). Gun, Laser. sparent objects (eg: glass), Limited Gun, Rail. Gun, Spine Launcher. Gun, Plasma. ng Hit (5-6) (when not used by Dr	Reloading or L 14t, d Vision that is 2x 14i 14t, rones, Compani 14t,
Obliteratoron™ Zeus Cannon Mutilator Apocalyptor™ Liquidator™ VTX10 Scrap Bomb Launcher	-4 Splash 1, Slo Jammi -1 Splash 1, Slo -2 Splash 1, Slo -2* Splash 1, Slo or Heno +0 Splash 1, Slo -2 Splash 1, Slo -2 Splash 1, Slo -2 Splash 1, Slo -2 Splash 2, Slo	7 ow, Maximum 7 ow, Maximum 9ht (eg: dust of 6 ow, Maximum 7 ow, Maximum 8 ow, Maximum chmen), *Max 6 ow, Maximum 8 ow, Maximum 8 ow, Maximum	6 Range = Rr on, **May r 5 Range = Rr or smoke) o 6 Range = Rr 4 Range = Rr 5 Range = Rr 4 Range = Rr 4 Range = Rr	5 4 ng x20 (norr 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr 4 4 ng x20 (norr ng x20 (norr 5 4 ng x20 (norr 5 4 ng x20 (norr 5 4 ng x20 (norr 6 4 9 20 (norr 6 4	3 nally Rng x10), by characters i	2* Low Tech, without En 2 Energy, Ma er Steps. 3 Lock On + 1 Bio Tech. 2 Burn, Ener 2 Low Tech. 2 Low Tech.	1 *Take 5 End durance (He 1 ay fire throw 2, Jam (1–5) 3 (+2d6) 1 gy, Jam (1–5) 1	lurance nchmen 4 gh trans 4 4 3). Stror 4	Damage every Action you spend , Drones or Companions). Gun, Laser. sparent objects (eg: glass), Limited Gun, Rail. Gun, Spine Launcher. Gun, Plasma. ng Hit (5-6) (when not used by Dr Shell, Kinetic. Shell, Shrapnel.	Reloading or U 14t, d Vision that is 2x 14t 14t, rones, Compani 14t, 14t,
Obliteratoron™ Zeus Cannon Mutilator Apocalyptor™ Liquidator™ VTX10	-4 Splash 1, Slo Jammi -1 Splash 1, Slo -2 Splash 1, Slo -2* Splash 1, Slo -2* Splash 1, Slo or Heno +0 Splash 1, Slo -2 Splash 2, Slo -2	7 ow, Maximum 7 ow, Maximum 9ht (eg: dust of 6 ow, Maximum 7 ow, Maximum 8 ow, Maximum 6 ow, Maximum 8 ow, Maximum 8 ow, Maximum 8	6 Range = Rr on, **May r 5 Range = Rr or smoke) o 6 Range = Rr 4 Range = Rr 5 Range = Rr timum of or 5 Range = Rr 4 u Range = Rr 5 Range = Rr 7 S Range = Rr 5 Range = Rr 7 S Range = Rr 5 Range = Rr 5 S	5 4 ng x20 (norr not be taken 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr y 4 ng x20 (norr ng x20 (norr ng x20 (norr 5 4 6 3	3 nally Rng x10), by characters i	2* Low Tech, without En 2 Energy, Ma er Steps. 3 Lock On + 1 Bio Tech. 2 Burn, Ener 2 Low Tech. 2 Low Tech. 2	1 *Take 5 End durance (He 1 ay fire throw 2, Jam (1–5) 3 (+2d6) 1 gy, Jam (1–5) 1 1 1	lurance nchmen 4 gh trans 4 4 3), Stror 4 4 4	Damage every Action you spend , Drones or Companions). Gun, Laser. sparent objects (eg: glass), Limited Gun, Rail. Gun, Spine Launcher. Gun, Plasma. ng Hit (5-6) (when not used by Dr Shell, Kinetic. Shell, Shrapnel. Shell, Self-Guided.	Reloading or U 14t, d Vision that is 2x 14t 14t, rones, Compani 14t, 14t,
Obliteratoron™ Zeus Cannon Mutilator Apocalyptor™ Liquidator™ VTX10 Scrap Bomb Launcher	-4 Splash 1, Slo Jammi -1 Splash 1, Slo -2 Splash 1, Slo -2* Splash 1, Slo -2* Splash 1, Slo or Heno +0 Splash 1, Slo -2 Splash 2, Slo -2	7 ow, Maximum 7 ow, Maximum 9ht (eg: dust of 6 ow, Maximum 7 ow, Maximum 8 ow, Maximum 6 ow, Maximum 8 ow, Maximum 8 ow, Maximum 8	6 Range = Rr on, **May r 5 Range = Rr or smoke) o 6 Range = Rr 4 Range = Rr 5 Range = Rr timum of or 5 Range = Rr 4 u Range = Rr 5 Range = Rr 7 S Range = Rr 5 Range = Rr 7 S Range = Rr 5 Range = Rr 5 S	5 4 ng x20 (norr not be taken 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr grants your 1 6 4 ng x20 (norr y 4 ng x20 (norr ng x20 (norr ng x20 (norr 5 4 6 3	3 nally Rng x10), by characters i	2* Low Tech, without En 2 Energy, Ma er Steps. 3 Lock On + 1 Bio Tech. 2 Burn, Ener 2 Low Tech. 2 Low Tech. 2	1 *Take 5 End durance (He 1 ay fire throw 2, Jam (1–5) 3 (+2d6) 1 gy, Jam (1–5) 1 1 1	lurance nchmen 4 gh trans 4 4 3), Stror 4 4 4	Damage every Action you spend , Drones or Companions). Gun, Laser. sparent objects (eg: glass), Limited Gun, Rail. Gun, Spine Launcher. Gun, Plasma. ng Hit (5-6) (when not used by Dr Shell, Kinetic. Shell, Shrapnel.	Reloading or U 14t, 4 d Vision that is 2x 14t 14t, 4

Slow, Maximum Range = Rng x20 (normally Rng x10), Burn, Energy.

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Auto Cannons

Weapon	Hit E	Ind Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Oni Assault Rifle	-6	5*	Ч]*	3	24	2	4 (+3d6)	4	Gun, Metal Slug.	14t, 3
	Jam (1–3), *	Optional: (Set Up 1,	Pull Down	1, +2 Rng a	and +2 End	Dmg), Lo	w Tech.			
Big Plunker	-6	6*	Ч]*	3	20	2	4 (+3d6)	Ч	Gun, Self-Guided.	2x 14t,
							Dmg), Lo		ck On (I	ndirect Fire (Front, Side)), Slow.	
Fulminata	-4	6*	4	2*	5	20	2	4 (+3d6)	Ч	Gun, Ion.	14t, L
	Jam (1-3), *										
Rumble Puppy	-4	6*	Ч	3*	3	20	2	4 (+3d6)	Ч	Gun, Self-Propelled.	14t, I
	Jam (1-3), *				5		5		s in Liq		
Mechonid Auto Cannon	-5	7* **	4**]*	3	20	2	4 (+3d6)	5	Gun, Bio-Disintegrator.	14t, 5*
					9		5	~	y, Burn	**-2 Damage vs Robots, ***Play	jer characters
			5	Mechonids							
	5	-	,	5				,		argets with this Attack.	
Glog	-6	6*	Ч	3*	3	20	2	4 (+3d6)	4	Gun, Chemical, Death Spores, Burst S	•
							Dmg), Bi	o Tech, Splas	h 1, Bio	Tech, Once per Action: if a charac	ter dies to thi
			5	Splash +1							
Splatter Gore	-6	6*	4	3*	3	20	2	4 (+3d6)	Ч	Gun, Chemical, Infectious, Burst S	Spores. 10t, 14
	Jam (1-3), *				5		5				
	5		5	5						djacent to them take 4 End Dmg (
Athos	-4	6*	Ч	2*	3	25	2	5 (+4d6)	Ч	Gun, Gauss.	14t, 1
		Optional: (Set Up 1,	Pull Down	1. +2 Rna a	and +2 End	(nmu				
	Jam (1–3), *										
Scorpio	-6	7*	5	2*	3	20	2**	4 (+3d6)	Ч	Gun, Irradiated.	
Scorpio	-6 Jam (1-3), *	7* Optional: (5 Set Up 1,	2* Pull Down	3 1, +2 Rng a	20 and +2 End	2** Dmg), Lo	w Tech, **Ta	ke 5 En	durance Damage every Action you	
	-6 Jam (1-3), * or Un-3	7* Optional: (Jamming t	5 Set Up 1, his Weap	2* Pull Down on, ***May	3 1, +2 Rng a not be tak	20 and +2 End ken by chai	2** Dmg), Lo Tacters wi	w Tech, **Ta thout Endura	ke 5 En nce (Hei	durance Damage every Action you nchmen, Drones or Companions).	spend Reload
Scorpio Brotherhood	-6 Jam (1-3), * or Un-3 -3	7* Optional: (Jamming ti 7 *	5 Set Up 1, his Weap 4	2* Pull Down on, ***May 3*	3 1, +2 Rng a not be tak 3	20 and +2 End ken by chai 20	2** Dmg), Lo racters wi 2	w Tech, **Ta thout Endura 4 (+3d6)	ke 5 En nce (Hei 4	durance Damage every Action you nchmen, Drones or Companions). Gun, Laser.	spend Reload
	-6 Jam (1-3), * or Un-3 -3 Jam (1-3), *	7* Optional: (Jamming ti 7* Optional: (5 Set Up 1, his Weap 4 Set Up 1,	2* Pull Down on. ***May 3* Pull Down	3 1, +2 Rng a not be tak 3 1, +2 Rng a	20 and +2 End ken by chai 20 and +2 End	2** Dmg), Lo racters wi 2 Dmg), Er	w Tech, **Ta thout Endura 4 (+3d6) tergy, May fin	ke 5 En nce (Hei 4	durance Damage every Action you nchmen, Drones or Companions).	spend Reload
Brotherhood	-6 Jam (1-3), * or Un-3 -3 Jam (1-3), * that is i	7* Optional: (Jamming ti 7* Optional: (not Low Lig	5 Set Up 1, his Weap 4 Set Up 1, ght (eg: d	2* Pull Down on, ***May 3* Pull Down lust or smo	3 I, +2 Rng a not be tak 3 I, +2 Rng a ke) grants	20 and +2 End ken by char 20 and +2 End your Targe	2** Dmg), Lo racters wi 2 Dmg), Er ts +2 Cov	w Tech, **Ta thout Endura 4 (+3d6) iergy, May fin ver Steps.	ke 5 En nce (Hei 4 e throug	durance Damage every Action you nchmen, Drones or Companions). Gun, Laser. h transparent objects (eg: glass), l	spend Reload 14t. S imited Vision
	-6 Jam (1-3), * or Un-3 Jam (1-3), * that is n -4	7* ^c Optional: (Jamming ti 7* ^c Optional: (not Low Lig 6*	5 Set Up 1, his Weap 4 Set Up 1, ght (eg: d 5	2* Pull Down on, ***May 3* Pull Down lust or smo 3*	3 1, +2 Rng a not be tak 3 1, +2 Rng a ke) grants 3	20 and +2 End ken by chai 20 and +2 End your Targe 16	2** Dmg), Lo racters wi 2 Dmg), Er ts +2 Cov 3	w Tech, **Ta thout Endura 4 (+3d6) tergy, May fin ver Steps. 4 (+3d6)	ke 5 En nce (Hei 4	durance Damage every Action you nchmen, Drones or Companions). Gun, Laser.	spend Reload 14t. S imited Vision
Brotherhood Noisy Kid	-6 Jam (1-3), * or Un-3 -3 Jam (1-3), * that is i -4 *Optional: (S	7* Optional: (Jamming ti 7* Optional: (not Low Lig 6* Set Up 1, Pu	5 Set Up 1, his Weap 4 Set Up 1, ght (eg: d 5 Jll Down	2* Pull Down on. ***May 3* Pull Down lust or smo 3* 1, +2 Rng an	3 not be tak 3 1, +2 Rng a ke) grants 3 nd +2 End	20 and +2 End ken by chai 20 and +2 End your Targe 16 Dmg), Lock	2** Dmg), Lo racters wi 2 Dmg), Er ts +2 Cov 3	w Tech, **Ta thout Endura 4 (+3d6) tergy, May fin ver Steps. 4 (+3d6)	ke 5 En nce (Hei 4 e throug	durance Damage every Action you nchmen, Drones or Companions). Gun, Laser. h transparent objects (eg: glass), l Gun, Rail.	spend Reload 14t, imited Vision 2x 14t
Brotherhood	-6 Jam (1-3), * or Un-3 -3 Jam (1-3), * that is n -4 *Optional: (S	7* Optional: (Jamming ti 7* Optional: (not Low Lig 6* Set Up 1, Pu 7*	5 Set Up 1, his Weap 4 Set Up 1, ght (eg: d 5 Jll Down 3	2* Pull Down on, ***May 3* Pull Down lust or smo 3* 1, +2 Rng ai 2*	3 not be tal 3 1, +2 Rng a ke) grants 3 nd +2 End 3	20 and +2 End ken by char 20 and +2 End your Targe 16 Dmg), Lock 24	2** Dmg), Lo racters wi 2 Dmg), Er ts +2 Cov 3 (On +2, 1	w Tech, **Ta thout Endura 4 (+3d6) ergy, May fin ver Steps. 4 (+3d6) Jam (1–5). 6 (+5d6)	ke 5 En nce (Hei 4 e throug	durance Damage every Action you nchmen, Drones or Companions). Gun, Laser. h transparent objects (eg: glass), l	spend Reload 14t, imited Vision 2x 14t
Brotherhood Noisy Kid	-6 Jam (1-3), * or Un-3 -3 Jam (1-3), * that is i -4 *Optional: (S	7* Optional: (Jamming ti 7* Optional: (not Low Lig 6* Set Up 1, Pu 7*	5 Set Up 1, his Weap 4 Set Up 1, ght (eg: d 5 Jll Down 3	2* Pull Down on, ***May 3* Pull Down lust or smo 3* 1, +2 Rng ai 2*	3 not be tal 3 1, +2 Rng a ke) grants 3 nd +2 End 3	20 and +2 End ken by char 20 and +2 End your Targe 16 Dmg), Lock 24	2** Dmg), Lo racters wi 2 Dmg), Er ts +2 Cov 3 (On +2, 1	w Tech, **Ta thout Endura 4 (+3d6) ergy, May fin ver Steps. 4 (+3d6) Jam (1–5). 6 (+5d6)	ke 5 En nce (Her 4 e throug 4	durance Damage every Action you nchmen, Drones or Companions). Gun, Laser. h transparent objects (eg: glass), l Gun, Rail.	14t, s

Henchmen), *Maximum of one Attack per Turn.

