Ironmongery

Weapon	Ammo	ODF	Rounds	Range	TL	Notes
Dagger	-	1	-	-	1	
Blade	-	2	-	-	3	
Foil	-	1	-	-		
Cutlass	-	2	-	-	3	
Sword	-	2	-	-		
Broadsword	-	3	-	-	2	
Bayonet	-	3	-	-		
Body Pistol	BPistol	3	6	Terrible	7	
Snub Pistol	HE	4	6	Terrible	8	
	HEAP	3	6	Terrible	8	
	Tranq	-	6	Terrible	8	Knockout on scratch or better
Auto Pistol	Pistol	3	15	Poor	5	
Revolver	Revolver	3	6	Poor	4	
Carbine	Carbine	3	10	Fair	5	
Rifle	Rifle	3	20	Good	5	
Auto Rifle	Rifle	3	20	Good	6	
Shotgun	Shot	4	10	Fair	5	Double *ballistic* armour
SMG	Pistol	3	30	Mediocre	5	
Assault Rifle	ARifle	3	30	Good	7	
LAG	APDS	4	5	Great	8	Amour Piercing
	HE	4	5	Great	8	
	Flechette	5	5	Good	8	Double *ballistic* armour
ACR	APDS	3	20	Great	10	Amour Piercing
	HE	4	20	Great	10	
Gauss Gun	Gauss	4	40	Superb	12	Amour Piercing
Laser Carbine	-	4	50	Great	8	
Laser Rifle	-	5	100	Superb	9	
Accel. Rifle	Accel.	3	15	Fair	9	Effective only in zero/micro-gee
RAM Grenade	HE	8	3	Good	8	Min. Range: Poor
	HEAP	7	3	Good	8	Min. Range: Poor
	Flechette	6	3	Fair	8	Double *ballistic* armour
LMG	ARifle	3	100	Good	6	
Auto Cannon	APDS	6	200	Great	8	Turret only
	HE	8	200	Great	8	
PGMP-12	-	10	40	Superb	12	$\frac{1}{2}$ damage at Great, $\frac{1}{4}$ at Superb ranges. Must wear Cbt Armour
PGMP-13/14	-	12	∞	Superb	13/14	As PGMP-12
FGMP-14/15	-	16	∞	Superb	14/15	As PGMP-12
VRF Gauss Gun	Gauss	10	30000	Superb	10	Turret only, $\frac{1}{2}$ damage at Superb range, Amour Piercing

Armour piercing: $\frac{1}{2}$ ballistic armour

Turret only: must be mounted on vehicle or emplacement

Armour	Damage Type	DDF	Armour	Damage Type	DDF
Jacket	Edged	1	Cloth	Edged	2
	Piercing	1		Ballistic	3
Mesh	Edged	2	Reflec	Energy	6
	Piercing	2	Ablative	Energy	4
	Ballistic	1	Cbt Armour	All	5

Skills

Your skill level is equal to: $linked attribute - 2 + skill points$

To default to an attribute, you roll as if you had the skill at your linked attribute level -3. With Jack-of-all-Trades, you default to your attribute -2, i.e. as if you had the skill at 0, and you can default on **any** skill.

Skills marked * cannot default to an attribute.

Skill	Attribute	Skill	Attribute
Administration	Education	**Hunting**	Endurance
Air/Raft *	Dexterity	**Instruction ***	Intelligence
ATV *	Dexterity	**Interrogation**	Intelligence
Battle Dress *	Education	**Leader**	Social Standing
Blade Combat	Strength	**Legal**	Education
Brawling	Strength	**Liason**	Social Standing
Bribery	Social Standing	**Mechanical**	Intelligence
Broker	Intelligence	**Medical ***	Education
Carousing	Endurance	**Naval Architect ***	Education
Cbt Engineering *	Education	**Navigation ***	Intelligence
Computer	Intelligence	**Pilot ***	Education
Communications	Education	**Recon**	Endurance
Demolitions	Intelligence	**Recruiting**	Education
Electronics	Education	**Ship's Boat ***	Dexterity
Engineering *	Education	**Ship Tactics ***	Intelligence
Equestrian	Endurance	**Steward**	Social Standing
Fleet Tactics *	Intelligence	**Streetwise**	Intelligence
Forgery	Intelligence	**Survey**	Intelligence
Forward Observer	Intelligence	**Survival**	Endurance
FA Gunnery	Dexterity	**Tactics**	Intelligence
Gambling	Intelligence	**Trader**	Intelligence
Gravitics *	Education	**Vehicle ***	Dexterity
Gun Combat	Dexterity	**Vacc Suit**	Education
Gunnery	Dexterity	**Zero-G Combat**	Dexterity
Heavy Weapons	Dexterity		