



FRAGGED
EMPIRE

Table of Contents

Personal Weapons		Personal Outfits	
4	Pistols	32	Clothing
	Heavy Pistols		Emergency Void Suits
5	Submachine Guns	33	Combat Suits
6	Rifles	34	Tactical Armours
7	Puncture Rifles	35	Retractable
	Disruptor Rifles	36	Assault Plates
8	Assault Rifles	37	Mech Suits
9	Drum Assault Rifles		
10	Shotguns	38	Acknowledgments
11	Chemical Throwers		
12	Cannons		
13	Auto Cannons		
14	Grenades		
	Disruptor Grenades		
15	Adhesive Grenades		
16	Mortars		
17	Targeting Lasers		
18	Tactical Computers		
19	Hacker's Computers		
20	Fire Support Computers		
21	Turrets		
22	Swarm Drones		
23	Combat Drones		
	Assault Drones		
24	Assistants		
	Body Guards		
25	Combatants		
	Combat Flesh		
26	Legion Hound		
	Nephilim Beast		
	Batons		
	Wrist Blades		
27	Thrown Weapons		
	Combat Knives		
28	Balanced Weapons		
29	Large Weapons		
	Infestor Whip		
30	Combat Bows		
	Arc Fire Bow		
31	Precise Traps		
	Large Traps		

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.












Pistols

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Antique Revolver	+1	2	3	3	5	6	1	1	1	Gun, Metal Slug.	0
	Small, Low Tech, Jam (1-3), Modification: Shortened Clip.										
Protectron™	+1	3	2	4	Inf	5	1	1	1	Gun, Particle.	0
	Small, Jam (1-5), Energy, Does not Work in Void.										
Mk 1 Micro Missile Launcher	-1	3	3	3	4	6	1			Gun, Self-Guided.	14t, 1
	Small, Lock On +2, Lock On (Indirect Fire (Front, Side)).										
BB3 Blaster™	-1	3	3	3	6	6	1	1	1	Gun, Ion.	0
	Small, Energy, Modification: Low Quality.										
Pop Gun	+1	3	3	5	4	6	1	1	1	Gun, Self-Propelled.	1
	Small, Low Tech, Works in Liquid.										
CDU (Crowd Dispersion Unit)	-3	1d6	3	4	4	6	1	1	1	Gun, Chemical, Vile Cloud, Burst Spores. 10t, 12t, 1	
	Small, Bio Tech, Splash 1, 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), Modification: Low Quality.										
Toxgrub Launcher	-3	5	3*	3	4	6	1	1	1	G, Chem, Bloated Toxin Sacks, Burst Spores. 10t, 2	
	Small, Slow, Bio Tech, Splash 2, *-1 Crit Dmg vs Robots, Modification: Low Quality.										
Mk 1 Las Pistol	+0	4	3	4	4	6	1	1	1	Gun, Laser.	1
	Small, Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps, Modification: Low Quality.										
Spine Glove	-1	4	2	3	4	15	0	3 (+2d6)	1	Gun, Spine Launcher.	1
	Small, Bio Tech, Modification: Low Quality.										













Heavy Pistols

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Hand Cannon	+0	3	4	2	5	3	1	1	1	Gun, Metal Slug.	0
	Small, Low Tech, Jam (1-3), Modification: Shortened Clip.										
Mk 2 Micro Missile Launcher	-2	4	4	2	4	3	1	1	1	Gun, Self-Guided.	14t, 1
	Small, Lock On +2, Lock On (Indirect Fire (Front, Side)), Slow.										
Overclocked BB3 Blaster™	-2	4	4	2	6	3	1	1	1	Gun, Ion.	0
	Small, Energy, Modification: Low Quality.										
Old Faithful	+0	4	4	4	4	3	1	1	1	Gun, Self-Propelled.	1
	Small, Low Tech, Works in Liquid.										
Pustular Maggot Queen	-4	4	5	4	4	3	1	1	1	Gun, Chem, Antimonic Acid, Burst Spores. 10t, 3	
	Small, Bio Tech, Burn, Splash 1.										
Death's Embrace	-2	4	4	4	4	3	1	1	1	Gun, Chemical, Death Spores, Burst Spores. 10t, 2	
	Small, Bio Tech, Splash 1, Once per Action: if a character dies to this Weapon: this Weapon gains Splash +1 for that Attack.										
Standard Issue Sidearm	-2	4	4	2	4	6	1	2 (+1d6)	1	Gun, Gauss.	1
	Small, Jam (1-3), Modification: Low Quality.										
Swivel Gun	-2	5	5	3	4	3	1*	1	1	Gun, Irradiated.	14t, 2**
	Small, Low Tech, *Take 5 Endurance Damage every Action you spend Reloading or Un-Jamming this Weapon, **May not be taken by characters without Endurance (Henchmen, Drones or Companions).										
Mk 2 Las Pistol	+1	5	4	4	4	3	1	1	1	Gun, Laser.	2
	Small, Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps.										
Swivel	-2	4	5	3	4	2	2	1	1	Gun, Rail.	14t, 1
	Small, Lock On +2, Jam (1-5), Modification: Low Quality.										
Archon Pistol	+1*	5	4	4	3	2	1	1	1	Gun, Plasma.	18t, 9**
	Small, Burn, Energy, Jam (1-3), Strong Hit (4-6) (when not used by Drones, Companions or Henchmen), *Maximum of one Attack per Turn, Archon Tech, **Requires Secret Knowledge to build if not found, Modification: Advanced Ammo, Archon Tech.										