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Grenades

(Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wat	Weapon Type	Cost
	Flash Bang	-2	3	2	1	2	1	1	1	1	Shell, Thrown, Dummy.	0
		Splash 2,	Small, Slow	, -2 to all	Weapon M	lodification	Spare Time	Rolls, Lo	w Tech,	Blunt.		
		Strong Hit	t: Fake Shocl	k (Hit) Tar	get is Supp	oressed.						
	Smoke Grenade	-2	-	-	2	3	1	1	1	1	Shell, Thrown, Smoke.	0
		Splash 3,	, Small, Slow	, -2 to all	l Weapon M	lodification	Spare Time	Rolls, Lo	w Tech,	Creates an	Area of Limited Vision (Light Cover (+2)) for 3
		minu	utes, Does no	t Work in	Void.							
	Napalm Grenade	-2	6	4	1	2	1	1	1	1	Shell, Thrown, Dispersion, Chem, Napalr	n. 1
		Splash 3,	, Small, Slow	, -2 to al	l Weapon M	lodification	Spare Time	Rolls, Lo	w Tech,	Burn, Does	not Work in Void.	
	Vlodgobber	-2	+1d6+2	4	1	2	1	1	1	1	Shell, Thrown, Dis, Chemical, Vile Clou	d. 12t, 1
		Splash 3,	Small, Slow	, -2 to all	l Weapon M	lodification	Spare Time	Rolls, Lo	w Tech,	Bio Tech, II	f damaged characters do not end their r	iext Turn a
			t 2 spaces a	5	their curre		they take 5	End Dm	g (does i	not Stack).		
18°*	Fulminatus	+0	6	5	1	2	1	1	1	1	Shell, Thrown, Kinelic.	1
			. Small, Slow				Spare Time	Rolls, Lo	w Tech.			
2	Teeth Tumors	-2	8	4	1	2	1	1	1	1	Shell, Thrown, Shrapnel.	1
	.		, Small, Slow									
and	Bolas	+0*	4	3**	2	2	1	1	1	1	Shell, Thrown, Snare, Impairment**	1
									w lech,	*Never add	d Str to your Hit, **Any Escape vs Grab	is done vs
	Chinning Commin		nce 12+Crit (4	Jmg, ** ic 3	U never co	iunt as Gra	obing large	[. 1	1	1	Chall Three in Flagher Cassing	1111.1
	Skipping Sammie	-2 Calach 0	ч . Small, Slow	°.	l Maanan N	l Indifination	Carera Tirra] l C-] iku Diumi	Shell, Thrown, Electro-Gravity.	14t, 1
										5	 ninimum 0) and Push moves Targets 1 a	dditional
		5	ce until your			aryets: -r t	,over step, r	enoce an	MUVEIII	מור טע ב (וו	minimuli of and Fosh moves largets i a	uullional
	Tracking 'Makaros' Fulminatus	-2	6	5	2	1	1	1	1	1	Shell, Thrown, Self-Guided,	14t. 2
	huoking hakaros rokininakos	_	Small Slow	-	_	Indification	Snare Time	Rolls Lo	ck On +;	P Lock On	(Indirect Fire (Front, Side)).	1 IQ, E
	PTXD Plasma Charge	-2	8	6	0	2]]	1]	Shell, Thrown, Plasma,	3
·		Splash 1,	Small, Slow,	-2 to all	Weapon M	odification	Spare Time	Rolls, Bu	rn, Enerc	IU.		
ŝ	S.U.N	-2	8	Ч	1	1	1	1	1	1	Shell, Thrown, Antimatter.	3*
-		Splash 2,	Small, Slow,	-2 to all	Weapon Mo	dification S	Spare Time F	lolls, *Pla	yer char	acters requ	ire Secret Knowledge: Antimatter to use	his Variatio
		Strong Hil	t: Annihilate	Matter (Da	amage, Hit,	Once per	RoF) <u>T</u> arget	takes 1 A	ttribute (Damage (ni	o Armour) to 2 random (2d6) Attributes.	
1	Grenade Launcher	-1	6	5	3	3	1	1	1	2	Shell, Thrown*, Kinetic.	2
		Splash 2,	Small, Slow,	-2 to all	Weapon M	odification	Spare Time	Rolls, Low	r Tech, *	May use Si	nap Shot or Sighted Shot (Can not use T	nrow Action

Disruptor Grenades

	Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
in the second	Azeus	-2	8*	3**	1	2	1	1	1	1	Shell, Thrown, Ripple.	14t, 1
		Splash 1, S	imall, Slow, B	Energy, Blui	nt, Strong	Hit (5-6)	**+2 Crit 0)mg vs Ro	bots, -2 to	o all Weap	oon Modification Spare Time Rolls, *+2	Endurance
		Dama	ge vs Target	ts that have	4+ Arm	our.						
		Strong Hit:	Mass Disrup	ot (Hit) Debu	IFF ALL D	amaged Ta	argets Activ	re Non Low	<i>i</i> Tech, Non	. Bio Tech	Weapons: Lose Ammunition equal to I	RoF.
•	Gazap™	-2	8	3*	1	2	1	1	1	1	Shell, Thrown, Riot Control.	2
		Splash 2,	Small, Slow,	Energy, Blu	nt, Stron	g Hit (5–6)	*+2 Crit D	mg vs Rol	bots, -2 to	all Weap	on Modification Spare Time Rolls.	
		Strong Hit:	Concussive	Bolt (Does	not Req I	Hit) All nor	n-Nemesis	Targets wi	ithin Splasł	n area are	Suppressed or pushed back 3 (their o	choice).
		Strong Hit:	Mass Disrup	ot (Hit) Debu	IFF ALL D	amaged Ta	argets Activ	re Non Low	<i>i</i> Tech, Non	i Bio Tech	Weapons: Lose Ammunition equal to I	RoF.
•	Calmer™	-2	7	2*	0	2	1	1	1	1	Shell, Thrown, Buster.	3
		Splash 1, S	imall, Slow, B	Energy, Blui	nt, Strong	Hit (4-6)	*+2 Crit Dr	ng vs Rob	iots, -2 to	all Weapo	on Modification Spare Time Rolls,	
		Strong Hit:	Mass Disrup	ot (Hit) Debu	IFF ALL D	amaged Ta	argets Activ	re Non Low	<i>i</i> Tech, Non	Bio Tech	Weapons: Lose Ammunition equal to I	RoF.
	Disruptor Bomb	+2d6-2	9	3*	-1	2	1	1	1	2	Shell, Thrown, Mass Charge.	3
		Splash 1, S	imall, Slow, B	Energy, Blui	nt, Strong	Hit (5-6)	*+2 Crit Dr	ng vs Rob	ots, -2 to	all Weapo	n Modification Spare Time Rolls, Slow.	
		Strong Hit:	Mass Disrup	ot (Hit) Debu	IFF ALL D	amaged Ta	argets Activ	re Non Low	<i>i</i> Tech, Non	i Bio Tech	Weapons: Lose Ammunition equal to I	RoF.

Adhesive Grenades

(Weapon Firework		nd Dmg 3*]*	3	3	.mmo 1	Load 1	RoF 1	1	Shell,	n Type Thrown, Dummy.	Cost O
		Strong I	lit Options	at the start	of your n	ext Turn, Lo			< sticks to	surface	s and c	characters, *Apply Damage and so	elect
•	Mind Worm	Strong I	6* nall, Slow, - Hit Options	2* ** -2 to all We at the start	3 apon Modi of your ne	3 fication Spa ext Turn, Lo	w Tech, I	Bio Tech, **	Critical Hit	surface Attribu	es and te Dam	Thrown, Dis, Chemical, Neurotoxin. characters, *Apply Damage and s rage Location 1d3+3 (normally 1d6	elect
•	Seaping Boil	Splash 2, Sm Strong H	5* nall, Slow, - Hit Options	3* -2 to all We at the start	3 apon Modi of your ne	3 fication Spa ext Turn, Lo	1 are Time w Tech, I	1 Rolls, Attac Bio Tech.	1 k sticks to) surface	Shell, es and	a random (1d3+3) Attribute. Thrown, Dis, Chemical, Infectious. characters, *Apply Damage and s to them take 4 End Dmg (does no	
	Mag Bomb	+2 Splash 1, Sm	6* all, Slow, -	4*	3 apon Modif	3 ication Spa	1 re Time I	1	1	1	Shell,	Thrown, Kinetic. characters, *Apply Damage and si	1
P	Awkward Hug	Splash 2, Sm	8* nall, Slow,	3*	3 apon Modi	3 fication Spa	1 are Time	l Rolls, Attac	1 k sticks to			Thrown, Shrapnel. characters, *Apply Damage and s	1 elect
P	Glug Bomb	Strong H	lit Options		of your n	ext Turn, Lo				surface	s and c	Thrown, Snare, Impairment*** characters, **Apply Damage and s scape vs Grab is done vs Defence	
	Delayed Grav Bomb	Splash 1, Sm Strong H Strong Hit: Fl	4* all, Slow, - Hit Options	2* 2 to all Wea at the start s (Hit) Debut	3 apon Modif of your ne	2 ication Spa ext Turn, El	ectro-Gra	avity, Blunt.		surface	s and c	Thrown, Electro-Gravity. characters, *Apply Damage and so O) and Push moves Targets 1 addi	
	Crazy-Bomb	Splash 1, Sm	6* all, Slow, -	Ч*						surface	s and c	Thrown, Self-Guided. Sharacters, *Apply Damage and se . Slow.	14t, 2 elect
Ŷ	Penitent	Small, Slow,	8* -2 to all V	5*	2 fication Sp	3 Dare Time F	1 Iolls, Atta	1	1	1	Shell,	Thrown, Plasma. s, *Apply Damage and select Stro	3 ng Hit
and the second sec	Stella Tenebris	Strong I	lit Options	at the start	of your n	ext Turn, **	Player c	haracters re	quire Secr	surface: et Know	s and c ledge:	Thrown, Antimatter. characters, *Apply Damage and si Antimatter to use this Variation.) to 2 random (2d6) Attributes.	3** elect

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Mortars

P	Weapon	Hit End Dmg Crit Rng Clips Ammo Load RoF Wgt Weapon Type Cost -6 3 1 7* 10 1 1 4 Shell Dummu. 0	
ų	Slinger	-6 3 1 7* 10 1 1 4 Shell, Dummy. 0 Splash 1d3, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, *Maximum Range = Rng x20 (normally Rng x10), *Minimum Range = 8, 6 7 7 0	
		When fired at a spacecraft use: Hit -1, Shield Dmg 2, Crit 2 and Rng 4, Low Tech, Blunt, Modification: Low Quality.	
		Strong Hit: Fake Shock (Hit) Target is Suppressed.	
	Smoke Launcher	-6 8* 11 1 1 1 4 Shell, Smoke. 0	
		Splash 1d3+1, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, *Maximum Range = Rng x20 (normally Rng x10), *Minimum Range =	
		8, When fired at a spacecraft use: Hit -1, Shield Dmg 2, Crit 2 and Rng 4, Low Tech, Creates an Area of Limited Vision (Light Cover (+2)) for	
		3 minutes, Does not Work in Void, Modification: Low Quality.	
P	Snowball	-3 5 3 8* 10 1 1 1 4 Shell, Dispersion, Chemical, Cryo-Gel. 10t, 2	
		Splash 1d3+1, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, *Maximum Range = Rng x20 (normally Rng x10), *Minimum Range =	
		8, When fired at a spacecraft use: Hit –1, Shield Dmg 2, Crit 2 and Rng 4, Low Tech, Bio Tech.	
		Strong Hit: Freeze (Hit) Debuff Target: Reduce all Movement by 1 (minimum 0) until they receive a First Aid Healing Roll.	
	Thud Maggots	-4 5 3 8* 10 1 1 1 4 Shell, Disper, Chemical, Death Spores. 2	
		Splash 1d3+1, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, *Maximum Range = Rng x20 (normally Rng x10), *Minimum Range =	
		8, When fired at a spacecraft use: Hit -1, Shield Dmg 2, Crit 2 and Rng 4, Low Tech, Bio Tech, Once per Action: if a character dies to this	
	Glubber Cloud	Weapon: this Weapon gains Splash +1 for that Attack. -4 +1d6+2 3 8* 10 1 1 4 Shell, Dispersion, Chemical, Vile Cloud, 12t, 2	
44		-4 +1d6+2 3 8* 10 1 1 1 4 Shell, Dispersion, Chemical, Vile Cloud. 12t, 2 Splash 1d3+1, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, *Maximum Range = Rng x20 (normally Rng x10), *Minimum Range =	
		8, When fired at a spacecraft use: Hit -1, Shield Dmg 2, Crit 2 and Rng 4, Low Tech, Bio Tech, If damaged characters do not end their next	
		Turn at least 2 spaces away from their current location they take 5 End Dmg (does not Stack).	
	Splatter	-6 7 3* 6** 10 1 1 1 4 Shell, Disp, Chem, Bloated Toxin Sacks. 1	
d b	opiaitoi	Splash 1d3+2, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, **Maximum Range = Rng x20 (normally Rng x10), **Minimum Range	
		= 8, When fired at a spacecraft use: Hit -1, Shield Dmg 2, Crit 2 and Rng 4, Low Tech, Bio Tech, *-1 Crit Dmg vs Robots, Modification: Low	
		Quality.	
۲	Bombardier	-4 6 4 8* 9 2 1 1 4 Shell, Kinetic. 12t, 2	
		Splash 1d3, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, *Maximum Range = Rng x20 (normally Rng x10), *Minimum Range = 8,	
		When fired at a spacecraft use: Hit -1, Shield Dmg 2, Crit 2 and Rng 4, Low Tech, Modification : Extended Clip.	
P	Barney Strife	-6 8 3 8* 9 2 1 1 4 Shell, Shrapnel. 12t, 2	
		Splash 1d3+1, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, *Maximum Range = Rng x20 (normally Rng x10), *Minimum Range =	
		8, When fired at a spacecraft use: Hit –1, Shield Dmg 2, Crit 2 and Rng 4, Low Tech, Modification : Extended Clip.	
	Snare Mortar	-2* 4 2** 9*** 10 1 1 1 4 Shell, Snare, Impairment** 2	
		Splash 1d3, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, ***Maximum Range = Rng x20 (normally Rng x10), ***Minimum Range	
		= 8, When fired at a spacecraft use: Hit -1, Shield Dmg 2, Crit 2 and Rng 4, Low Tech, *Never add Str to your Hit, **Any Escape vs Grab is	
	Grav Mortar	done vs Defence 12+Crit Dmg, **You never count as Grabbing Target. -4 4 2 8* 9 1 1 1 4 Shell, Electro-Gravity. 14t, 2	
	orav Horai	Splash 1d3, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, *Maximum Range = Rng x20 (normally Rng x10), *Minimum Range = 8,	
		When fired at a spacecraft use: Hit -1, Shield Dmg 2, Crit 2 and Rng 4, Electro-Gravity, Blunt.	
		Strong Hit: Float Targets (Hit) Debuff All Targets: -1 Cover Step, reduce all Movement by 2 (minimum 0) and Push moves Targets 1 additional	
		space until your next Turn	
in the second	Thaumas Mk 4	-4 6 4 9* 9 1 1 1 4 Shell, Self-Guided. 14t, 3	
*		Splash 1d3, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, *Maximum Range = Rng x20 (normally Rng x10), *Minimum Range = 8,	
		When fired at a spacecraft use: Hit -1, Shield Dmg 2, Crit 2 and Rng 4, Lock On +2, Lock On (Indirect Fire (Front, Side)), Slow.	
Č.	Dictys Mk 1	-4 8 5 7* 10 1 1 1 4 Shell, Plasma. 4	
		Splash 1d3-1, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, *Maximum Range = Rng x20 (normally Rng x10), *Minimum Range =	
and the second se		8, When fired at a spacecraft use: Hit –1, Shield Dmg 2, Crit 2 and Rng 4, Burn, Energy.	
Ö	Agrius Mk 3	-4 8 3 8* 9 1 1 1 4 Shell, Antimatter. 4*	
		Splash 1d3, Slow, Indirect (Above), Set Up 2, Pull Down 2, Arc of Fire 90, *Maximum Range = Rng x20 (normally Rng x10), *Minimum Range =	
		8, When fired at a spacecraft use: Hit -1, Shield Dmg 2, Crit 2 and Rng 4, *Player characters require Secret Knowledge: Antimatter to use	
		this Variation. Strong Hit: Annihilate Matter (Damage. Hit. Once per RoF) Target takes 1 Attribute Damage (ng Armour) to 2 random (2d6) Attributes.	
		Strong Hit Appinitate Matter (Hamade Hit Lince per Roff) Larget takes (Attribute Hamade (no Armour) to 2 random (2d6) Attributes	

Strong Hit: Annihilate Matter (Damage, Hit, Once per RoF) Target takes 1 Attribute Damage (no Armour) to 2 random (2d6) Attributes.

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Targeting Lasers

	Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
•	Tarrodo™ Advanced Laser Pointer	+Int -1	-	-	Foc +4	-	Inf	1	1	0	Combat Computer, Refined.	14t
			ng Hit (5–6)									
			Target Lock	(Hit) Ta	arget is Locke	ed On.						
	Targeting Binoculars	+Int -3	-	-	Foc +5	-	Inf	1	1	0	Combat Computer, Spectral Zoom.	14t
			ng Hit (5–6)									
_		5	Target Lock	(Hit) Ta	arget is Locke	ed On.						
0	OmniSIGHT™	+Int -4	-	-	Foc +4*	-	Inf	1	1	1	Combat Computer, Orbital Targeter.	2x 14t
		Small, Stro and + ^L	5), lf you	have an allie	ed spaced	craft in orbit	or a Rob	otic Drone al	bove yo	ur Target this Weapon may gain: Indirect	(Above)
		Strong Hit:	Target Lock	(Hit) Ta	arget is Locke	ed On.						
sk.	Custodibus TU92	+Int -2	-	-	Foc +4	-	Inf	1	2 (+1d6)	0	Combat Computer, Multi Targeter.	14t, 1
		Small, Stro	ng Hit (5–6)).								
		Strong Hit:	Target Lock	(Hit) Ta	arget is Locke	ed On.						
	Macro Drone Guider	+Int -4	-	-	Foc +4	-	Inf	1	1	1	Combat Computer, Macro Drone Sync.	14t, 1
		Small, Stro	ng Hit (5–6)).								
		Strong Hit:	Target Lock	(Hit) Ta	arget is Locke	ed On.						
		5	2						5	9	1 Hit, and End Dmg (Stacks).	
		Strong Hit:	Drone Coord	dination	(Hit, Once pe	er Turn) A	All of your Dr	rones ma	y immediatel	ly make	a free Move.	
	Micro Drone Guider	+Int -2	-	-	Foc +3	-	Inf	2	1	1	Combat Computer, Micro Drone Sync.	14t, 2
		Small, Stro	ng Hit (5–6)).								
		5	2		arget is Locke							
		5	~			5			ormed an Ac	tion this	s Turn gains 'Hit +Per', and 'Rng +Foc' fo	all non-
n			Attacks unt	il the s	tart of your n	ext Turn		ack).				
*	Oculus 76TT	+Int -4	-	-	Foc +6	-	Inf	1	1	2	Combat Computer, Spacecraft Sync.	14t, 2
			ng Hit (5–6)									
		5	2		arget is Locke							
											: Mark the ground under your Target. In	
							hin 3 spaces	s of the n	narked groun	id will ti	ake 10 Endurance Damage, and 4 Attribu	te Damage
					(2d6) Attrib							
		5	5	t, Locke	ed On) Shift y	our Call i	t In marked	ground: t	o under your	current	: Target and increase the Turns until dan	nage is
		applie	d by 1.									

