

BOARDING ACTION RANGED WEAPONS TABLE

WEAPON	DAMAGE	AMMO	RANGE	COST
Disintegrator Rifle	<i>special</i>	DEU magazine	50	3,000 cr
Disk Gun	3d6	Flechette Disks	100	400 cr
Flamer Pistol	1 to 3d6	Chem Tank	10	400 cr
Flamer, Heavy	3 to 6d6	Chem Drum	20	800 cr
Grenade Launcher	<i>varies</i>	Grenade	100	300 cr
Grenade, Fragmentation	4d6	-	20	<i>see ammo table</i>
Grenade, Sleeping Gas	-	-	20	<i>see ammo table</i>
Grenade, Stun	-	-	20	<i>see ammo table</i>
Laser Pistol	2d6	EU magazine	50	400 cr
Laser, Pulse Rifle	4d6	EU drum	50	1,000 cr
Laster Rifle	3d6	EU magazine	100	800 cr
Mini-Rocket Launcher	<i>varies</i>	Rocket	100	600 cr
Mini-Rocket, Fragmentation	3d6	-	-	<i>see ammo table</i>
Needler, Pistol	1d6+1	Needles	30	200 cr
Needler, Rifle	1d6+2	Needles	100	300 cr
Plasma Gun	6d6	PEU drum	40	2,000 cr
Plasma Pistol	4d6	PEU magazine	20	1,000 cr
Slug, Assault Rifle	3d6	Bullets	75	300 cr
Slug, Auto-Shotgun	2d6	Bullets	20	250 cr
Slug, Carbine	2d6	Bullets	50	250 cr
Slug, Light Machine Gun	3d6	Bullets	75	500 cr
Slug, Pistol	1d6	Bullets	30	200 cr
Slug, Rifle	2d6	Bullets	100	300 cr
Slug, Shotgun	2d6	Bullets	20	200 cr
Sonic Stun Rifle	<i>stuns</i>	EU magazine	30	250 cr
Tangler Rifle	<i>tangles</i>	Net	30	250 cr

Ranged Weapon Descriptions

Disintegrator Rifle: A rifle that resembles a laser rifle, however this weapon is far more devastating. Targets hit by a shot from a disintegrator must make an immediate saving throw (vs. Physique) or be killed. Any target that is able to make their saving throw, takes half of their remaining hit points as damage.

Disk Gun: This rifle like device fires small razor sharp disks. The action of this gun is silent, so this weapon is favored by those requiring stealth.

Flamer Pistol: A heavy pistol able to fire a burning jelly-like chemical that sticks to a target causing more damage each round a target is inflamed. The initial hit causes 1d6, the next round 2d6, and the 3rd round 3d6 (and each round after until dead or extinguished).

Flamer, Heavy: A heavy rifle with a tank atop that functions much like a flamer pistol. The rifle is more deadly as it puts even more burning jelly on it's target, the first round of contact caused 3d6 damage and increases by 1d6 each round to a max of 6d6 damage.

Grenade, Fragmentation: A 40mm explosive grenade that sends deadly shrapnel in a 10m radius. These come as a shell for a launcher or a ball shaped charge for throwing.

Grenade Launcher: This weapon is usually mounted to a rifle or assault rifle and fires single grenades. There is a shoulder fired version that does not need to be mounted on a rifle, this version is single shot – breach loaded.

Grenade, Sleeping Gas: A 40mm grenade that sends a cloud of sleeping gas in a 5m radius. Anyone not protected by a re-breather or gas mask must make a saving throw (vs. Physique) or immediately collapse into a sleep-like state for 2d6 rounds. This grenade is available as a shell for launching, or a ball-like grenade for throwing.

Grenade, Stun: A 40mm grenade that explodes with a flash of bright light and loud stunning noise, anyone within a 5m radius must make an immediate saving throw (vs. Physique) or be stunned and unable to take action for 1d6 rounds, and must fight at -2 for another 1d6 rounds after the initial stun. This grenade is available for launchers, and a ball-like grenade for throwing.

Laser Weapons: These light weight weapons fire a charged particle beam of light capable of punching through most armor.

Laser, Pulse Rifle: Like a laser rifle, except this weapon fires bursts of charged particles

Mini-Rocket Launcher: A shoulder or wrist mounted rocket launcher capable of firing multiple rockets (small 20mm rockets).

Mini-Rocket, Fragmentation: A small 20mm rocket that explodes hurling deadly shrapnel in a 5m radius.

Needler Weapons: A small light weight gun capable of firing small deadly-sharp needles at high speed. These weapons are silent and a preferred weapon of assassins. The needles can be coated with a deadly toxin only available from the black market.

Plasma Weapons: These weapons fire a super-heated, electrically charged ball of gas. These weapons are capable of causing tremendous damage.

Slug Throwing Weapons: These are the equivalent of modern day firearms, firing standard 10mm bullets.

Sonic Stun Rifle: This rifle fires a beam of sonic energy at the target causing 1d6 actual damage, as well as stunning the target for 1d6 rounds.

Tangler Rifle: This rifle fires a round of a chemical compound that sticks like webs to a target. A successful hit requires the target to make a saving throw (vs. Physique) or become immobilized.