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), Modification: Low Quality.											
 Protectron X™	+1	4	2	3	Inf	6	1	3 (+2d6)	1	Gun, Particle.	1
Jam (1-5), Energy, Does not Work in Void.											
 Micro Drone Launcher	-1	4	3	2	3	9	1	3 (+2d6)	1	Gun, Self-Guided.	2x 14t, 2
Lock On +4, Lock On (Indirect Fire (Front, Side)), Slow, Modification: Targeting Matrix.											
 BX9 Blaster™	-1	4	3	4	5	9	1	3 (+2d6)	1	Gun, Ion.	10t, 2
Energy, Modification: Extended Barrel.											
 Little Friend	+1	4	3	4	3	9	1	3 (+2d6)	1	Gun, Self-Propelled.	2
Low Tech, Works in Liquid.											
Mechonid Disintegration Beam	+0	5*	3*	2	3	9	1	3 (+2d6)	2	Gun, Bio-Disintegrator.	3**
Bio Tech, Energy, Burn, *-2 Damage vs Robots, **Player characters require Secret Knowledge: Mechonids or Particles to use this Variation. Strong Hit: Bio-Disintegration (Damage, Hit, 1 use per RoF) Deal +2 Damage to all non Robot Targets with this Attack.											
Cryo Food Preserver	+0	4	3	4	3	9	1	3 (+2d6)	1	Gun, Chemical, Cryo-Gel, Burst Spores. 2x 10t, 3	
Bio Tech, Splash 1. Strong Hit: Freeze (Hit) Debuff Target: Reduce all Movement by 1 (minimum 0) until they receive a First Aid Healing Roll.											
 Mindworm Launcher	-1	6	2*	4	3	9	1	3 (+2d6)	1	Gun, Chemical, Neurotoxin, Burst Spores. 10t, 14t, 4	
Bio Tech, *Critical Hit Attribute Damage Location 1d3+3 (normally 1d6). Strong Hit: Neurotoxin (Hit, 1 use per RoF) Non Robot Target takes 1 Attribute Damage (no Armour) to a random (1d3+3) Attribute.											
Dual Gauss SMGs	-1	6	3	3	2	15	2	5 (+4d6)	2	Gun, Gauss.	4
Jam (1-3), Modification: Dual Wield.											
 Mk 2 Las Pistol	+2	5	3	4	3	9	1	3 (+2d6)	1	Gun, Laser.	3
Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps.											
Dual Spine SMGs	-1	7	2	3	2	12	1	6 (+5d6)	2	Gun, Spine Launcher.	4
Bio Tech., Modification: Dual Wield.											
Dual Plasma SMGs	-1*	8	3	2	2	8	2	4 (+3d6)	2	Gun, Plasma.	12t, 5
Burn, Energy, Jam (1-3), Strong Hit (5-6) (when not used by Drones, Companions or Henchmen), *Maximum of one Attack per Turn, Analyse Action grants this Weapon +Int Hit Boost along with other benefits, Modification: Dual Wield, Tactical Sight.											
 Faren Blast: Power Ripple	+1	4	3	3	5	9	1	3 (+2d6)	0	Gun, Ion.	2*
Energy, Natural, Slow, *Two-Far only.											
 Red Kurota Stone	+3	5	3	4	3	9	1	3 (+2d6)	1	Gun, Laser, Psionic, Flow.	4
Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps, Modification: Advanced Modification (Psionic).											
SMG, Interchangeable Ammo	May Change Weapon Variations once per session during Downtime, +2 to all Weapon Modification Spare Time Rolls, Modification: Modular.	10t, 14t, 3									
	-2	6	3	4	3	9	1	3 (+2d6)	1	Gun, Chemical, Napalm, Burst Spores.	
Burn, Does not Work in Void, Bio Tech.											
	-2	4*	1*	4	3	9	1	3 (+2d6)	1	Gun, Che, Synthetic Poison, Burst Spores.	
Bio Tech, Splash 1, **2 Damage vs Targets at 0 Endurance, Does not Work in Void. Strong Hit: Synthetic Poison (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Synthetic Poison Effect can Stack up to 4 times).											
	-2	4	3	4	3	9	1	3 (+2d6)	1	Gun, Chemical, Death Spores, Burst Spores.	
Bio Tech, Splash 1, Once per Action: if a character dies to this Weapon: this Weapon gains Splash +1 for that Attack.											
	-2	4	3	4	3	9	1	3 (+2d6)	1	Gun, Chemical, Infectious, Burst Spores.	
Bio Tech, Splash 1. Strong Hit: Infect (Hit) Until your target receives First Aid: all characters that end their Action adjacent to them take 4 End Dmg (does not Stack).											
	-2	5	4	3	3	9	1*	3 (+2d6)	1	Gun, Irradiated.	**
Low Tech, *Take 5 Endurance Damage every Action you spend Reloading or Un-Jamming this Weapon, **May not be taken by characters without Endurance (Henchmen, Drones or Companions).											
	+1	5	3	4	3	9	1	3 (+2d6)	1	Gun, Laser.	
Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps.											
	+0	5	2	3	3	10	0	5 (+4d6)	1	Gun, Spine Launcher.	
Bio Tech.											