Tactical Computers

	Hit End Dmg Crit Rng Clips Ammo Load RoF Wgt Weapon Type Co +Int +1 Foc Inf 10 2 1 1 Combat Computer, Refined.
Fam's-Tac-Tablet	Lock On +2, Strong Hit (5-6).
	Strong Hit: Target Lock (Hit) Target is Locked On.
	Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.
	Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.
	Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: –1 Cover Step (minimum Light Cover).
Scientia HKP94	+Int -1 Foc +1 Inf 10 2 1 1 Combat Computer, Spectral Zoom.
	Lock On +2, Strong Hit (5-6).
	Strong Hit: Target Lock (Hit) Target is Locked On.
	Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.
	Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.
	Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: –1 Cover Step (minimum Light Cover).
Celestial Array	+Int -2 Foc* Inf 10 2 1 2 Combat Computer, Orbital Targeter. 14
occestiat Airag	Lock On +2, Strong Hit (5–6), If you have an allied spacecraft in orbit or a Robotic Drone above your Target this Weapon may gain: Indirect
	(Above) and +4 Rng.
	Strong Hit: Target Lock (Hit) Target is Locked On.
	Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.
	Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.
	Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover).
Compact LockSHOT™	
	Lock On +2, Strong Hit (5-6).
	Strong Hit: Target Lock (Hit) Target is Locked On.
	Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.
	Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.
	Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: –1 Cover Step (minimum Light Cover).
Adsignatos 765D	+Int -2 Foc Inf 10 2 1 2 Combat Computer, Macro Drone Sync.
Addigitates 1000	Lock On +2, Strong Hit (5-6).
	Strong Hit: Target Lock (Hit) Target is Locked On.
	Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.
	Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.
	Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover).
	origing his factor of the sector of the good here good here for the good harder of the the sector of
	Strong Hit: Drone Sunc (Hit Locked On) Until the end of the Combat all of your Drones gain +1 Hit, and End Drog (Stacks)
	Strong Hit: Drone Sync (Hit, Locked On) Until the end of the Combat, all of your Drones gain +1 Hit, and End Dmg (Stacks). Strong Hit: Drone Coordination (Hit: Once per Turn) All of your Drones may immediately make a free Move
Adsignatos HRT2	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move.
Adsignatos HRT2	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync.
Adsignatos HRT2	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int – – Foc –1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5–6).
Adsignatos HRT2	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5–6). Strong Hit: Target Lock (Hit) Target is Locked On.
Adsignatos HRT2	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5–6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.
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Adsignatos HRT2	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int - Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1. Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover). Strong Hit: Micromanage Drone (Hit) One of your Drones that has not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all not performed an Action this Turn ga
	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int - Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1. Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover). Strong Hit: Micromanage Drone (Hit) One of your Drones that has not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all r Melee Attacks until the start of your next Turn (does not Stack).
Adsignatos HRT2 Locus Orginata 86HY	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int - Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1. Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover). Strong Hit: Micromanage Drone (Hit) One of your Drones that has not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all r Melee Attacks until the start of your next Turn (does not Stack). +Int -2 - Foc +2 Inf 10 2 1 3 Combat Computer, Spacecraft Sync.
	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int - Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1. Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover). Strong Hit: Micromanage Drone (Hit) One of your Drones that has not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all r Melee Attacks until the start of your next Turn (does not Stack). +Int -2 - Foc +2 Inf 10 2 1 3 Combat Computer, Spacecraft Sync. Lock On +2, Strong Hit (5-6). 1 3 Combat Computer, Spacecraft Sync.
	 Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1. Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover). Strong Hit: Micromanage Drone (Hit) One of your Drones that has not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all n Melee Attacks until the start of your next Turn (does not Stack). +Int -2 - Foc +2 Inf 10 2 1 3 Combat Computer, Spacecraft Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On.
	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int - Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover). Strong Hit: Micromanage Drone (Hit) One of your Drones that has not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all n Melee Attacks until the start of your next Turn (does not Stack). +Int -2 - +Int -2 - Foc +2 Inf 10 2 1 3 Combat Computer, Spacecraft Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. 2 1 3 Combat Computer, Spacecraft Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.
	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int - Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Yeak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1. Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover). Strong Hit: Micromanage Drone (Hit) One of your Drones that has not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all r Melee Attacks until the start of your next Turn (does not Stack). +Int -2 - Foc +2 Inf 10 2 1 3 Combat Computer, Spacecraft Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your ne
	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int - Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1. Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover). Strong Hit: Micromanage Drone (Hit) One of your Drones that has not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all n Melee Attacks until the start of your next Turn (does not Stack). +Int -2 - Foc +2 Inf 10 2 1 3 Combat Computer, Spacecraft Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Target Lock (Hit) Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Target Lock (Hit) Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Target Lock (Hit) Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.
	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int - Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn. Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Doost all Attacks against Target: Range +1. Strong Hit: Micromanage Drone (Hit) One of your Drones that has not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all n Melee Attacks until the start of your next Turn (does not Stack). +Int -2 - Foc +2 Inf 10 2 1 3 Combat Computer, Spacecraft Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. 3 Combat Computer, Spacecraft Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Target Lock (Hit), Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Target Lock (Hit
	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int - - Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover). Strong Hit: Micromanage Drone (Hit) One of your Drones that has not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all r Melee Attacks until the start of your next Turn (does not Stack). +Int -2 - Foc +2 Inf 10 2 1 3 Combat Computer, Spacecraft Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Target Lock (Hit) Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Target Lo
	Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move. +Int - Foc -1 Inf 10 3 1 2 Combat Computer, Micro Drone Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn. Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Doost all Attacks against Target: Range +1. Strong Hit: Micromanage Drone (Hit) One of your Drones that has not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all n Melee Attacks until the start of your next Turn (does not Stack). +Int -2 - Foc +2 Inf 10 2 1 3 Combat Computer, Spacecraft Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. 3 Combat Computer, Spacecraft Sync. Lock On +2, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Target Lock (Hit) Target is Locked On. Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Target Lock (Hit), Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1. Strong Hit: Target Lock (Hit

Hacker's Computers

7	Weapon	Hit End Dmg Crit Rng Clips Ammo Load RoF Wgt Weapon Type Cos	
	iWin	+Foc +1 +Int Inf 4 1 1 1 Combat Computer, Refined. 2	
		Lock On +2, Strong Hit (5–6), if you have a Programming Toolbox you may perform Programming Skill Rolls on any Computer within 20 spaces of	you
		Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.	
		Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.	
		Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot: takes 1d6 Endurance Damage.	
		Strong Hit: In the Zone (Does not Req Hit) All of your non-Low Tech Weapons gain Lock On (+2 End Dmg) for the remainder of the Combat (Stac	cks
)	The Autonix Gambit	+Foc -1 +Int +1 Inf 4 1 1 1 Combat Computer, Spectral Zoom. 2	
		Lock On +2, Strong Hit (5–6), if you have a Programming Toolbox you may perform Programming Skill Rolls on any Computer within 20 spaces of	you
		Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.	
		Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.	
		Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot: takes 1d6 Endurance Damage.	
-		Strong Hit: In the Zone (Does not Req Hit) All of your non-Low Tech Weapons gain Lock On (+2 End Dmg) for the remainder of the Combat (Stac	cks
	Boss Kicker	+Foc -2 +Int* Inf 4 1 1 2 Combat Computer, Orbital Targeter. 14t,	. 2
		Lock On +2, Strong Hit (5–6), if you have a Programming Toolbox you may perform Programming Skill Rolls on any Computer within 20 spac	ces
		of you. If you have an allied spacecraft in orbit or a Robotic Drone above your Target this Weapon may gain; Indirect (Above) and +4 Rn	۱g.
		Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.	
		Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.	
		Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot; takes 1d6 Endurance Damage.	
-		Strong Hit: In the Zone (Does not Req Hit) All of your non-Low Tech Weapons gain Lock On (+2 End Dmg) for the remainder of the Combat (Stac	cks
	Shenanigan Engine	+Foc +Int Inf 8 1 2 (+1d6) 1 Combat Computer, Multi Targeter. 3	}
		Lock On +2, Strong Hit (5–6), if you have a Programming Toolbox you may perform Programming Skill Rolls on any Computer within 20 spaces of	yo
		Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.	
		Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.	
		Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot: takes 1d6 Endurance Damage.	
		Strong Hit: In the Zone (Does not Req Hit) All of your non-Low Tech Weapons gain Lock On (+2 End Dmg) for the remainder of the Combat (Stac	ck
)	Modified BallisTech™ PC	+Foc -2 +Int Inf 4 1 1 2 Combat Computer, Macro Drone Sync. 3	}
		Lock On +2, Strong Hit (5–6), if you have a Programming Toolbox you may perform Programming Skill Rolls on any Computer within 20 spaces of	yo
		Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.	
		Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.	
		Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot: takes 1d6 Endurance Damage.	
		Strong Hit: In the Zone (Does not Req Hit) All of your non-Low Tech Weapons gain Lock On (+2 End Dmg) for the remainder of the Combat (Stac	cks
		Strong Hit: Drone Sync (Hit, Locked On) Until the end of the Combat, all of your Drones gain +1 Hit, and End Dmg (Stacks).	
		Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move.	
	Dux 76Y2	+Foc +Int -1 Inf 4 2 1 2 Combat Computer, Micro Drone Sync. 4	
		Lock On +2, Strong Hit (5–6), if you have a Programming Toolbox you may perform Programming Skill Rolls on any Computer within 20 spaces of	yo
		Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.	
		Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.	
		Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot; takes 1d6 Endurance Damage.	
		Strong Hit: In the Zone (Does not Req Hit) All of your non-Low Tech Weapons gain Lock On (+2 End Dmg) for the remainder of the Combat (Stac	ck
		Strong Hit: Micromanage Drone (Hit) One of your Drones that has not performed an Action this Turn gains 'Hit +Per', and 'Rng +Foc' for all no	on-
		Melee Attacks until the start of your next Turn (does not Stack).	
	Imperium FAS2	+Foc -2 +Int +2 Inf 4 1 1 3 Combat Computer, Spacecraft Sync. 4	ł
		Lock On +2, Strong Hit (5–6), if you have a Programming Toolbox you may perform Programming Skill Rolls on any Computer within 20 spaces of	цo
		Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.	5
		Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.	
		Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot: takes 1d6 Endurance Damage.	
		Strong Hit: In the Zone (Does not Req Hit) All of your non-Low Tech Weapons gain Lock On (+2 End Dmg) for the remainder of the Combat (Stac	ck
		Strong Hit: Call it In Hit, Once per Combat) If you have access to Fighters or a nearby Battery: Mark the ground under your Target. In 1d6 Tur	
		all characters not in Entrenched Cover, and within 3 spaces of the marked ground will take 10 Endurance Damage, and 4 Attribute Dam	
		(-Armour) to two random (2d6) Attributes.	Jug
		(Amount of two fundamine Least Antibutes.	
		Strong Hits Retarget (Hit Locked Op) Shift your Call it to marked ground to under your ourrent Target and increase the Turne until damage is	2
		Strong Hit: Retarget (Hit, Locked On) Shift your Call it In marked ground: to under your current Target and increase the Turns until damage is applied by 1.	5

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Fire Support Computers

	Weapon	Hit End Dmg	Crit Rng	Clips Am	nmo Load	RoF	Wgt	Weapon Type	Cost
sk	Tokei 56GL	+] -	- +Int +Foc	•	8 2]	1	Combat Computer, Refined.	3
-12ga-		Lock On (Strong Hit (5-	-6)), While this Weapo	on is Active: al	ll of your other	Weapons gain	Lock		
		Strong Hit: Target Lock							
		Strong Hit: Fire Support	t (Hit, Locked On) Unt	il your next Tu	ırn, all allies ga	ain: Lock On (+	2 End	Dmg) (Does not Stack).	
		Strong Hit: Combat Sup	eriority (Hit, Locked)	On) Until your	next Turn, all a	llies gain: LocI	k On +	2 (+2 Rng) (Does not Stack).	
۲	SureSHOT™	-1 -	- +Int+Foc+1	Inf	8 2	1	1	Combat Computer, Spectral Zoom.	3
		Lock On (Strong Hit (5-	-6)), While this Weapo	on is Active: al	ll of your other	Weapons gain	Lock	On +4.	
		Strong Hit: Target Lock	(Hit) Target is Locke	d On.					
		Strong Hit: Fire Support	t (Hit, Locked On) Unt	il your next Tu	ırn, all allies ga	ain: Lock On (+	2 End	Dmg) (Does not Stack).	
		Strong Hit: Combat Sup	eriority (Hit, Locked	On) Until your	next Turn, all a	llies gain: LocI	k On +	2 (+2 Rng) (Does not Stack).	
•	CrossHAIR™	-2 -	- +Int+Foc*	Inf	8 2	2	2	Combat Computer, Orbital Targeter.	14t, 3
		Lock On (Strong Hit (5-	-6)), While this Weapo	on is Active: al	ll of your other	Weapons gain	Lock	On +4, If you have an allied spacecraft in	orbit or a
		Robotic Drone abo	ove your Target this V	Veapon may ga	ain; Indirect (Ab	ove) and +4 R	ng.		
		Strong Hit: Target Lock	(Hit) Target is Locke	d On.					
		Strong Hit: Fire Support	t (Hit, Locked On) Unt	il your next Tu	ırn, all allies ga	ain: Lock On (+	2 End	Dmg) (Does not Stack).	
		Strong Hit: Combat Sup	eriority (Hit, Locked	On) Until your	next Turn, all a	llies gain: Loc	k On +	2 (+2 Rng) (Does not Stack).	
Ö	BD206 Red Line	-	- +Int +Foc	Inf 1	6 2	2 (+1d6)	1	Combat Computer, Multi Targeter.	Ч
		Lock On (Strong Hit (5-	-6)), While this Weapo	on is Active: al	ll of your other	Weapons gain	Lock	On +4.	
		Strong Hit: Target Lock	-						
								Dmg) (Does not Stack).	
					next Turn, all a	Illies gain: Loci		2 (+2 Rng) (Does not Stack).	
0	MultiBOT™ Targeter	-2 -	- +Int +Foc	Inf	8 2	1	2	Combat Computer, Macro Drone Sync.	4
		Lock On (Strong Hit (5-			ll of your other	Weapons gain	Lock	Un +4.	
		Strong Hit: Target Lock	-			ta Lask Oa (s	0 5 4		
								Dmg) (Does not Stack).	
			-			÷		2 (+2 Rng) (Does not Stack).	
								+1 Hit, and End Dmg (Stacks).	
	AimB0T™	Strong Hit: Drone Coord	- +Int+Foc-1		3001 DIUNES INA 8 3	ıy inineulalety 1		Combat Computer, Micro Drone Sync.	5
	AIIIDUI	Lock On (Strong Hit (5-				Woapopc gain	2 Look		J
		Strong Hit: Target Lock				weapons yam	LUCK		
					urn all allios da	ain: Lock An (+	2 End	Dmg) (Does not Stack).	
				-	-			·2 (+2 Rng) (Does not Stack).	
			-	-		-		s Turn gains 'Hit +Per', and 'Rng +Foc' for	all non-
			il the start of your ne	-			on an		
	Charon	-2 -	- +Int+Foc+2		8 2	1	3	Combat Computer, Spacecraft Sync.	5
ų.		Lock On (Strong Hit (5-				Weapons gain		1 1 5	
		Strong Hit: Target Lock	(Hit) Target is Locke	d On.	5	1 5			
		Strong Hit: Fire Support	t (Hit, Locked On) Unt	il your next Tu	ırn, all allies ga	ain: Lock On (+	2 End	Dmg) (Does not Stack).	
		Strong Hit: Combat Sup	eriority (Hit, Locked	On) Until your	next Turn, all a	llies gain: Locl	k On +	2 (+2 Rng) (Does not Stack).	
		Strong Hit: Call it In (Hi	it, Once per Combat)	lf you have ac	cess to Fighter	s or a nearby	Batter	y: Mark the ground under your Target. In 1	d6 Turns:
		all characters not	in Entrenched Cover	, and within 3	spaces of the r	marked ground	will t	ake 10 Endurance Damage, and 4 Attribute	e Damage
		(-Armour) to two	random (2d6) Attribu	utes.					
		Strong Hit: Retarget (Hit	t, Locked On) Shift ya	our Call it In m	iarked ground: I	to under your o	ourren	t Target and increase the Turns until dam	age is
		applied by 1.							