BOARDING ACTION AMMUNITION TABLE

AMMO	CAPACITY	COST
Bullets, LMG Drum	30 shots	20 cr
Bullets, Pistol Magazine	10 shots	5 cr
Bullets, Rifle/Carbine Magazine	20 shots	10 cr
Bullets, Shotgun Shells	5 shots	10 cr
DEU magazine	5 shots	500 cr
EU Pistol magazine	10 shots	25 cr
EU Pulse Rifle Drum	30 shots	100 cr
EU Rifle magazine	20 shots	50 cr
Flamer Chem Drum	10 shots	80 cr
Flamer Chem Tank	5 shots	40 cr
Flechette Disks magazine	10 shots	50 cr
Grenade, Fragmentation	1 grenade	20 cr
Mini-Rocket, Fragmentation	1 rocket	40 cr
Needle, Pistol Magazine	10 shots	20 cr
Needles, Rifle Magazine	20 shots	40 cr
Net Magazine	5 shots	20 cr
PEU Drum	10 shots	200 cr
PEU Magazine	5 shots	100 cr
Grenade, Sleep Gas	1 grenade	40 cr
Grenade, Stun	1 grenade	20 cr
Grenade, Smoke	1 grenade	20 cr

BOARDING ACTION MELEE WEAPONS TABLE

WEAPON	DAMAGE	COST
20 Energy Unit (Clip)	-	20 cr
Axe	1d6+1	15 cr
Club	1d6	-
Dagger / Knife	1d6	10 cr
Halber / Pole Arm	1d6+1	40 cr
Mace / Warhammer	1d6	30 cr
Pistol Butt	1d6-1	-
Rifle Butt	1d6	-
Shock Gloves	2d6	50 cr
Sonic Dagger	2d6	50 cr
Sonic Mace	3d6	100 cr
Sonic Sword	4d6	150 cr
Spear	1d6	20 cr
Staff	1d6	10 cr
Stun Rod	1d6 or stun	75 cr
Sword	1d6	30 cr

Melee Weapon Descriptions

Shock Gloves: These gloves sold as a single glove, are powered by a 20 EU clip and are able to provide an electrical shock when they hit a target. Each use (hit on a target) uses up on EU charge.

Sonic Dagger: A small cylinder hilt, that once the activation button is pressed, generates a colored focused beam of sound about ½ a meter long that can be used as a blade. This weapon requires a 20 EU clip, and uses up 1 charge per attack (regardless if a hit is achieved or not).

Sonic Mace: Similar to a dagger, this weapon has a focused head of sound. This weapon requires a 20 EU clip, and uses up 1 charge per attack (regardless if a hit is achieved or not).

Sonic Sword: Similar to the mace and dagger, this weapon has a blade that is 1 meter long. This weapon requires a 20 EU clip, and uses up 1 charge per attack (regardless if a hit is achieved or not).

Stun Rod: This rod produces a powerful charge that is capable of dealing 1d6 damage or if the attacker chooses can be used to “stun” a target (target must make a saving throw vs. Physique or be unable to act for 1d6 rounds). This weapon uses a 20 EU clip and 1 charge is used per each attack that hits.

ARMOR / DEFENSE TABLE

DEFENSE / ARMOR	ARMOR CLASS	COST
None	10	-
Force Screen	11 (or +1)	150 cr
Mesh Armor	12	300 cr
Reflec Armor	14	600 cr
Combat Armor	16	1,200 cr
EXO Powered Scout Armor	18	2,400 cr
EXO Powered Infantry Armor	19	4,800 cr
EXO Powered Brute Armor	20	9,600 cr

Armor / Defense Descriptions

Force Screen: The force screen is generated by a wrist watch sized device run on micro-fusion power. The force screen can be worn with any other type of suit (other than EXO Powered Armor) and adds +1 to that AC, however, you cannot wear more than once force screen at a time.

EXO POWERED ARMOR: This exoskeleton powered armor is a fully encasing suit of armor powered by a micro-fusion pack mounted to the back of the armor. The armor contains a full life support system and can be used in a zero g environment as well as on any of the harshest of planets. These armors also augment the user’s physique score with servo-motors that add strength and power to enhance their natural abilities. All EXO armors also provide excellent night vision as well as software capable of tracking targets (this provides a bonus to hit with ranged weaponry) in the form of a HUD (heads up display). These armors can be worn for 5 days before needing to be recharged (for the life support system).

Much like the Environmental suits, any EXO armor that is breached due to a hit received in combat, the armor must be patched immediately or the character will begin to take damage as explained under the Environmental Suit entry under the equipment section of the main rule book.

EXO POWERED SCOUT ARMOR: This is the lightest of the EXO armor, and provides a +1 bonus to hit and damage with melee weapons, and a +2 bonus to hit with ranged weapons due to the sophisticated target and tracking software in the HUD of the helmet.

EXO POWERED INFANTRY ARMOR: This is the standard armor issued to infantry forces, it provides a +2 bonus to hit and damage with melee weapons, and a +1 to hit with ranged weapons due to sophisticated target and tracking software in the HUD of the helmet.

EXO POWERED BRUTE ARMOR: This is the largest and fiercest of the EXO armor, typically used by special forces as a boarding armor. This armor provides a +4 to hit and damage with melee weapons, and a +1 to hit with ranged weapons.