Rifles

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Antique Hunting Rifle	-2	2	4	4	2	5	2	1*	2	Gun, Metal Slug.	1
	*Strong Hit (5-6) with all RoF 1 Attack Rolls, Low Tech, Jam (1-3).										
 Ubertron™		3	3	5	Inf	3	2	1*	2	Gun, Particle.	1
	*Strong Hit (5-6) with all RoF 1 Attack Rolls, Jam (1-5), Energy, Does not Work in Void.										
Homing Bullet Rifle	-2	3	4	4	2	4	2	1*	2	Gun, Self-Guided.	2x 14t, 2
	*Strong Hit (5-6) with all RoF 1 Attack Rolls, Lock On +4, Lock On (Indirect Fire (Front, Side)), Slow, Modification: Targeting Matrix.										
 Blaze 7000™		3	4	5	4	4	2	1*	2	Gun, Ion.	2
	*Strong Hit (5-6) with all RoF 1 Attack Rolls, Energy.										
 Homemade Hunting Rifle		3	4	6	2	4	2	1*	2	Gun, Self-Propelled.	2
	*Strong Hit (5-6) with all RoF 1 Attack Rolls, Low Tech, Works in Liquid.										
Mechonid Rifle	-1	4*	4*	4	2	4	2	1**	3	Gun, Bio-Disintegrator.	3***
	Strong Hit (5-6) with all RoF 1 Attack Rolls, Bio Tech, Energy, Burn, *-2 Damage vs Robots, *Player characters require Secret Knowledge: Mechonids or Particles to use this Variation.										
	Strong Hit: Bio-Disintegration (Damage, Hit, 1 use per RoF) Deal +2 Damage to all non Robot Targets with this Attack.										
 The Closer™ Mk3	-2	3	5	6	3	3	2	1*	2	Gun, Chem, Antimonic Acid, Burst Spores.	10t, 4
	Burn, *Strong Hit (5-6) with all RoF 1 Attack Rolls, Bio Tech, Splash 1, Modification: Shortened Clip.										
 Corpse Render	-2	3	4	6	2	4	2	1*	2	Gun, Chem, Death Spores, Burst Spores.	10t, 3
	Once per Action: if a character dies to this Weapon: this Weapon gains Splash +1 for that Attack, *Strong Hit (5-6) with all RoF 1 Attack Rolls, Bio Tech, Splash 1.										
 Apollo Rifle					2	8	2	2 (+1d6)*	2	Gun, Gauss.	3
	*Strong Hit (5-6) with all RoF 1 Attack Rolls, Jam (1-3).										
 Mum's Oven	-2	4	5	5	2	4	2*	1**	2	Gun, Irradiated.	14t, 3***
	Strong Hit (5-6) with all RoF 1 Attack Rolls, Low Tech, *Take 5 Endurance Damage every Action you spend Reloading or Un-Jamming this Weapon, *May not be taken by characters without Endurance (Henchmen, Drones or Companions).										
 BLX7 Las Rifle	+1	4	4	6	2	4	2	1*	2	Gun, Laser.	3
	*Strong Hit (5-6) with all RoF 1 Attack Rolls, Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps.										
 Eros Rifle		3	5	6	2	3	3	1*	2	Gun, Rail.	14t, 3
	*Strong Hit (5-6) with all RoF 1 Attack Rolls, Lock On +2, Jam (1-5).										
Needle Rifle		4	3	5	2	9	1	3 (+2d6)*	2	Gun, Spine Launcher.	3
	*Strong Hit (5-6) with all RoF 1 Attack Rolls, Bio Tech.										
 DDP82 Plasma Rifle	*	5	4	4	2	3	2	1*	2	Gun, Plasma.	4
	**Strong Hit (4-6) with all RoF 1 Attack Rolls, Burn, Energy, Jam (1-3), *Maximum of one Attack per Turn.										
 Faren Blast: Power Whip		3	3	5	Inf	3	2	1*	0	Gun, Particle.	1**
	*Strong Hit (5-6) with all RoF 1 Attack Rolls, Jam (1-5), Energy, Does not Work in Void, Natural, Slow, **Twi-Far only.										
 Rufu Necklace	+0	3	4*	6	3	3	2	1**	3	Gun, Self-Propelled, Psionic, Mind to Mind.	4
	**Strong Hit (5-6) with all RoF 1 Attack Rolls, Low Tech, Works in Liquid, Targets gain no benefits to their Defence from their Reflexes vs this Weapon, *-2 Crit Dmg vs Robots, Modification: Advanced Modification (Psionic), Shortened Clip.										