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Turrets

	Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapo	n Type		Cost
7	Pop Turret (Heavy Pistol)	-2	Ч	Ч	Ч	7	3	1	1	1 (+4)	Drone,	Gun, Ion, Mech.		1
		Defence: 8	, Armour: ^L	I, Movement:	-, Slots: ^L	l, Bodies:	1. Lock On	+8, Set L	Jp 2, Pull Do	wn 1, Arc	of Fire	180, Small, Energy, F	obot.	
	Synth Steel Turret (Heavy Pistol)	-2	Ч	4	5	5	3	1	1	2 (+0)	Drone,	Gun, Self-Propelled, S	Synth Steel.	1
		Defence: 8	, Armour: 3	3, Movement:	-, Slots: ^L	l, Bodies:	1, Lock On	+6, Set L	Jp 2, Pull Do	wn 1, Arc	of Fire	180, Small, Low Tech	, Works in Liqu	Jid,
		Robot	, You may	spend 1 Fate	Point to re	build all	of this Dror	nes destr	oyed bodies	outside	of comb	at without a Workber	ich or Downtim	ne May
		be Se	t Up as a 1	Thrown Actio	n (Rng = S	tr –1).								
7	Auto Turret (Submachine Gun)	-1	Ч	3	5	Ч	3	1	3 (+2d6)	1 (+4)	Drone,	Gun, Self-Propelled,	Mech.	2
		Defence: 8	, Armour: ^L	I, Movement:	-, Slots: L	l, Bodies:	1, Lock On	+8, Set L	Jp 2, Pull Do	wn 1, Arc	of Fire	180, Low Tech, Works	in Liquid, Rob	oot.
	Spine Pustule (Submachine Gun)	-1	5	2	3	Ч	10	0	5 (+4d6)	2 (+5)	Drone,	Gun, Spine Launcher,	Armoured.	Ч
		Defence: 6	, Armour: S	5, Movement	-, Slots: ^L	l, Bodies:	1, Lock On	+6, Set L	Jp 2, Pull Do	wn 1, Arc	of Fire	180, Bio Tech, Grants	Heavy Cover	(+4) to
		any a	djacent cha	aracters behi	nd it.									
	Scrap Trap (Shotgun)	-2	5	3	2*	6	Ч	1	2 (+1d6)	1 (+4)	Drone,	Gun, Metal Slug, Mec	h	1
		Defence: 8	, Armour: ^L	I, Movement:	-, Slots: L	l, Bodies:	1, Lock On	+8, Set L	Jp 2, Pull Do	wn 1, Arc	of Fire	180, *Strong Hit (5-6) vs Targets w	vithin
		first F	Range Incre	ment, Low Te	ech, Jam (1–3), Robo	ot.							
D	Shut Trup™ Turret (Shotgun)	+]	7	3	4*	6	2	1	2 (+1d6)	1 (+4)	Drone,	Gun, Laser, Mech.		3
		Defence: 8	, Armour: ^L	I, Movement:	-, Slots: L	l, Bodies:	1, Lock On	+8, Set L	Jp 2, Pull Do	wn 1, Arc	of Fire	180, *Strong Hit (5-6) vs Targets w	vithin
		first F	Range Incre	ment, Energy	y, May fire	through ti	ransparent	objects (eg: glass), L	imited V	ision tha	t is not Low Light (eg	: dust or smol	ke)
		grants	s your Targ	ets +2 Cover	Steps, Rol	oot.								
	Heavy Turret (Assault Rifle)	+0	4	4	Ч	4	12	2	3 (+2d6)	2 (+6)	Drone,	Gun, Gauss, Armoure	d.	5
		Defence: 6	, Armour: S	5, Movement	–, Slots: ^L	l, Bodies:	1, Lock On	+6, Set L	Jp 2, Pull Do	wn 1, Arc	of Fire	180, Jam (1-2), Robo	t, Grants Heavy	y Cover
		(+4) tr	o any adjao	cent characte	ers behind	it								
D	BIZ Security Turret (Assault Rifle)	-4	Ч	4	7	8	8	2	2 (+1d6)	0 (+4)	Drone,	Gun, Ion, Security Sy	stem. 1	14t, 3*
		Defence: 8	, Armour: 4	, Movement:	-, Slots: 4,	Bodies: 1,	Lock On +1	4, Set Up	22, Pull Dov	vn 21, Ar	c of Fire	180, Energy, *Cost In	fluence not Re	sources
7	Peace of Mind (Cannon)	-6	6	4	5	Inf	2	2	1	1 (+4)	Drone,	Gun, Particle, Mech.		14t, 2
		Defence: 8	, Armour: ^I	I, Movement	-, Slots: ^L	l, Bodies:	1. Lock On	+8, Set L	Jp 2, Pull Do	wn 1, Arc	of Fire	180, Splash 1, Slow, M	laximum Rang	e = Rng
		x20 (r	normally R	ng x10), Whe	n fired at a	a spacecra	aft use: 'Hit	+2, Shie	eld Dmg 2, C	rit 2 and	l Rng 2'	Jam (1-5), Energy, [loes not Work	in Void
		Robot	, Modificati	on: Low Qual	ity.									
7	Lunchbox (Cannon)	-6	5	5	5	5	Ч	2	1	1 (+4)	Drone,	Shell, Metal Slug, Me	ch.	14t, 3
		Defence: 8	, Armour: ^L	l, Movement	-, Slots: ^L	l, Bodies:	1, Lock On	+8, Set L	Jp 2, Pull Do	wn 1, Arc	of Fire	180, Splash 1, Slow, M	laximum Rang	e = Rng
		x20 (r	normally R	ng x10), Whe	n fired at i	a spacecra	aft use: 'Hit	+2, Shie	eld Dmg 2, C	rit 2 and	l Rng 2,	Robot.		
	Big Brother (Auto Cannon)	-6	6*	4	4*	Ч	20	2	4 (+3d6)	1 (+4)	Drone,	Gun, Self-Propelled,	Mech.	14t, 4
		Defence: 8	l, Armour: ^I	I, Movement	-, Slots: ^L	l, Bodies:	1, Lock On	+8, Set L	Jp 2, Pull Do	wn 1, Arc	of Fire	180, Jam (1–3), *Opti	onal: (Set Up ·	+1, Pull
_		Down	+1, +2 Rng	and +2 End	Dmg), Low	Tech, Wo	rks in Liqui	d, Robot.						
9	Swarm Launcher (Auto Cannon)	-8	6*	4	2*	4	20	2				Gun, Self-Guided, Me		x 14t, 4
		Defence: 8	, Armour: ^L	I, Movement	-, Slots: L	l, Bodies:	1. Lock On	+10, Set	Up 2, Pull Do	own 1, Ar	c of Fire	180, Jam (1-3), *Opl	ional: (Set Up	+1, Pull
-		Down	+1, +2 Rng	and +2 End	Dmg), Locl	< On (Indir	rect Fire (Fr	ont, Side	e)), Slow, Rob	oot.				
	Mums Watching (Mortar)	-8	Ч	2	8*	10	1	1	1	1 (+4)	Drone,	Shell, Electro-Gravity	y, Mech.	14t, 1
												180, Splash 1d3, Slow		
		Up 2,	Pull Down	2, Arc of Fir	e 90, *Max	imum Rar	nge = Rng >	k20 (norr	mally Rng x1	0), *Mini	mum Ra	ange = 8, When fired	at a spacecraf	ft use;
		Hit -1,	Shield Dm	g 2, Crit 2 a	nd Rng 4,	Electro-G	ravity, Blun	t, Robot,	Modification	: Low Qu	ality.			
		Strong Hit:	Float Targ	ets (Hit) Deb	uff All Targ	gets: -1 Co	over Step, re	educe al	l Movement	by 2 (mi	nimum	0) and Push moves T	argets 1 additio	onal
0			until your	next Turn.										
k	Auto Locker (Targeting Laser)	+Int -3	-		Foc +5	-	Inf	1	1			Combat Computer, Re		14t
		Defence: 8	, Armour: ^L	I, Movement	-, Slots: ^L	l, Bodies:	1, Lock On	+6, Set L	Jp 2, Pull Do	wn 1, Arc	of Fire	180, Small, Strong Hi	t (5-6), Robot.	
		Strong Hit:	Target Loc	k (Hit) Targe	t is Locked	l On.								
	Writhing Tentacle (Infestor Whip)	+0	4	3	2*	-	-	1	1			Melee, Impairment, M		14t, 2
	Writhing Tentacle (Infestor Whip)					- I, Bodies:	– 1. Lock On ·	1 +6, Set L	1 Jp 2, Pull Do			Melee, Impairment, M 180, Bio Tech, Strong		

Swarm Drones

đ	Weapon		End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
75	Toy Holographic Drone (Heavy Pistol)] A	1	2	Inf 2. Dedited	2	1	1		Drone, Gun, Particle, Holographic.]
											le Thrown Action (Rng = Str), Small = Int), *Requires 0 extra Equipment	
					5 1		5			5	not Attack you or include you within	5
•	Bang Bot 3000 (Heavy Pistol)	Strong mic	3	,лаарк, тно Ч	2	6	3	1 (Hell He.	1	5	Drone, Gun, Ion, Mech.	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
•	build for occo (licens) i locol	Defence: 18	-			-	-	+6 Mau	-		le Thrown Action (Rng = Str), Small	-
P	Zap Drone Swarms (SMG)	-]	6*	3	2	4	12]		5	Drone, Gun, Ion, Mech.	10
1		Defence: 18	Armour: 3	Movement	: 6, Slots:	2, Bodies:		+6, May			le Thrown Action (Rng = Str), Energ	y, Robot, *-1
			ng and RoF					5		5	5 5	
	Crawling Horror (SMG)	-1	1d6+1	3	2	3	RoF x3	1	3 (+2d6)	1 (+0)	Drone, Gun, B S, C, Vile Cloud, Hor	ror. 10t, 12t, 6
		Defence: 20), Armour: 3	8, Movemen	t: 6, Slots:	2, Bodies	1. Lock Or	n +4, May	be Set Up	as a sing	gle Thrown Action (Rng = Str), Splas	sh 1, Bio Tech, If
		damag	ed characte	ers do not e	end their n	ext Turn a	t least 2 s	spaces aw	ay from the	eir curren	it location they take 5 End Dmg (do	es not Stack).
•	Floating Bang Bot 3000X (SMG)	-1	3	3	2	5	9	1	3 (+2d6)	1 (+0)	Drone, Gun, Ion, Anti Grav.	14t, 4
		Defence: 18	, Armour: 2	. Movement	: 6, Slots:	2, Bodies:	1. Lock On	+4, May	be Set Up a	as a sing	le Thrown Action (Rng = Str), Energ	y, Robot, Drone
		may F	ly (may onl	y Hover wit	h a passei	nger if it h	as 4 or m	ore Slots)				
	Nasty Spitter (Shotgun)	+0	6	2	2*	4	4	0	4 (+3d6)	1 (+0)	Drone, Gun, Spine Launcher, Mech.	12t, 5
		Defence: 18	, Armour: 3	, Movement	6, Slots:	2, Bodies:	1. Lock On	+6, May	be Set Up	as a sing	le Thrown Action (Rng = Str), *Stror	ng Hit (5–6) vs
-		9	s within firs	5				ication: E)				
Ο	Zipper™ (Shotgun)	+2	5	3	2*	7	2	1	2 (+1d6)		Drone, Shell, Ion, Synth Steel.	14t, 4
								5		5	le Thrown Action (Rng = Str), *Stror	5
		5		5			5 1				this Drones destroyed bodies outsid	
	Henry 7: men M (Accoult D:())	withou +2	t a Workber 3	ich or Dowr 4			as a Thro 8				quires 0 extra Equipment Slots to c	
	Heavy Zipper™ (Assault Rifle)	-	•	•	3 E Clata	3 2 Padias	-	2			Drone, Gun, Gauss, Mech. le Thrown Action (Rng = Str), Jam ((1-2) Debet
	Spitting Horror (Assault Rifle)	+2	5 - 5	3	2	2, Doules:	1, LUCK UN	1 ±0, May		5	Drone, Gun, Spine Launcher, Horro	
শ্বাদ	Spicing horior (Assault hille)	_	-	-	-			•			gle Thrown Action (Rng = Str), Bio T	
	Decoy (Rifle)	-4	0	2	3	5	4	2]*		Drone, Gun, Metal Slug, Holographi	
			-	-	-	-	-	-			le Thrown Action (Rng = Str), *Stror	
											Rng = Int), Low Tech, Jam (1-3).	
							55 5				not Attack you or include you within	n a Splash area.
۲	Pin Point Sniper Bot (Rifle)	5	2	Ч	5	2	4	1]*	1 (+0)	Drone, Gun, Self-Propelled, Mech.	. 4
-		Defence: 18	, Armour: 3	. Movement	: 6, Slots:	2, Bodies:	1, Lock On	+6, May	be Set Up a	as a sing	le Thrown Action (Rng = Str), *Stror	ng Hit (5–6)
		with al	l RoF 1 Atta	ick Rolls, L	ow Tech, W	orks in Lia	quid, Robol	t.				
	Repair Bot (Combat Knife)	+]	2*	2	-	-	-	1	2 (+1d6)	1 (+0)	Drone, Melee, Hammer, Utility.	8t, 2
		Defence: 18	, Armour: 3	, Movement	: 6, Slots:	1, Bodies: T	I, Lock On	+4, May b	pe Set Up a	is a singl	e Thrown Action (Rng = Str), Blunt,	*Deal +2
		Endura	nce Damag	e vs Target	s with Arn	nour 4 or	greater, Ro	bot, Coun	its as a Too	olkit for a	ll of your Trained Professional Skill	s, Equipped
							ler may m	ake Skill	Rolls via th	nis Drone	(Drone cannot Attack this Turn, Co	ntroller needs
		to take	an Action	with Minor	Effect: Ski	ll Roll).						

Combat Drones

	114		0.1	0	011	٨				\ <i>I</i>	0
Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Green Horror (SMG)	+2	5	2	3	3	10	0	5 (+4d6)	2 (+4)	Drone, Gun, Spine Launcher, Horror.	6
	Defence: 1 ^L	I, Armour: I	I, Moveme	nt: 4, Slots	: 3, Bodie	s: 1, Lock Or	n +4, Bio	Tech.			
Support Fire Bot (SMG)	+2	Ч	3	3	5	x3	1	3 (+2d6)	2 (+4)	Drone, Gun, Ion, Mech.	5
	Defence: 12	2, Armour: I	I. Moveme	nt: 4, Slots	: 3, Bodie	s: 1, Lock Or	n +6, Rob	ot, Energy.			
Holographic Decoy (Rifle)	-1	1	2	6	Ч	Ч	2]*	2 (0**)	Drone, Gun, Self-Propelled, Holographic	. 3
	Defence: 12	2. Armour: ¹	I. Moveme	nt: 4. Slots	: 3. Bodie	s: 1. Lock Or	1 +4. Rob	ot. Holograp	hic. Energ	gy, May be Set Up as a Prep Action (Rno	1 = Int).
								5 1		.s, Low Tech, Works in Liquid.	,
					5	5				not Attack you or include you within a S	Solach :
Aut: I/: Despee (Chateur)	+3	б	3	3*	5	5	1		5	5 5	
Auti Ki Drones (Shotgun)	-	•	•	Ū.	5	2	1			Drone, Gun, Self-Propelled, Mech.	4
			I, Moveme	ent: 4, Slots	: 3, Bodie	s: I, Lock Ur	n +6, Kob	iot, *Strong I	lit (5-6)	vs Targets within first Range Increment	Low le
	Works	in Liquid.									
Combat Bot (Assault Rifle)	+3	4	4	4	3	8	2	2 (+1d6)	2 (+4)	Drone, Gun, Rail, Mech.	14t,
	Defence: 12	2, Armour: ¹	I, Moveme	nt: 4, Slots	: 3, Bodie	s: 1, Lock Or	n +8, Rob	ot, Jam (1-L).		
Red Horror (Balanced Weapon)	+0	5	Ч	-	-	-	1	1	2 (+4)	Drone, Melee, Claw, Horror.	Ч
	Defence: 1 ^L	I, Armour: I	I, Moveme	nt: 4, Slots	: 3, Bodie	s: 1, Lock Or	n +4, Bio	Tech.			
Enslaved Echo (SMG)	+2	5	2	4	Inf	10	0	5 (+4d6)	2 (+4)	Drone, Gun, Spine Launcher, Echo, Psionic	. 6
	Defence: 12	Armour ^{, 1}		nt 4 Slots		s. 1 Lock Or	- +4 Mau			lyse Action (Rng = Int -1), *Requires 0 e	
		Slots to ca			. L, Douic	J. I, LOUN OF	i i, riug	j be oet op i	15 G / IIIG	use notion (ing inc i), nequires o e	xua cqu
Cline of your Foren (Chokeye)		8	1y. 3	3*	-	2	1	2 (140)	0 (0**)	Drane Cup Call Dranellad D.a Farma	6**
Slice of your Faren (Shotgun)	+2	-	-	Ū	5	2	I			Drone, Gun, Self-Propelled, P o y Faren	
								5		gets within first Range Increment, Low To	
	in Liqu	uid, ***Twi-	-Far Only,	Energy, Bu	rn, May b	e Set Up as	a Prep A	Action (Rng =	* Foc), **	Requires 0 extra Equipment Slots to car	ry, You
	may s	pend 1 Fate	Point to	rebuild all	of this Dro	ones destroy	jed bodie	es outside of	combat	without a Workbench or Downtime.	

Assault Drones

_	Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapo	n Type	Cost
7	Mobile Wall (Heavy Pistol)	-1	5	3	4	6	6	1	1	3 (+16)	Drone,	Gun, Ion, Armoured.	12t, 5
		Defence: 6	6, Armour: 7,	Movement	: 1, Slots: 6	i, Bodies:	1. Lock On	+4, Chara	cters can n	ot move t	hrough .	Assault Drone, Robot, Grants I	leavy Cover
		(+4)	to any adjac	ent charac	ters behind	it, Small	, Energy.						
	Floating Boom Bot 9000X (SMG)	-3	6	3	5	3	9	1	3 (+2d6)	2 (+14)	Drone.	Gun, Self-Propelled, Anti Gra	v. 12t. 14t. 5
· ·	5	Nefence: 8	R Armour: 6	Movemen	t: 2 Slots:	6 Rodies	1 Lock Or	n +4 Char	acters can r			Assault Drone, Robot, Drone	
			Hover with a								anoogn		ing i g thug
	Charp Chapter Pet (Dille)	-2	5	4 u	6		4	2 Pecili, wc	1K5 III LIQUI]*		Dropo	Gun. Ion. Mech.	12t. 5
	Sharp Shooter Bot (Rifle)			•	-	ч с.р. н	-	-					
						b, Bodies:	I, LOCK UI	n +b, Uhar	acters can r	not move	through	n Assault Drone, Robot, *Stron	g Hit (5-b)
đ		with	all RoF 1 Att	ack Rolls,	55								
1	Mr Street (Shotgun)	+0	8	3	Ч*	5	2	1	2 (+1d6)	2 (+14)	Drone,	Gun, Self-Propelled, Mech.	12t, 5
		Defence: 8	8, Armour: 6	, Movemen	t: 2, Slots:	6, Bodies	1 , Lock Or	n +6, Char	acters can r	not move	through	n Assault Drone, Robot, *Stron	g Hit (5–6) vs
		Targe	ets within fir	st Range In	crement, L	ow Tech,	Works in L	iquid.					
States -	Trident Auto Missile Launcher (AR)	-2	6	Ч	Ч	3	8	2	2 (+1d6)	2 (+14)	Drone,	Gun, Self-Guided, Mech.	12t, 14t, 6
		Defence: 8	B, Armour: 6	, Movemen	t: 2, Slots:	6, Bodies	1, Lock Or	n +8, Char	acters can r	not move	through	Assault Drone, Robot, Lock O	n (Indirect
		Fire ((Front. Side))	Slow.							5		
	Auto Tank (Cannon)	-4	8	5	6	6	3	2	1	2 (+14)	Drone	Gun, Ion, Armoured,	12t. 14t. 8
		-	Ū.	•	Ū.	-	-	-	otore can n			Assault Drone, Robot, Grants I	
											5		5
			5 ,				1 I, Slow, M	'laximum F	sange = Kng	X2U (NO	rmally F	Rng x10), When fired at a spac	ecraft USe;
			2, Shield Dm	ig 2, Urit 2	and Kng 2	, Energy.					_		
11	Gibbering Vix Slug (Large Weapon)	-3	9	5	-	-	-	2	1	2 (+14)	Drone,	Melee, Composite, Horror.	12t, 6
		Defence: 1	10, Armour: 6	6, Movemer	nt: 2, Slots:	6, Bodies	s: 1, Lock 0	In +4, Cha	racters can	not move	through	h Assault Drone, Bio Tech, Slo	W.
		Strong Hit	Massive Ba	sh (Hit, Tar	get has les	ss Strengt	h than you	ı) Target is	s knocked P	rone and	Pushed	1.	

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Assistants

	Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
9	Secretary (Heavy Pistol)	+2	Ч	Ч	Ч	Ч	3	1	1	1 (+6)	Companion, Gun, Self-Propelled.	8t, 2
		Defence:	16, Armour: 2	2, Moveme	ent: 4, Slot	s: 2, Bodies	s: 1, Control	ler may i	make Skill R	Rolls via	this Companion at +0 (Companion car	n not Attack
		this	Turn, Control	ler needs	to take a	n Action wil	th Minor Eff	fect: Skill	Roll), Smal	l, Low Te	ch, Works in Liquid.	
		Strong Hil	t: Helpful (Do	es not Re	q Hit) A si	ngle Ally g	ains Hit +2	on their	next Attack	(must be	e taken within 1 Turn).	
9	Accountant (SMG)	+3	5	2	3	3	10	0	5 (+4d6)	1 (+6)	Companion, Gun, Spine Launcher.	8t, 4
		Defence:	16, Armour: 2	2, Moveme	ent: 4, Slot	s: 2, Bodies	s: 1, Control	ler may i	make Skill R	lolls via	this Companion at +0 (Companion ca	n not Attack
		this	Turn, Control	ler needs	to take a	n Action wil	th Minor Eff	fect: Skill	Roll), Bio Te	ech.		
		Strong Hil	t: Helpful (Do	es not Re	q Hit) A si	ngle Ally g	ains Hit +2	on their	next Attack	(must be	e taken within 1 Turn).	
P	3rd Cousin (Shotgun)	+6	6	3	2*	5	2	1	2 (+1d6)	1 (+6)	Companion, Shell, Kinetic.	8t, 3
		Defence:	16, Armour: 2	. Moveme	nt: 4, Slot	s: 2, Bodies	: 1. Controll	er may m	nake Skill Ro	olls via th	is Companion at +0 (Companion can	not Attack this
		Turn	, Controller n	eeds to ta	ike an Act	ion with Mir	nor Effect: S	Skill Roll)	, *Strong Hit	(5-6) vs	s Targets within first Range Increment	Low Tech.
		Strong Hil	t: Helpful (Do	es not Re	q Hit) A si	ngle Ally g	ains Hit +2	on their	next Attack	(must be	e taken within 1 Turn).	
P	Little Sister (Combat Knife)	+4	3*	3	-	-	-	0	2 (+1d6)	1 (+6)	Companion, Melee, Composite.	8t, 1
		Defence:	16, Armour: 2	2, Moverne	ent: 4, Slot	s: 2, Bodies	s: 1, Control	ler may i	make Skill R	Rolls via	this Companion at +0 (Companion car	n not Attack
		this	Turn, Control	ler needs	to take ar	n Action wil	th Minor Eff	fect: Skill	Roll), Smal	l, *Attacl	ks from this Weapon don't break Steal	.th.
		Strong Hil	t: Helpful (Do	es not Re	q Hit) A si	ngle Ally g	ains Hit +2	on their	next Attack	(must be	e taken within 1 Turn).	

Body Guards

(Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wat	Weapon Type	Cost
	Goon (SMG)	+2	4	3	3	6	9]	3 (+2d6)	2 (+8)	Companion, Gun, Ion.	12t, 5
		Defence: 1	4, Armour: 4	, Movemen	it: 4, Slots	s: 5, Bodies:	1. Control	ler may m	nake Skill R	olls via t	his Companion at +0 (Cor	mpanion can not Attack
		this 1	Turn, Controll	ler needs t	o take an	Action with	n Minor Eff	ect: Skill	Roll), Energ	y, Modifi a	cation: Low Quality.	
	Armoured Sniper (Rifle)	+3	3	4	6	5	4	2]*	2 (+8)	Companion, Gun, Ion.	12t, 6
		Defence: 1	4, Armour: 4	, Movemen	it: 4, Slots	s: 5, Bodies:	1. Control	ler may m	nake Skill R	olls via t	his Companion at +0 (Cor	mpanion can not Attack
		this 1	Turn, Controll	ler needs t	o take an	Action with	n Minor Eff	ect: Skill	Roll), *Stror	ng Hit (5-	-6) with all RoF 1 Attack	Rolls, Energy.
Ö	Legion Sniper (Rifle)	+3	3	Ч	6	5	4	2]*	2 (+8)	Companion, Gun, Ion.	12t, 6
		Defence: 1	4, Armour: 4	, Movemen	it: 4, Slots	s: 5, Bodies:	1. Control	ler may m	nake Skill R	olls via t	his Companion at +0 (Cor	mpanion can not Attack
. /75		this 7	Turn, Controll	ler needs t	o take an	Action with	n Minor Eff	ect: Skill	Roll), *Stror	ng Hit (5·	-6) with all RoF 1 Attack	Rolls, Energy.
Ö.	Legion Grunt (Assault Rifle)	+5	Ч	4	5	Ч	12	2	3 (+2d6)	2 (+8)	Companion, Gun, Gauss.	12t, 8
		Defence: 1	4, Armour: 4	, Movemen	it: 4, Slots	s: 5, Bodies:	1, Control	ler may m	nake Skill R	olls via t	his Companion at +0 (Cor	mpanion can not Attack
đ			Turn, Controll	ler needs t	o take an	Action with	n Minor Eff	ect: Skill	Roll), Jam ((1-2).		
	Kaltoran Pirate (Shotgun)	+3	6	3	3*	6	2	1	2 (+1d6)		Companion, Gun, Self-P	•
								5			his Companion at +0 (Cor	1
							n Minor Eff	ect: Skill	Roll), *Stror	ng Hit (5·	-6) vs Targets within first	Range Increment, Low
			Works in Lic			5						
Ø	Legion Heavy (Cannon)	+3	6	5	6	5	3	2	1		Companion, Shell, Kinet	
								5			his Companion at +0 (Cor	1
											Maximum Range = Rng >	(20 (normally Rng xI0),
			fired at a sp		JSE: Hit +2	2, Shield Um	ng 2, Urit i	5	2, Low lect		0	101 0
	Nephilim Brute (Large Weapon)	+0		5	-	-	-	2	I		Companion, Melee, Claw	
								5		olls via t	his Companion at +0 (Cor	mpanion can not Attack
		this I	Turn, Controll	ler needs t	o take an	Action with	n Minor EH	ect: Skill	Roll), Slow.			

Strong Hit: Massive Bash (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1.

Combatants

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type		Cost
Thug (Heavy Pistol)	+0	6	Ч	5	Ч	3	1	1	2 (+8)	Companion, Gun,	Self-Propelled.	14t, 3
	Defence: 1	4, Armour: 3	, Moveme	ent: 4, Slote	s: 3, Bodies	s: 1, Control	ler may i	make Skill F	Rolls via I	this Companion at ·	+0 (Companion can	not Attack
	this 1	Turn, Control	er needs.	to take an	Action wi	th Minor Eff	ect: Skill	Roll), Smal	l, Low Te	ch, Works in Liquid,	Modification: Low Q	uality.
Gangster (SMG)	+]	6	3	Ч	3	9	1	3 (+2d6)	2 (+8)	Companion, Gun,	Self-Guided.	2x 14t,
	Defence: 1	4, Armour: 3	, Moveme	ent: 4, Slote	s: 3, Bodies	s: 1. Control	ler may i	make Skill F	Rolls via I	this Companion at ·	+0 (Companion can	not Attack
	this 1	Turn, Control	er needs.	to take an	Action wil	th Minor Eff	ect: Skill	Roll), Lock	On +2, La	ock On (Indirect Fire	e (Front, Side)), Slow	l.
Sniper (Rifle)	+2	5	Ч	7	Ч	Ч	2]*	2 (+8)	Companion, Gun,	lon.	14t, 5
	Defence: 1	4, Armour: 3	, Moveme	ent: 4, Slote	s: 3, Bodies	s: 1, Control	ler may i	make Skill F	Rolls via I	this Companion at ·	+0 (Companion can	not Attack
	this 1	Turn, Control	er needs.	to take an	Action wil	th Minor Eff	ect: Skill	Roll), *Stro	ng Hit (5	–6) with all RoF 1 A	Attack Rolls, Energy.	
Merc (Assault Rifle)	+0	5	Ч	Ч	3	10	2	2 (+1d6)	2 (+8)	Companion, Gun,	Metal Slug.	14t, 4
	Defence: 1	4, Armour: 3	, Moveme	ent: 4, Slote	s: 3, Bodies	s: 1, Control	ler may i	make Skill F	Rolls via I	this Companion at ·	+0 (Companion can	not Attack
	this 1	Turn, Control	er needs.	to take an	Action wi	th Minor Eff	ect: Skill	Roll), Low 1	Tech, Jan	n (1-2), Modification	: Low Quality.	
Little Brother (Shotgun)	+2	10	3*	2**	5	2	1	2 (+1d6)	2 (+8)	Companion, G, B Spo	ores, Chemical, B T Sac	ks. 10t, 14t,
	Defence: 1	4, Armour: 3	. Moveme	ent: 4, Slote	s: 3, Bodies	s: 1, Control	ler may i	make Skill F	lolls via	this Companion at	+0 (Companion can	not Attack
	this 1	Turn, Control	er needs.	to take an	Action wil	th Minor Eff	ect: Skill	Roll), **Str	ong Hit (5-6) vs Targets wit	hin first Range Incr	ement, Bio
	Tech	Splash 2, S	ow *−1 C	rit Nma vs	Robots							

Combat Flesh

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Discounted Model (Heavy Pistol)	-2	Ч	Ч	1	6	3	1	1	1 (+8)	Drone, Mech, Gun, Ion.	1
	Defence: 8	, Armour: 4	, Movement	2, Slots:	2, Bodies:	1. Bio Tech	, Small, I	Lock On +2,	Robot, Ei	nergy, Modification : Low Quality.	
Utility Model (Heavy Pistol)	-2	Ч	Ч	2	Ч	3	1	1	1 (+8)	Drone, Utility, Gun, Self-Propelled.	2
	Defence: 8	8, Armour: I	I, Movemen	t: 2, Slots:	1, Bodies	: 1, Bio Tec	h, Small	, Robot, Cou	unts as a	Toolkit for all of your Trained Profes	sional Skills
	Equip	ped with all	Toolboxes	that its Co	ntroller ha	as, Controlle	er may m	nake Skill R	olls via ti	his Drone (Drone cannot Attack this Tur	n, Controlle
	needs	s to take an	Action with	Minor Effe	ect: Skill A	Roll), Low Te	ech, Worl	ks in Liquid.			
Hazardous Environment Model (H Pist	ol) +1	5	4	2	Ч	3	1	1	2 (+10)	Drone, Armoured, Gun, Laser.	4
	Defence: 6	, Armour: 5	, Movement	: 1, Slots: 2	2, Bodies:	I , Bio Tech,	Small, G	Grants Heavy	ı Cover (+	-4) to any adjacent characters behind i	t, Energy,
	May f	ire through	transparent	objects (e	g: glass),	Limited Vis	ion that i	s not Low L	ight (eg:	dust or smoke) grants your Targets +2	Cover Step
Security Model (SMG)	+]	4	3	3	3	9	1	3 (+2d6)	1 (+8)	Drone, Mech, Gun, Self-Propelled.	3
		, Armour: 4	, Movement	2, Slots:	2, Bodies:	1. Bio Tech	, Lock Or	n +2, Robot,	Low Tech	n, Works in Liquid.	
Heavy Security Model (A Rifle)	-2	3	4	2	3	10	2	2 (+1d6)	2 (+10)	Drone, Armoured, Gun, Metal Slug.	10t, 4
	Defence: 6	, Armour: 5	, Movement	: 1, Slots: 2	2, Bodies:	1, Bio Tech,	Robot, G	irants Heavy	Cover (+	4) to any adjacent characters behind i	, Low Tech
	Jam	(1–2), Modif i	cation: Exte	nded Barre	el.						
Work Group (Combat Knife)	+]	6*	2	-	-	-	0			Drone, Mech, Melee, Hammer.	8t, 7
										lestroyed or non Attacking Body, **+W	
	multij	olied by Bo	dies, Lock O	n +2. Robo	it, Blunt, *	'Deal +2 En	durance	Damage vs	Targets \	with Armour 4 or greater, Small, Attack	s from this
	Weap	on don't bre	ak Stealth,	Modificatio	n: x3 Mull	tiply.					
Heavy Loader (Balanced Weapon		4	4	-	-	-	1	1	1 (+8)	Drone, Mech, Melee, Composite.	3
	Defence: 8	, Armour: 4	, Movement	: 2, Slots:	2, Bodies:	1. Bio Tech	, Lock Or	n +2, Robot.			

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Legion Hound

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Legion Hound	+2	Ч	3	-	-	-	-	1	2 (+8)	Companion, Melee.	10t, 1
Defence: 16, Armour: 3, Movement: 12, Slots: 0, Bodies: 1, No Variations or Modifications.											

Nephilim Beast

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Nephilim Beast	+0	5	4	-	-	-	-	1	2 (+10)	Companion, Melee.	12t, 2
	Defence:	8, Armour: 5	, Movemer	nt: 6, Slots:	O, Bodies	s: 1, Bio Tecl	h, You may	y spend 1 l	Fate Point	to rebuild this destroyed Cor	npanion outside of

ence: 8, Armour: 5, Movement: 6, Slots: 0, Bodies: 1, Bio Tech. You may spend 1 Fate Point to rebuild this destroyed Companion outside o combat without Downtime.

Batons

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Metal Pipe	+2*	Ч*	2	-	-	-	1	1	1	Melee, Composite.	Free
	Blunt, *If	you have 4	or more S	trength: yo	u deal +1	End Dmg an	d have -	2 Hit.			
Stick	+2*	4* **	1	-	-	-	1	1	1	Melee, Hammer.	Free
	Blunt, *If	you have 4	or more S	trength: yo	u deal +1	End Dmg an	d have –	2 Hit, Blunt,	**Deal	+2 End Dmg vs Targets with Armour	4 or greater,
Syringe of Neurotoxin	-]*	5*	0**	-	-	-	2	1	0	Melee, Injector, Chemical, Neurotox	cin. 14t, 1
	Blunt, *If	you have 4	or more S	trength: yo	u deal +1	End Dmg an	d have -	2 Hit, Slow, G	Gain Stro	ong Hit +1 if you are behind your Targ	et, **+1 Crit
	Dmg	g (+0) if you'r	re an NPC,	Bio Tech,	*Critical H	lit Attribute	Damage	Location 1d3 [.]	+3 (norr	mally 1d6).	
	Strong Hi	t: Neurotoxin	(Hit, 1 use	per RoF) I	Von Robot	Target take:	s 1 Attrib	ute Damage	(no Arm	nour) to a random (1d3+3) Attribute.	
Poisonous Syringe	-]*	4* ***]** ***	-	-	-	2	1	0	Melee, Injector, Chemical, Synthetic P	oison. Free
	Blunt, *If	you have 4	or more S	trength: yo	u deal +1	End Dmg an	d have -	2 Hit, Slow, G	Gain Stro	ong Hit +1 if you are behind your Targ	et, **+1 Crit
	Dmg	g (+0) if you'r	re an NPC,	Bio Tech,	***+2 Dar	mage vs Tar	gets at C) Endurance.			
	Strong Hi	t: Synthetic f	Poison (Hit) Non Robo	ot Target t	akes 3 Endu	rance Da	amage at the	Start o	f their Turn until they receive Param	edics or
	Exte	nded Care (S	ynthetic P	oison Effe	et ean Sta	ck up to 4 t	imes).				
Shock Baton	+]*	6*	0*	-	10	RoF x3	1	1	1	Melee, Shock Stick, Disruptor.	1
	Blunt, *If	you have 4	or more S	trength: yo	u deal +1	End Dmg an	d have -	2 Hit, Energy	, Blunt,	*+2 Crit Dmg vs Robots.	
	Strong Hi	t: Disrupt (Hil	t) Debuff T	Targets Act	ive Non Lo	ow Tech, Nor	n Bio Tec	h Weapons: l	lose Am	nmunition equal to RoF.	