Puncture Rifles

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Oni Pistol	-2	3	4	5	3	4	2	1	3	Gun, Metal Slug.	1
	Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Low Tech, Jam (1-3).										
Missile Launcher	-2	4	4	5	3	3	2	1	3	Gun, Self-Guided.	14t, 2
	Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Lock On +2, Lock On (Indirect Fire (Front, Side)), Slow.										
 Blaze 9000™		4	4	6	5	3	2	1	3	Gun, Ion.	2
	Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Energy.										
Mr Friendly		4	4	7	3	3	2	1	3	Gun, Self-Propelled.	2
	Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Low Tech, Works in Liquid.										
 World Eater	-4	4	5	7	3	3	2	1	3	Gun, Chem, Antimonic Acid, Burst Spores.	10t, 4
	Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Bio Tech, Splash 1, Burn.										
Toxin Launcher	-2	6	4*	6	3	3	2	1	3	Gun, Chem, B Toxin Sacks, Burst Spores.	10t, 4
	Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Bio Tech, Splash 2, *-1 Crit Dmg vs Robots.										
 Heracleon Heavy Assault Rifle		4	4	6	3	6	2	2 (+1d6)	3	Gun, Gauss.	3
	Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Jam (1-3).										
 Mrs Friendly	-2	5	5	6	3	3	2*	1	3	Gun, Irradiated.	14t, 3**
	Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Low Tech. *Take 5 Endurance Damage every Action you spend Reloading or Un-Jamming this Weapon. **May not be taken by characters without Endurance (Henchmen, Drones or Companions).										
 B2 Heavy Las Rifle	+1	5	4	7	3	3	2	1	3	Gun, Laser.	3
	Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps.										
 Titan Anti-Tank Rifle		4	5	7	3	2	3	1	3	Gun, Rail.	14t, 3
	Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Lock On +2, Jam (1-5).										
Restored Human Rifle	*	6	4	5	3	2	2	1	3	Gun, Plasma.	4
	Slow, Pen 2 min 3, Maximum Range = Rng x5 (normally Rng x10), Burn, Energy, Jam (1-3), Strong Hit (5-6) (when not used by Drones, Companions or Henchmen), *Maximum of one Attack per Turn.										