Wrist Blades

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wqt	Weapon Type	Cost
Assassin's Glove	-]	сна bhig ц	3	niig	cups	Ammu		1	wyc 1	Melee, Claw.	12t
		auntlet, *If yo	-	or more S	trength: +1	End Dmg.	0	I	I	Heree, Claw.	IL.C
	Strong Hi	t: Stealth Stri	ke (Hit) A	Attack does	not break	Stealth.					
Knuckle Dusters	+]	3*	2	-	-	-	0	1	1	Melee, Hammer.	12t
	Small, Ga	auntlet, *lf yo	u have 4	or more S	trength: +1	End Dmg.,	Blunt, *Dea	ıl +2 Endu	ance Dai	mage vs Targets with Armour 4 or g	jreater.
	Strong Hi	t: Stealth Stri	ke (Hit) A	Attack does	not break	Stealth.					
Poisonous Ring	-2	Ч]*	-	-	-	1	1	0	Melee, Injector, Chemical, Neuroto	kin. 12t, 14t, 1
	Small, Ga	auntlet, *lf yo	u have 4	or more S	trength: +1	End Dmg. S	Slow, Gain S	Strong Hit ·	⊦1 iF you	are behind your Target, *+1 Crit Dmg	(+0) if you're
	an N	IPC, Bio Tech	*Critica	l Hit Attribu	ute Damag	e Location i	ld3+3 (norn	nally 1d6),			
	Strong Hi	t: Stealth Stri	ke (Hit) A	Attack does	not break	Stealth.					
	Strong Hi	. Nourotovin	(Lit Luco	por DoE)	Non Dobot	Target tal	o 1 Attribut		(no Arm	our) to a random (1d3+3) Attributo	

Strong Hit: Neurotoxin (Hit, 1 use per RoF) Non Robot Target takes 1 Attribute Damage (no Armour) to a random (1d3+3) Attribute.

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Thrown Weapons

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Spiked Chakram	-3	4*	3	- (1)	- (3)	- (6)	1	2 (1)	1	Melee, Claw, (Thrown).	12t
	Small, -2	to all Weap	on Modifi	cation Spare	e Time Rol	ls, *lf you I	nave 4 or i	more Streng	gth: +1 Ei	nd Dmg.	
	Strong Hit	Stealth Stri	i ke (Hit) <i>I</i>	Attack does	not break	Stealth.					
Throwing Knives	-1	3*	3	- (1)	- (3)	- (6)	1	2 (1)	1	Melee, Composite, (Thrown).	12t
	Small, -2	to all Weap	on Modifi	cation Spare	e Time Rol	ls, *lf you	nave 4 or i	more Streng	gth: +1 Ei	nd Dmg,	
	Strong Hit:	Stealth Stri	i ke (Hit) /	Attack does	not break	Stealth.					
Rocks	-1	3*	2	- (1)	- (3)	- (6)	1	2 (1)	1	Melee, Hammer, (Thrown).	12t
	Blunt, *De	al +2 Endur	ance Dan	nage vs Tar	gets with <i>i</i>	Armour 4 o	r greater.				
	Strong Hit:	Stealth Stri	i ke (Hit) /	Attack does	not break	Stealth.					
Poison Throwing Knives	-4	3*	2**	- (1)	- (3)	- (6)	2	2 (1)	0	Melee, Injector, Chem, Infectious, (Thrown)). 12t
	Small, -2	to all Weap	on Modifi	cation Spare	e Time Rol	ls, *lf you	nave 4 or i	more Streng	gth: +1 Ei	nd Dmg, Slow, Gain Strong Hit +1 if you a	re behind
	your	Target, **+1	Crit Dmg	g (+0) if you	're an NPC	, Bio Tech.					
	Strong Hit:	Stealth Stri	i ke (Hit) /	Attack does	not break	Stealth.					
	Strong Hit:	Infect (Hit)	Until you	r target rece	eives First	Aid: all cha	racters tha	at end their	Action a	adjacent to them take 4 End Dmg (does r	not Stack).
Stink Bomb	-4	3*	2**	- (1)	- (3)	- (6)	2	2 (1)	0	Melee, Inj, Chem, Vile Cloud, (Thrown).	2x 12t
	Small, -2	to all Weap	on Modifi	cation Spare	e Time Rol	ls, *lf you l	nave 4 or i	more Streng	gth: +1 Er	nd Dmg, Slow, Gain Strong Hit +1 if you ai	re behind
	your	Target, **+1	Crit Dmg	g (+0) if you	're an NPC	, Bio Tech,	lf damage	d character	s do not	t end their next Turn at least 2 spaces a	way from
	their	current loca	ition they	y take 5 End	l Dmg (doe	es not Stacl	<).				
	Strong Hit:	Stealth Stri	ke (Hit) /	Attack does	not break	Stealth.					
Stun Orbs	-2	5*]**	- (1)	10 (3)	6 (6)	1	2 (1)	1	Melee, Shock Stick, Disruptor, (Thrown)). 12t, 1
	Small, -2	to all Weap	on Modifi	cation Spare	e Time Rol	ls, *lf you l	nave 4 or i	more Streng	gth: +1 Er	nd Dmg, Energy, Blunt, **+2 Crit Dmg vs	Robots.
	Strong Hit	Stealth Stri	i ke (Hit) <i>I</i>	Attack does	not break	Stealth.					
	Strong Hit:	Disrupt (Hit) Debuff	Targets Act	ive Non Lo	w Tech, No	n Bio Tech	ı Weapons: I	Lose Am	munition equal to RoF.	

Combat Knives

	Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
	Serrated Knife	-1	Ч*	3	-	-	-	0	2 (+1d6)	1	Melee, Claw.	8t
		Small, *I	5	or more St	rength: +2 E	nd Dmg.	Attacks from	m this \	Weapon don't	break S	Stealth.	
	Hunting Knife	+]	3*	3	-	-	-	0	2 (+1d6)	1	Melee, Composite.	8t
		Small, *I	[:] you have 4 d	or more St	rength: +2 E	nd Dmg.	Attacks from	m this \	Weapon don't	break S	Stealth.	
	Wrench	+]	3*	2	-	-	-	0	2 (+1d6)	1	Melee, Hammer.	8t
		Small, *I	you have 4 c	or more St	rength: +2 E	nd Dmg.	Attacks from	m this \	weapon don't	break S	Stealth, Blunt, *Deal +2 Endurance Dam	age vs
		Targ	ets with Armo	our 4 or gr	reater.							
	Arghjack Spores	-2	3*	2**	-	-	-	1	2 (+1d6)	0	Melee, Injector, Chemical, Death Spore	s. 8t
		Small, *II	you have 4 c	or more St	rength: +2 E	nd Dmg.	Attacks from	m this \	weapon don't	break S	Stealth, Slow, Gain Strong Hit +1 if you a	e behind
			0		5	5					er dies to this Weapon: this Weapon gai	
			hat Attack.	5 .	-, 5							
	Fear Injector	-2	1d6*	2**	-	-	-	1	2 (+1d6)	0	Melee, Injector, Chemical, Vile Cloud.	8t. 12t
11 F		Small *I	unu have 4 r	nr more St	renath: +2 F	nd Dma	Attacks fro	m this \	Veanon don't	hreak (Stealth, Slow, Gain Strong Hit +1 if you a	
			9		9	5					t end their next Turn at least 2 spaces	
		9	current locat	9	9			5		00 110	e ena chen nexe form ac ceuse E spaces	awag nom
	Bone Chakram	-1	2	3		ing (ubes	THUC SCUCK		2 (+1d6)	1	Melee, Nano-Bone,	8t. 14t. 1
		•	-	U	- 	- 	Abbeelve (new	-		l hanali (
		Small, "I	9		rengtn: +2 E	5				Dreak :	Stealth, Bio Tech, Lose 'Blunt', Pen 1 mir	
	Shock Rod		5]*	-	10	RoF x3	0	2 (+1d6)	1	Melee, Shock Stick, Disruptor.	8t, 1
			5		9	5					Stealth, Energy, Blunt, *+2 Crit Dmg vs	Robots.
		Strong Hi	t: Disrupt (Hit)	Debuff Ta	irgets Active	? Non Low	r Tech, Non	Bio Tec	h Weapons: Lo	ose An	nmunition equal to RoF.	

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Balanced Weapons

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Serrated Sword	-]*	5*	Ч	-	-	-	1	1	2**	Melee, Claw.	1
	*lf you have	e 5 or more	e Strength:	+2 End D	mg and -2	2 Hit, **Onl	y ever requ	uires 1 Hand	(unless	you have the Dual Wield Modification).
Rusted Sword	-]*	4*	4	-	-	-	1	1	2**	Melee, Composite.	0
			e Strength:	+2 End D	mg and -2	2 Hit, **Onl	y ever requ	uires 1 Hand	(unless	you have the Dual Wield Modification), Modifica-
		ow Quality.									
Metal Pipe	+]*	4*	3	-	-	-	1	1	2**	Melee, Hammer.	1
	•		-		-			uires I Hand	(unless	you have the Dual Wield Modification	ı), Blunt, *Deal
Nanalas Cal	+2 End -2*	lurance Dar 5*	nage vs 1 3**	argets with	n Armour "	l or greater		1	1***	Malaa Inisahan Chamisad Nanalus	1
Napalm Gel	_	•	•	-	-	_) :⊦ ***∩_	2	l guirea 1 llan	***[d (uploo	Melee, Injector, Chemical, Napalm. s you have the Dual Wield Modification	n) Clay Gain
	-		-		-		-	re an NPC, E		ss you have the boat wieth mounicatit	III), SLUW, UdIII
Poison Injector	-2*	u∗]* **	-	iyet, *i _	-	י טטי וי עטי 2]***	Melee, Injector, Chem, Synthetic Pois	on l
roison injector	-	•		+2 End D	- 	-) Hit ***Or	L III ovor roi	nuiros 1 Han	-	is you have the Dual Wield Modification	
						Crit Dmg (*				s goo have the boat wheta houmoute	iny, otow, odin
	5	9		5	5	5	9		Start of	their Turn until they receive Parame	dics or
						k up to 4 t					
Xcisor	-]*	3*	Ч	-	-	-	1	1	2**	Melee, Nano-Bone.	14t, 2
	*lf you have	e 5 or more	e Strength:	+2 End D	mg and -2	2 Hit, **Onl	y ever requ	uires 1 Hand	(unless	you have the Dual Wield Modificatior	i), Bio Tech,
	Lose 'E	Blunt', Pen	1 min 3.								
Laser Sabre	+0*	5*	Ч	-	-	-	0	1	2**	Melee, Arc Fire.	3
	*lf you have	e 5 or more	e Strength:	+2 End D	mg and -2	2 Hit, **Onl	y ever requ	uires 1 Hand	(unless	you have the Dual Wield Modification	ı), Energy,
				3, +2 to h	nide Weapo	n, Disrupto	r Strong Hi	its Jam this	Weapor	n, **Two less Equipment Slots (minim	ium 1),
		ations: Ret									
Sick Stick	+0*	6*	2*	-	10	RoF x3	1	1	2**	Melee, Shock Stick, Disruptor.	2
	-		-		mg and -2	2 Hit, **Onl	y ever requ	uires 1 Hand	(unless	you have the Dual Wield Modification	ı), Energy,
		*+2 Crit Dr	9			T	D: T		٨		
C=	Strong Hit: I +]*	Uisrupt (Hit, 4*	Uebult la u	2**	ive Non Loi	w lech, Nor	2 2	Weapons: L		munition equal to RoF.	1
Spear		·	'	-	-	_) ∐:⊦ ***∩_	-	l guirea 1 llan		Melee, Composite, Long.	
		2. +2 Hit wi			iliy allu -c	E HIL, E UI	ity ever ret	quires i naii	u (onces	ss you have the Dual Wield Modification	III), ' MdX
Energy Whip	+0*	5*	un overwa	2**	_	_	0	1	2**	Melee, Arc Fire, Long	3
chergg whip	-	•	•	-	ma and -2) Hit ***Or	•	nuires 1 Han	-	is you have the Dual Wield Modification	-
	5		5		5		5			n, ***Two less Equipment Slots (mini	55
						ons: Retrac	9				

Large Weapons

(Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
	Spiked Maul	-3	7	5	-	-	-	2	1	5	Melee, Claw.	2
		Slow, *If yo	u have 5 o	r more Str	rength you r	may have	+2 End Dn	ng and -1	Hit.			
		Strong Hit:	Massive Ba	sh (Hit, Ta	rget has les	s Strengt	h than you)	Target is	knocked P	rone and	l Pushed 1.	
G	Ki Blade	-1	6	5	-	-	-	2	1	5	Melee, Composite.	2
		Slow, *If yo	u have 5 o	r more Str	rength you r	may have:	+2 End Dn	ng and -1	Hit.			
		Strong Hit:	Massive Ba	sh (Hit, Ta	rget has les	ss Strengt	h than you)	Target is	knocked P	rone and	l Pushed 1.	
	Warhammer	-1	6*	4	-	-	-	2	1	5	Melee, Hammer.	2
		Slow, *If you	u have 5 or	more Stre	ngth you ma	ay have: +	2 End Dmg	and –1 Hit,	Blunt, *Dea	al +2 End	lurance Damage vs Targets with Armour	4 or greater.
		Strong Hit:	Massive Ba	sh (Hit, Ta	rget has les	s Strengt	h than you)	Target is	knocked P	rone and	l Pushed 1.	
	Chem Spray Backpack	-4	8	Ч*	-	-	-	3	1	Ч	Melee, Injector, Chem, Bloated Toxin Sack	(s. 3
		Slow, *If yo	u have 5 or	more Stre	ength you m	ay have: +	2 End Dmg	and –1 Hi	t, Slow, Gair	n Strong	Hit +1 if you are behind your Target, **Ch	emical Vari-
		ations	that do not	work in th	ne Void can	work in th	ne Void, *+1	Crit Dmg	(+0) if you'r	re an NP	C, Bio Tech, Slow, Splash 1, *-1 Crit Dmg	vs Robots.
h.		Strong Hit:	Massive Ba	sh (Hit, Ta	rget has les	s Strengt	h than you)	Target is	knocked P	rone and	l Pushed 1.	
1	Dolkor Bone Katana	-3	5	5	-	-	-	2	1	5	Melee, Nano-Bone.	14t, 3
		Slow, *If yo	u have 5 o	r more Str	rength you r	may have:	+2 End Dn	ng and –1	Hit, Bio Teo	ch, Lose	'Blunl', Pen 1 min 3.	
		Strong Hit:	Massive Ba	sh (Hit, Ta	rget has les	s Strengt	h than you)	Target is	knocked P	rone and	l Pushed 1.	
Č.	Pugio Blade	-2	7	5	-	-	-	2	1	5	Melee, Arc Fire.	3
		Slow, *If yo	u have 5 o	r more Str	rength you r	may have:	+2 End Dn	ng and –1	Hit, Energy,	, Burn, S	tealth -2, Pen 2 min 3.	
		Strong Hit:	Massive Ba	sh (Hit, Ta	rget has les	s Strengt	h than you)	Target is	knocked P	rone and	l Pushed 1.	
	Shock Hammer	-2	8	3*	-	10	RoF x3	2	1	5	Melee, Shock Stick, Disruptor.	3
		Slow, *If yo	u have 5 o	r more Str	rength you r	may have:	+2 End Dn	ng and -1	Hit, Energy,	, Blunt, '	*+2 Crit Dmg vs Robots.	
		Strong Hit:	Massive Ba	sh (Hit, Ta	rget has les	s Strengt	h than you)	Target is	knocked P	rone and	l Pushed 1.	
		Strong Hit:	Disrupt (Hit) Debuff T	argets Activ	ve Non Lov	v Tech, Nor	Bio Tech	Weapons:	Lose Am	munition equal to RoF.	

Infestor Whip

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Infestor Whip	+2	4*	3]**	-	-	1	1	1	Melee, Impairment.	14t, 2
	Bio Tech	. Strona Hit (S	5-6). No N	/ariations. *	*lf uou hav	e 4 or more	e Strenath:	+1 End Dm	a. **Max	k range 5.	

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Combat Bows

Weapon		End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Noisy Neighbour	-2	0*	2*	3*	10	1	1	1	3	Shell, Dummy.	14t, O
		9		9	5	e (Max +2), M	laximum l	Range = Rng	g x5 (no	rmally Rng x10), Low Tech, Blunt.	
	Strong Hit: F	ake Shock	(Hit) large								
Smoke Arrows	-2	-	-	4*	11	1	I		3	Shell, Smoke.	14t, O
								x5 (normall	y Kng x	10), Splash 1, Low Tech, Creates an Are	a of Limited
		5				t Work in Vo			<u>^</u>		
Refined Zhou Arrows	-4	3*	Ч*	3*	10		1	1	3	Shell, Disp, Chem, Antimonic Acid.	14t, 2
		5		5	5		laximum I	5.		rmally Rng x10), Splash 1, Low Tech, B	
Splicker	-2	5*	3*	2*	10	1	1	1	3	Shell, Disp, Chem, Bloated Toxin Sac	
		.		9	and Range	e (Max +2), M	laximum	Range = Rng	g x5 (no	rmally Rng x10), Splash 1, Low Tech, B	io Tech, Slo
		1, *-1 Crit	5								
Broadhead Arrows	+0	3*	3*	3*	10	1	1	1	3	Shell, Kinetic.	14t, 1
	Slow, *Analy	yse Action	Grants +2	Damage	and Range	e (Max +2), M	laximum I	Range = Rng	g x5 (no	rmally Rng x10), Low Tech.	
Explosive Tips	-2	5*	2*	3*	10	1	1	1	3	Shell, Shrapnel.	14t, 1
	Slow, *Analy	yse Action	Grants +2	Damage	and Range	e (Max +2), M	laximum l	Range = Rng	g x5 (no	rmally Rng x10), Splash 1, Low Tech	
Wild Zhou Arrows	+0]*]* **	4*	10	1	1	1	3	Shell, Snare, Impairment**	14t, 1
	Slow, *Analy	yse Action	Grants +2	Damage	and Range	(Max +2), M	laximum l	Range = Rng	g x5 (no	rmally Rng x10), Low Tech, *Never add	Str to your
	Hit, **a	any Escape	vs Grab is	s done vs	Defence	2+Crit Dmg,	**You ne	ever count a	s Grabb	ing Target.	
Grav Arrows	-2]*]*	3*	9	1	1	1	3	Shell, Electro-Gravity.	2x 14t,
	Slow, *Analy	yse Action	Grants +2	Damage	and Range	(Max +2), M	laximum l	Range = Rng	g x5 (no	rmally Rng x10), Electro-Gravity, Blunt	
	Strong Hit: F	loat Targe	ts (Hit) Det	ouff All Ta	argets: -1 (Cover Step, r	educe all	Movement	by 2 (m	ninimum 0) and Push moves Targets 1	additional
	space (until your r	next Turn.								
Guided Arrows	-2	3*	3*	4*	9	1	1	1	3	Shell, Self-Guided.	2x 14t, 1
	Slow. *Analı	use Action	Grants +2	Damage	and Range	(Max +2), M	laximum I	Range = Rno	a x5 (no	rmally Rng x10), Lock On +2, Lock On	(Indirect Fire
		side)). Slov		5	5			5.		5 5 1	
N3rf Thi5	-2	5*	Ц*	2*	10	1	1	1	3	Shell, Plasma.	14t. 3
		use Action	Grants +2			(Max +2) M	laximum l	Range = Rng		rmally Rng x10), Burn, Energy.	
Artemis	-2	3*	3*	3*	10]]]	3 XO (110	Shell, Antimatter.	14t. 3**
An certific	_	•	•	•		(May +2) N	lavimum I	Pango = Dno		rmally Rng x10), **Player characters i	
		dge: Antim		9	5	(FIGX ' C), I'		nunge - hill	3 13 (10	rinateg ning xio), intagen cilalacters i	equire Jecre

Strong Hit: Annihilate Matter (Damage, Hit, Once per RoF) Target takes 1 Attribute Damage (no Armour) to 2 random (2d6) Attributes.

Arc Fire Bow

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Arc Fire Bow	-2	4*	Ч	4*	-	Inf	2	1	3	Gun.	18t, 3
	Slow, Eng	ergy, Burn, Ja	im (1–3), S	Stealth -2,	*Analyse	Action Gran	nts +2 End	Dmg and I	Range (M	lax +2), Maximum Range = Rn	g x2 (normally Rng
	x10)	, No Gun Vari	ations (co	iunts as Ar	rc Fire).						

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Precise Traps

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Metal Caltrops	+]	9	4	1	0	RoF x1	0	1	2	Melee, Claw.	14t
	1 Use: No S	hape Variat	ions, Make	e a Skill R	oll (eg: Me	echanics or	Survival)	of 12 to defi	ne trigge	er, Set Up 2.	
Zap Trap	+2	8	4	1	0	RoF x1	0	1	2	Melee, Arc Fire.	14t
	1 Use: No S	hape Variat	ions, Make	e a Skill R	oll (eg: Me	echanics or	Survival)	of 12 to defi	ne trigge	er, Set Up 2, Energy, Burn, Stealth -2,	Pen 2 mir
Scrap Bomb	+2	10	3	1	0	RoF x1	0	1	2	Shell, Shrapnel.	146
	1 Use: No S	hape Variat	ions, Make	e a Skill R	oll (eg: Me	chanics or	Survival)	of 12 to defi	ne trigge	er, Set Up 2, Splash 1, Low Tech.	
Tendril Snare	+4	6	2	2	0	RoF x1	0	1	2	Shell, Snare, Impairment**	14
	1 Use: No S	hape Variat	ions, Make	e a Skill R	oll (eg: Me	echanics or	Survival)	of 12 to defi	ne trigge	er, Set Up 2, Low Tech, *Never add Str	to your H
	**Ang	Escape vs	Grab is d	one vs De	fence 12+0	Crit Dmg, *'	*You never	· count as G	rabbing	Target.	
Homemade Bomb	+4	8	Ч	1	0	RoF x1	0	1	2	Shell, Kinetic.	14
	1 Use: No S	hape Variat	ions, Make	e a Skill R	oll (eg: Me	chanics or	Survival)	of 12 to defi	ne trigge	er, Set Up 2, Low Tech.	
Antimonic Acid Bomb	+0	8	5	1	0	RoF x1	0	1	2	Chemical, Antimonic Acid.	14t,
	1 Use: No S	hape Variat	ions, Make	e a Skill R	oll (eg: Me	echanics or	Survival)	of 12 to defi	ne trigge	er, Set Up 2, Burn.	
Fire Bomb	+2	9	Ч	1	0	RoF x1	0	1	2	Chemical, Napalm.	14
	1 Use: No S	hape Variat	ions, Make	e a Skill R	oll (eg: Me	echanics or	Survival)	of 12 to defi	ne trigge	er, Set Up 2, Burn, Does not Work in Vo	oid.
Death Spore Bomb	+2	8	4	1	0	RoF x1	0	1	2	Chemical, Death Spores.	14t,
	1 Use: No S	hape Variat	ions, Make	e a Skill R	oll (eg: Me	echanics or	Survival)	of 12 to defi	ne trigge	er, Set Up 2, Bio Tech, Once per Action	: if a cha
	acter	dies to this	Weapon:	this Weapo	n gains S	plash +1 for	that Attac	ok.			

Large Traps

Weapon	Hit End Dmg	g Crit	Rng C	lips Ammo	Load	RoF	Wgt	Weapon Type	Cost
Spike Pit	+]* 6	Ч	2	0 RoF x1	2	1	Ч	Shell, Kinetic.	14t
	1 Use: Splash 6 (An	y), No Shape	e Variations, Ma	ke a Skill Roll (eg: Mechan	ics or Surviv	al) of 12	2 to define trigger, Set Up 12, *Ro	ll Attack Roll vs
	each individual	character v	ıithin Slash Are	a, *Each Attack	counts as	a Direct Atta	ick (not	Attack the Ground), Low Tech.	
Glug Nodes	+]* 4	2**	3	0 RoF x1	2	1	Ч	Shell, Snare, Impairment**	14t
	1 Use: Splash 6 (An	y), No Shape	e Variations, Ma	ke a Skill Roll (eg: Mechan	ics or Surviv	al) of 12	2 to define trigger, Set Up 12, *Ro	ll Attack Roll vs
	each individual	character v	ıithin Slash Are	a, *Each Attack	counts as	a Direct Atta	ick (not	: Attack the Ground), Low Tech, *N	lever add Str to
	your Hit, **Any	j Escape vs	Grab is done v	s Defence 12+Cr	it Dmg, **\	lou never co	unt as (Grabbing Target.	
Rigged Fuel Tanks	-1* 7	Ч	2	0 RoF x1	2	1	Ч	Chemical, Napalm.	14t
	1 Use: Splash 6 (An	y), No Shape	variations, Ma	ke a Skill Roll (eg: Mechan	ics or Surviv	al) of 12	2 to define trigger, Set Up 12, *Ro	ll Attack Roll vs
	each individual	character v	ıithin Slash Are	a, *Each Attack	counts as	a Direct Atta	ick (not	Attack the Ground), Burn, Does n	iot Work in Void.
Vilecor Spores	-1* 6**	2**	2	0 RoF x1	2	1	Ч	Chemical, Synthetic Poison.	14t
	1 Use: Splash 6 (An	y), No Shape	variations, Ma	ke a Skill Roll (eg: Mechan	ics or Surviv	al) of 12	2 to define trigger, Set Up 12, *Ro	ll Attack Roll vs
	each individual	character v	ıithin Slash Are	a, *Each Attack	counts as	a Direct Atta	ick (not	Attack the Ground), Bio Tech, **	+2 Damage vs
	Targets at O Er	ndurance, Do	ies not Work in	Void.					
	Strong Hit: Synthetic	Poison (Hit) Non Robot Ta	rget takes 3 End	lurance Dar	mage at the	Start of	their Turn until they receive Para	amedics or
	Extended Care	(Synthetic F	oison Effect ca	n Stack up to 4	times).				
Biroloc Cloud	-1* 6	Ч	2	0 RoF x1	2	1	Ч	Chemical, Infectious.	14t, +0
	1 Use: Splash 6 (An	y), No Shape	variations, Ma	ke a Skill Roll (eg: Mechan	ics or Surviv	al) of 12	2 to define trigger, Set Up 12, *Ro	ll Attack Roll vs
	each individual	character v	vithin Slash Are	a, *Each Attack	counts as	a Direct Atta	ick (not	Attack the Ground), Bio Tech.	
	Strong Hit: Infect (Hi	t) Until your	target receives	First Aid: all ch	aracters the	at end their <i>I</i>	Action a	adjacent to them take 4 End Dmg	(does not Stack).

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Clothing

Dutfit	Armour Defe	nce Endurance	+ Cover F	ront Cover	Slots	Weight	Cost
Glitch Wrist Band (Scram Suit)	0				6	0	0
	+1 Conversation, Shield, I	Remove any Locked On	Effect on you at th	e start of your	Turn.		
Prepped Skin (Symbiotic)	0				8	0	0
	+1 Conversation, Bio Tech	n, +2 to all Outfit Modifi	cation Spare Time F	lolls.			
Knight Lab Coat (Synth Steel)	1				8	0	0
	+1 Conversation, -2 to al			5	Strong Hit: Crit	ical Hit you ha	ve -1
	Armour (resolve Da	mage first) until you ha	ve Downtime and a	Workbench.			
Octanto™ Anti-Assassination Suit (Shock Plates)	0				8	1	0
	+1 Conversation, Reduce	all Attribute Damage (a	ifter Armour) by 2 ((min 2).			
Space Suit (Environmental Adaptation System)	0				8	0	14t,
	+1 Conversation, Able to environment as a F		ostile environment*	*, **You may	spend 1 Fate Po	pint to change	this
Pilderith™ Suit (Grav-Field)	0				8	0	14t,
	+1 Conversation, Shield, I	Electro-Gravity, Immune	to non Direct Hit D	lamage from A	ttacks with the	Keyword: Spla	ash, -1
	Armour when at O	Endurance,					
Auto Cammo Clothing (Haze Mesh)	0		*		8	0	1
	+1 Conversation, *Cover	grants you +2 additiona	l Defence.				
Octanto™ Business Suit (Shield Nodes)	0	+10			8	0	14t,
	+1 Conversation, Shield, ·	-1 Armour when at 0 En	idurance.				
🖇 Chakano Suit (Technical Suit)	0				6	1	14t,
	+1 Conversation, Counts	as a Toolbox (+1) for all	Trained Professiona	al Skills.			
Octanto™ Combat Link Suit (Tactical Array Suit)	0				6	1	12t, 1
	+1 Conversation, You and	all Allies within 10 gair	n Lock On +2.				
Jury Rigged Stealth Field (Stealth Suit)	-]		+1 Step*		6	0	14t, S
	+1 Conversation, Shield, I	Holographic, *You alway	s have Light Cover	(+2) or +1 Cove	er Step, Modific	ation: Low Qua	lity.
	Strong Hit: Invisible Strik	e (Attack, Does not Req	uire Hit) At the end	of your Turn i	make a Free St	ealth Action.	

Emergency Void Suits

Dutfit	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
Energy Systems Void Suit (Tungsten Carbide)	1					Ч	4	10t
	Able to function	n in Space envi	ronments, Armour	vs Energy +1.				
Common Void Suit (Combat Plates)	1					5	3	10t
	Able to function	n in Space envi	ronments.					
Critical Systems Void Suit (Shock Plates)	1					Ч	Ч	10t
	Able to function	n in Space envi	ronments, Reduce	all Attribute D	lamage (after Armo	our) by 2 (min	2).	
Dikh All Environ Suit (Environmental Adaptation System)	1	-1				2	3	10t, 14t
	Able to function	n in Space envi	ronments., Able to	function in a	specific hostile env	/ironment**, *	*You may sper	nd 1 Fate
	Point to ch	ange this envir	onment as a Free	Action, Modifie	cation: Low Quality.			
Debris Zone Void Suit (Grav-Field)	1	-1				2	3	10t, 14
	Able to function	n in Space envi	ronments. Shield,	Electro-Gravity	j, Immune to non D	lirect Hit Dama	ge from Attack	s with
	the Keywor	d: Splash, –1 A	rmour when at O	Endurance, Mo	dification: Low Qual	ity.		
Shielded Void Suit (Shield Nodes)	1	-1	+][]			2	3	10t, 14
	Able to function	n in Space envi	ronments. Shield,	–1 Armour whe	en at O Endurance,	Modification: L	ow Quality.	

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Combat Suits

Dutfit	Armour Defence Endurance + Cover Front Cove		Weight	Cost
Hit of Draz (Parasitic)	1 -5	8	I	0
Cya (Scram Suit)	Bio Tech, Removal of this Outfit requires a succesful Surgery Healing Roll.	6	1	1
Cya (Schan Suit)	' Shield, Remove any Locked On Effect on you at the start of your Turn.	U	I	1
Vex Coated Skin (Symbiotic)		8	1	1
Vex coaled Skin (Symbiolic)	Bio Tech, +2 to all Outfit Modification Spare Time Rolls.	0	I	1
The Kevin Lar™ (Synth Steel)		8	0	1
The nevin Lui (Synth Steet)	–2 to all Outfit Modification Spare Time Rolls, *After you receive Strong Hit: I	Critical Hit you have	-	asolvo
	Damage first) until you have Downtime and a Workbench.	since at the goo nave		SULVE
Fete (Tungsten Carbide)		8	2	1
	Armour vs Energy +1.	0	Ľ.	1
😹 Mulengi Djilia Robe (Combat Plates)	Armoor vs chergy 'n.	9	1	1
Crit Stop Suit (Shock Plates)		8	2	1
	r Reduce all Attribute Damage (after Armour) by 2 (min 2).	0	C	I
Warman Cuit (Harve Distan)		8	3	1
Hermes Suit (Heavy Plates)		0	-	I
DeskerskiMEOUTU (Farmatical)	-1 Armour when at 0 Endurance. You may only turn 90 degrees at the end o	Feach Action that	allows you to i	
ProtectiMESH™ (Energised)	1 -1 +5	(I	12t
	Shield.	C	,	11.11
Balwark Robe (Psionic Shielding)		6	I	14t,
	Shield, +2 Defence vs Psionics, all of your Psionic Weapons have -2 Hit.			
Holistic (Environmental Adaptation System)		8		14t,
	Able to function in a specific hostile environment**, **You may spend 1 Fate Point		ronment as a F	
Splash Guard (Grav-Field)		8	 	14t,
	Shield, Electro-Gravity, Immune to non Direct Hit Damage from Attacks with the Key	jword: Splash, –1 Arn	nour when at O	
Flexi Ink Suit (Haze Mesh)) *	8	1	2
	*Cover grants you +2 additional Defence.			
🛪 Tato (Shield Nodes)	1 +10	8	1	14t,
	Shield, –1 Armour when at 0 Endurance.			
Work Uniform (Technical Suit)	1	6	2	14t,
	Counts as a Toolbox (+1) for all Trained Professional Skills.			
Ronin (Explosive Shield Nodes)	1	6	1	2
	Shield, When you take Attribute Damage all adjacent characters take 4 Dama	age (-Armour) to a	random (1d6)	Attribut
💏 Ruv (Tactical Array Suit)	1	6	2	12t,
	You and all Allies within 10 gain Lock On +2.			
Blacker than Black (Stealth Suit)	0 +1 +1 Step*	8	0	14t,
	Shield, Holographic, *You always have Light Cover (+2) or +1 Cover Step.			
	Strong Hit: Invisible Strike (Attack, Does not Require Hit) At the end of your T	urn make a Free S ⁱ	tealth Action.	