Disruptor Rifles

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
 Reprimander	-4	5	2*	2	3	4	1	1	2	Disruptor, Advanced.	14t, 2
	Lock On +9, Jam (1-5), Energy, Blunt, **2 Crit Dmg vs Robots, Modification: Low Quality, Targeting Matrix.										
	Strong Hit: Disrupt (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.										
 Stun Blaster	-2	5	2	3	3	4	1	1	2	Disruptor, Well Made.	12t, 3
	Lock On +6, Jam (1-4), Energy, Blunt, **2 Crit Dmg vs Robots.										
	Strong Hit: Disrupt (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.										
 Heavy Stun Blaster	-2	5*	2**	3	3	4	1	1	2	Disruptor, Ripple.	14t, 3
	Lock On +6, Jam (1-5), Energy, Blunt, ***2 Crit Dmg vs Robots, **2 Endurance Damage vs Targets that have 4+ Armour.										
	Strong Hit: Disrupt (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.										
 Z.E.O.T	-3	5	0	3	3	4	1	1	2	Disruptor, Riot Control.	4
	Lock On +6, Jam (1-5), Energy, Blunt, **2 Crit Dmg vs Robots, Splash 1.										
	Strong Hit: Disrupt (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.										
	Strong Hit: Concussive Bolt (Does not Req Hit) All non-Nemesis Targets within Splash area are Suppressed or pushed back 3 (their choice).										
 Advanced Stun Blaster	-2	5	1	2	2	4	1	1	2	Disruptor, Buster.	14t, 5
	Lock On +8, Jam (1-5), Energy, Blunt, **2 Crit Dmg vs Robots, Strong Hit (5-6), Modification: Targeting Matrix.										
	Strong Hit: Disrupt (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.										
 Catcher	+2d6 -4	6	2	2	3	4	1	1	3	Disruptor, Mass Charge.	10t, 5
	Lock On +6, Jam (1-5), Energy, Blunt, **2 Crit Dmg vs Robots, Slow, Modification: Extended Barrel.										
	Strong Hit: Disrupt (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.										


















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
	Low Tech, Jam (1-2), Modification: Low Quality.										
 Child's Toy	+2	4	3	4	Inf	6	2	2 (+1d6)	2	Gun, Particle.	2
	Jam (1-4), Energy, Does not Work in Void.										
Homing Bullet Assault Rifle	+0	4	4	3	3	8	2	2 (+1d6)	2	Gun, Self-Guided.	2x 14t, 3
	Lock On +4, Lock On (Indirect Fire (Front, Side)), Slow, Modification: Targeting Matrix.										
 Acquisition™ Mk4	+2	4	4	4	5	8	2	2 (+1d6)	2	Gun, Ion.	3
	Energy.										
 Dakka!!!	+2	4	4	5	3	8	2	2 (+1d6)	2	Gun, Self-Propelled.	3
	Low Tech, Works in Liquid.										
Mechonid Assault Rifle	+1	5*	4*	3	3	8	2	2 (+1d6)	3	Gun, Bio-Disintegrator.	4**
	Bio Tech, Energy, Burn, *-2 Damage vs Robots, **Player characters require Secret Knowledge: Mechnoids or Particles to use this Variation. Strong Hit: Bio-Disintegration (Damage, Hit, 1 use per RoF) Deal +2 Damage to all non Robot Targets with this Attack.										
 Hephaestus	-2	6	4	4	3	8	2	2 (+1d6)	2	Gun, Burst Spores, Chemical, Napalm.	10t, 3
	Bio Tech, Burn, Does not Work in Void, Modification: Low Quality.										
 Wiggler Swarm Launcher	-2	4	4	4	3	8	2	2 (+1d6)	2	Gun, Burst Spores, Chemical, Infectious.	10t, 3
	Bio Tech, Splash 1, Modification: Low Quality. Strong Hit: Infect (Hit) Until your target receives First Aid: all characters that end their Action adjacent to them take 4 End Dmg (does not Stack).										
 Hoplite	+0	4	4	3	3	12	2	3 (+2d6)	2	Gun, Gauss.	3
	Jam (1-2), Modification: Low Quality.										
Las Beam	+3	5	4	5	3	8	2	2 (+1d6)	2	Gun, Laser.	4
	Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover 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, Modification: Low Quality.										
 Excalibur	+2*	6	4	3	3	6	2	2 (+1d6)	2	Gun, Plasma.	5
	Burn, Energy, Jam (1-2), Strong Hit (5-6) (when not used by Drones, Companions or Henchmen), *Maximum of one Attack per Turn.										
 Hephaestus with Grenade Launcher	-3	6	4	4	3	8	2	2 (+1d6)	3	Gun, Chemical, Napalm, Burst Spores.	10t, 4
	Bio Tech, Burn, Does not Work in Void, Modification: Low Quality.										
	-1	5	4	2	3	x1	1*	1	-	Shell, Thrown**, Kinetic.	
	Splash 2, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Low Tech, Size Variation: Mounted Weapon, Modification: Launcher. *Drawn with Attached Weapon (0 Hands for this Weapon), **+1 Reload, **May use Snap Shot or Sighted Shot (Can not use Throw Action). Strong Hit: Combo Strike (Hit) Make a free Attack with Main Weapon at the same Target with Hit -2										
 Faren Blast: Chain Lightning	+2	4	3	4	Inf	6	2	2 (+1d6)	0	Gun, Particle.	2*
	Jam (1-4), Energy, Does not Work in Void, Natural, Slow, *Twi-Far only.										