Strong Hit: Invisible Strike (Attack, Does not Require Hit) At the end of your Turn make a Free Stealth Action.

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Tactical Armours

	Outfit	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
	Regeneration Splice (Parasitic)	2		-5			10	2	1
đ		Bio Tech, Remova	l of this Outfit i	requires a succes	sful Surgery He	aling Roll.			
7	Hedache (Scram Suit)	2				-	8	2	2
		Shield, Remove ar	ny Locked Un E	Hect on you at t	he start of you	r lurn.	10	0	0
	Trashlix Carapace (Symbiotic)	2 Dia Taab 10 ka al	L Oukish Madifian	kien Cress Times	Delle		10	2	2
	Stylist (Synth Steel)	Bio Tech, +2 to al 3	L UULFIL MODIFICA	ation spare time	ROUS.		10	1	2
	Signst (Synth Steet)	-2 to all Outfit Mo	dification Span	n Timo Rolle ∗A	ftor you receive	Strong Hit: Critic		I -1 Armour (ro	-
				e Downtime and			at hit goo have '	-i Ailliooi (ie	SUIVE
Angel St	Vexillarius (Tungsten Carbide)	2	, once goo nave	. Downkinie and			10	3	2
ų.	······································	Armour vs Energu	1 +].					-	_
	Accensus (Combat Plates)	2	,				11	2	2
	Optio (Shock Plates)	2					10	3	2
		Reduce all Attribu	ute Damage (afl	er Armour) by 2	? (min 2).				
interne Ö	Phalanx (Heavy Plates)	3	-2	-5			10	Ч	2
		-1 Armour when a	it O Endurance,	You may only tu	urn 90 degrees	at the end of ea	ch Action that al	lows you to n	nove,
interne Ö	Hoplon (Energised)	2	-1	+5			9	2	12t, 2
-		Shield.							
P	Purity (Psionic Shielding)	2					8	2	14t, 2
đ		Shield, +2 Defence	e vs Psionics, a	ll of your Psionia	c Weapons have	2 –2 Hit.			
7	Breather (Environmental Adaptation System)	2					10	2	14t, 3
		Able to function in 2	a specific hostil	e environment**,	** You may spei	nd I Fate Point to c	change this enviro 10		
	Grave Wave Plates (Grav-Field)	2 Shield, Electro-Grav	itu Immuna ta r	on Direct Llit Dom	and from Attack	ia with the Vauvier	10	2 ur uban at 0.0	14t, 3 Induranaa
	Como Gear (Haze Mesh)	2	/ity, immone to i	IUIT DIRECT HIL DAIT	*	s with the negword	u: optasn, -i Armu 10	2	3
		*Cover grants you	ı +2 additional	Ποίοηςο			10	Ľ	5
	Sentinel Shielded Armour (Shield Nodes)	2		+10			10	2	14t, 3
•		Shield1 Armour	when at 0 End				10	-	110,0
\odot	Gotee Suit (Technical Suit)	2					8	3	14t, 3
-		Counts as a Toolb	iox (+1) for all 1	rained Professio	nal Skills.				
	Overcharged Personal Shield (Explosive Shield Nodes)	2					8	2	3
		Shield, When you	take Attribute (Damage all adjad	cent characters	take 4 Damage	(-Armour) to a ra	andom (1d6) /	Attribute.
in the second	Dux (Tactical Array Suit)	2					8	3	12t, 4
		You and all Allies	within 10 gain	Lock On +2.					
77	Jim Jams (Stealth Suit)	1	+]		+1 Step*		10	1	14t, 6
		Shield, Holographi	-	-					
		Strong Hit: Invisibl	e Strike (Attacl	k, Does not Requ	ire Hit) At the e	end of your Turn	make a Free Stea	alth Action.	

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Retractable

Outfit	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cos
Retractable Carapace (Parasitic)	2	AL 1	-5	A 1.1.		8	0	5
		Not obvious thal succesful Surger		Armour until i	t is Set Up, Set U	p 1, Bio Tech, R	emoval of this	Outfit
Nausea (Scram Suit)	2					6	0	3
	+1 Conversation,	Not obvious that	: you are wearing	Armour until i	t is Set Up, Set U	p 1, Shield, Rem	nove any Locke	ed On
		ou at the start o					5	
Second Skin (Symbiotic)	2		5			8	0	3
	+1 Conversation	Not obvious that	UNU are wearing	Armour until i	t is Set Up, Set U	n 1 Bin Tech +2	2 to all Nutfit	Modifir
	tion Spare		goo aro noarnig			p 1, Die 10011, 1		. io ann
Vis-à-vis Suit (Synth Steel)	3	nine noto.				8	Π	
Vis a vis sole (synth steet)	-	Not obvious that	UNU are Mearing	Armour until i	t is Set Up, Set U	n 1 2 ko all Ou	0	n Cnr
				lical Hit you na	ave –1 Armour (re	solve Damage i	irst) untit you	nave
	Downtime a	and a Workbench						
Chovexani Robe (Tungsten Carbide)	2					8		3
		Not obvious that	: you are wearing	Armour until i	t is Set Up, Set U			
Advent Suit (Combat Plates)	2					9	0	(
	+1 Conversation,	Not obvious that	: you are wearing	Armour until i	t is Set Up, Set U	р 1.		
Synergy Suit (Shock Plates)	2					8	1	
	+1 Conversation,	Not obvious that	: you are wearing	Armour until i	t is Set Up, Set U	p 1, Reduce all	Attribute Dam	age (a
	Armour) by	y 2 (min 2).						
Fat Suit (Heavy Plates)	3	-2	-5			8	2	
	+1 Conversation,	Not obvious that	you are wearing	Armour until i	t is Set Up, Set U	p 1, -1 Armour	when at 0 End	uranc
					at allows you to			
Paradigm Suit (Energised)	2	-]	+5			7	0	121
	-	Not obvious that	-	Armour until i	t is Set Up, Set U	n 1 Shiold	0	12.
Sanctuary (Psionic Shielding)	2		goo are wearing	7 annoor onder		6	0	14t
Sunctodig (i sionic Sinetang)		Not obvious that	UNU are Mearing	Armour until i	t is Set Up, Set U	-		
				AITIOUI UIIIIII	r is ser up, ser u	µ I, SIIIetu, ≠⊂ L	Jerenice VS FSI	UIIICS,
		onic Weapons ha	Ve −2 HIL.			0	0	
Behoovt™ Environ Suit (Environmental Adaptation System)						8	0	146
					t is Set Up, Set U			Cific
		ironment**, **Yo	ou may spend 1 F	ate Point to ch	ange this environr	ment as a Free		
Cognizant Suit (Grav-Field)	2					8	0	146
					t is Set Up, Set U			nmune
	non Direct	Hit Damage from	Attacks with the	Keyword: Spla	ish, -1 Armour wh	en at O Endura	nce,	
Vahz Suit (Haze Mesh)	2			*		8	0	L
	+1 Conversation, I	Not obvious that y	pu are wearing Ar	mour until it is	Set Up, Set Up 1, *	Cover grants yo	u +2 additional	Defen
Shielded Clothing (Shield Nodes)	2		+10			8	0	14t
	+1 Conversation,	Not obvious that	you are wearing A	rmour until it is	s Set Up, Set Up 1,	Shield, –1 Armo	ur when at O E	ndurar
Innovator (Technical Suit)	2					6	1	14t
	+1 Conversation,	Not obvious that	: you are wearing	Armour until i	t is Set Up, Set U	p 1, Counts as a	a Toolbox (+1) I	or all
	Trained Pro	fessional Skills.						
Make an Entrance (Explosive Shield Nodes)	2					6	0	L
		Not obvious that	INU are wearing	Armour until i	t is Set Up, Set U			
					to a random (1d6)		n goo take Att	TEOLE
Black Tie (Stealth Suit)	ı nallaye dü	+]	Ners lake T Udillo	+1 Step*		8	0	11.14
υτασκ τις (οιςαττί ουτ)	l 1 Converse la					-		14t
				Armour Until I	t is Set Up, Set U	µ I, SMIELO, HOLO	iyiapnic, * 100	atways
	have Light	Cover (+2) or +1						
	Change at 11th 1 t	his Chailes (Akkes			I (T		111 A L.	

Strong Hit: Invisible Strike (Attack, Does not Require Hit) At the end of your Turn make a Free Stealth Action.

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Assault Plates

	Outfit	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
	Invulnerability Splice (Parasitic)	3	-]	-5			8	4	14t, 3
	5 1	Defence vs Impa	air +2, Bio Tech,	Removal of this	Outfit requires	a succesful Surger	ry Healing Roll.		
P	See-no-Evil (Scram Suit)	3	-1				6	4	14t, 4
,		Defence vs Impa	air +2, Shield, R	emove any Locke	d On Effect on	you at the start of	f your Turn.		
	Cholid Carapace (Symbiotic)	3	-1				8	Ч	14t, 4
		Defence vs Impa	air +2, Bio Tech,	+2 to all Outfit M	Addification Spa	are Time Rolls.			
•	Ablatex™ (Synth Steel)	Ч	-1				8	3	14t, 4
		Defence vs Impa	air +2, -2 to all	Outfit Modificatio	n Spare Time F	Rolls, *After you re	ceive Strong Hil	:: Critical Hit	you have
~		-1 Armour (resolve Damage	e first) until you h	nave Downtime	and a Workbench.			
G	Zuhno (Tungsten Carbide)	3	-1				8	5	14t, 4
		Defence vs Impa	air +2, Armour v	rs Energy +1.					
<u>Ö</u>	Linothorax (Combat Plates)	3	-1				9	4	14t, 4
		Defence vs Impa	air +2.						
P	Devine (Shock Plates)	3	-1				8	5	14t, 4
		Defence vs Impa	air +2, Reduce a	ll Attribute Dama	age (after Armo	our) by 2 (min 2).			
Ö	Orcus (Heavy Plates)	Ч	-3	-5			8	6	14t, 4
		Defence vs Impa	air +2, -1 Armou	r when at O Endu	urance, You ma	y only turn 90 deg	grees at the end	of each Act	ion that
đ		allows you							
7	Ego (Energised)	3	-2	+5			7	4	12t, 14t, 4
0		Defence vs Impa							
¥	Holy Word (Psionic Shielding)	3	-1				6	4	2x 14t, 4
•				2 Defence vs Psic	onics, all of you	ur Psionic Weapons			
•	Apropros (Environmental Adaptation System)	3	-1				8	4	2x 14t, 5
					ific hostile env	ironment**, **You	may spend 1 Fa	ate Point to o	change
			ment as a Free	Action.			0		0 11 5
0	Insertion Exosuit (Grav-Field)	3	-]				8	4	2x 14t, 5
					mune to non U	irect Hit Damage f	rom Attacks wit	h the Keywo	rd: Splash,
The faith		-I Armour \ 3	when at O Endu –1	ance,			8	6	Ш. Г
Ø	Corinth Suit (Hardened Shell)	0		Don (Attacks a	aningt you now	er use the Keyword	0	D	14t, 5
A	R3ality Hack (Haze Mesh)	3	-]	U PEII (AlldCKS d	*	er use the Reyword	8	Ч	14t, 5
	Noticy hack (haze hesh)	Defence vs Impa		rapte you +2 addi	itional Dofonco		0	7	ITL, J
The fait	Sol (Shield Nodes)	3	-]	+10		•	8	Ч	2x 14t, 5
Q	Sot (Shield Hodes)	Defence vs Impa			• O Endurance		0	I	LATIC J
P	Got'da'lot (Technical Suit)	3	-]	Annoor when ac			6	5	2x 14t, 5
ų		-		s a Toolbox (+1) fr	or all Trained F	Professional Skills.	0	0	EXTR, O
R	Judgement (Explosive Shield Nodes)	3	-]				6	Ч	14t, 5
¥				hen uou take Attı	ribute Damage	all adjacent chara			
		random (1d6		J					
P	Faith (Tactical Array Suit)	3	-]				6	5	12t, 14t, 6
W.		Defence vs Impa		all Allies within 10	0 qain Lock On	+2.			
•	White Tie (Stealth Suit)	2			+1 Step*		8	3	2x 14t, 5
-		Defence vs Impa	air +2, Shield, H	olographic, *You a	always have Lio	ght Cover (+2) or +	1 Cover Step.		

Strong Hit: Invisible Strike (Attack, Does not Require Hit) At the end of your Turn make a Free Stealth Action.

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Mech Suits

(Outfit	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
	Gorok's Hide (Parasitic)	5	-2		–1 Step	–1 Step	6	5*	14t, 5*
						y 2 to decrease W			-
					mour 1, Slots 8,	Weight 1, Cost O),	Bio Tech, Rem	ioval of this O	utfit
	Listers Freedorlichers (Constitution)		succesful Surge		1 Char	1 Ohan	C	۲*	
44	Living Exoskeleton (Symbiotic)	5 Defense ve Impei	-2	+5 Slov 1 *May inor	-1 Step	–1 Step to decrease Weight	6 hu II While pet	5*	14t, 6*
						0), Bio Tech, +2 to			
San and a start of the second	Praetorian (Tungsten Carbide)	5	-2	+5	–1 Step	-1 Step	6	6*	14t, 6*
Q						y 2 to decrease W	-	ile not wearin	
						Weight 1, Cost 0),			5
	Mars (Combat Plates)	5	-2	+5	-1 Step	-1 Step	7	5*	14t, 6*
		Defence vs Impa	air +6, Armour v	vs Slow –1, *May	increase Cost b	y 2 to decrease W	/eight by 4, Wh	ile not wearin	g this
		Mech Suit y	jou may wear a	Combat Suit (Ar	mour 1, Slots 8,	Weight 1, Cost 0).			
Ö	Titan Mech (Heavy Plates)	6	-4		–1 Step	–1 Step	6	7*	14t, 6*
						y 2 to decrease W			
		-				Weight 1, Cost O),		en at O Endura	ance, You
۸						allows you to move		5.0	101 711 011
÷*	n00b Suit (Energised)	5 Defense verlever	-3	+]()	-1 Step	-1 Step	5 /=:===================================	5* ::la ach : :caria	12t, 14t, 6*
				-		y 2 to decrease W Weight 1, Cost 0),		nite not wearin	g this
	Omni Armour (Environmental Adaptation System)	5	-2	+5	-1 Step	–1 Step	6	5*	2x14t,7*
	onini Armoor (chvironmentat Adaptation ogsten)	-			'	y 2 to decrease W	-	-	
						Weight 1, Cost 0),			
						is environment as			
•	Signature (Grav-Field)	5	-2	+5	–1 Step	–1 Step	6	5*	2x14t,7*
		Defence vs Impa	air +6, Armour v	vs Slow –1, *May	increase Cost b	y 2 to decrease W	/eight by 4, Wh	iile not wearin	g this
		Mech Suit y	jou may wear a	Combat Suit (Ar	mour 1, Slots 8,	Weight 1, Cost 0),	Shield, Electro	o-Gravity, Imm	une to
					e Keyword: Spl	ash, -1 Armour wh	en at O Endura	ince,	
Ö.	Aegis Armour (Hardened Shell)	5	-2	+5	–1 Step	–1 Step	6	7*	14t, 7*
						y 2 to decrease W			
					MOUF I, SLOCS &	Weight 1, Cost O),	IMMUNE (O Pe	n (Attacks age	ainst you
	Spec-Op Armour (Haze Mesh)	5	he Keyword: Pe -2	+5	-1 Step*	-1 Step	6	5**	14t. 7**
	Spec of Amoor (lidze heal)	-				y 2 to decrease We	piaht hu 4. Whil	e not wearing	
						1, Cost O), *Cover			
	Hephaestus Personal Shield (Shield Nodes)	5	-2	+15	–1 Step	–1 Step	6	5*	2x 14t, 7*
en en		Defence vs Impa	air +6, Armour v	rs Slow -1, *May in	ncrease Cost by	y 2 to decrease We	eight by 4, Whil	.e not wearing	this Mech
		Suit you ma	ay wear a Comb	at Suit (Armour 1,	, Slots 8, Weigh	t 1, Cost 0), Shield,	, –1 Armour wh	en at O Endura	ince.
•	Flexicon™ Suit (Technical Suit)	5	-2	+5	–1 Step	–1 Step	Ч	6*	2x14t,7*
						y 2 to decrease W			
					mour 1, Slots 8,	Weight 1, Cost 0),	Counts as a T	oolbox (+1) for	all
Sec. 1			fessional Skills.		1.01	1.01		6.*	
Ø	Vulcan (Tactical Array Suit)	5	-2	+5	-1 Step	-1 Step	Ц Ц	6*	12t, 14t, 8*
						y 2 to decrease We t 1, Cost 0), You an			
Singels"	Helm of Hades (Stealth Suit)	4	-]	+5	, Stots 6, weigin *	-1 Step	6	чин ю уан со Ц**	14t, 10**
ų.						by 2 to decrease			
						Weight 1, Cost 0),			
		Light Cover					5		0
		Strong Hit: Invisi	ble Strike (Atta	ck, Does not Requ	uire Hit) At the	end of your Turn r	nake a Free St	ealth Action.	
		5		ck, Does not Requ	uire Hit) At the	end of your Turn r	nake a Free St	ealth Action.	

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Acknowledgments

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