Drum Assault Rifles

Weapon	Hit	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
	Low Tech, Jam (1-3), Modification: Shortened Clip.										
 Houyi		4	3	3	Inf	10	2	2 (+1d6)	3	Gun, Particle.	2
	Jam (1-5), Energy, Does not Work in Void.										
 Impetum DD84	+0	4	4	2	4	10	2	2 (+1d6)	3	Gun, Self-Guided.	14t, 3
	Lock On +2, Lock On (Indirect Fire (Front, Side)), Slow, Modification: Shortened Clip.										
 Pulse Beam Rifle		4	4	3	5	12	2	2 (+1d6)	3	Gun, Ion.	3
	Energy.										
 Spatha	+2	4	4	4	4	10	2	2 (+1d6)	3	Gun, Self-Propelled.	3
	Low Tech, Works in Liquid, Modification: Shortened Clip.										
 Chatterbox	-1	5*	4*	2	3	12	2	2 (+1d6)	4	Gun, Bio-Disintegrator.	4**
	Bio Tech, Energy, Burn, *-2 Damage vs Robots, **Player characters require Secret Knowledge: Mechonids or Particles to use this Variation. Strong Hit: Bio-Disintegration (Damage, Hit, 1 use per RoF) Deal +2 Damage to all non Robot Targets with this Attack.										
 Rapid-Injector	-2	4	4	4	3	12	2	2 (+1d6)	3	Gun, Burst Spores, Chemical, Infectious.	10t, 4
	Bio Tech, Splash +1 OR +1 End Dmg (choose on Variation selection), Bio Tech. Strong Hit: Infect (Hit) Until your target receives First Aid: all characters that end their Action adjacent to them take 4 End Dmg (does not Stack).										
 Eviscerator	-4	4	5	4	3	12	2	2 (+1d6)	3	Gun, Burst Spores, Chemical, Antimonic Acid.	10t, 5
	Bio Tech, Splash +1 OR +1 End Dmg (choose on Variation selection), Burn.										
 Modified Hoplite	+2	4	4	3	4	15	2	3 (+2d6)	3	Gun, Gauss.	4
	Jam (1-3), Modification: Shortened Clip.										
 Vlad AR	-2	5	5	3	3	12	2*	2 (+1d6)	3	Gun, Irradiated.	14t, 4**
	Low Tech, *Take 5 Endurance Damage every Action you spend Reloading or Un-Jamming this Weapon, **May not be taken by characters without Endurance (Henchmen, Drones or Companions).										
Overcharged Las Beam	+1	5	4	4	3	12	2	2 (+1d6)	3	Gun, Laser.	4
	Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps.										
 Gladius	+2	4	5	4	4	8	3	2 (+1d6)	3	Gun, Rail.	14t, 4
	Lock On +2, Jam (1-5), Modification: Shortened Clip.										
 Carnage	+0	5	3	2	4	16	1	4 (+3d6)	3	Gun, Spine Launcher.	3
	Bio Tech, Modification: Low Quality, Shortened Clip.										
 Holy Nova	+0*	6	4	3	4	8	2	2 (+1d6)	3	Gun, Plasma.	10t, 5
	Burn, Energy, Jam (1-3), Strong Hit (5-6) (when not used by Drones, Companions or Henchmen), *Maximum of one Attack per Turn, Modification: Extended Barrel, Shortened Clip.										
DAR, Interchangeable Ammo	May Change Weapon Variations once per session during Downtime, +2 to all Weapon Modification Spare Time Rolls, Modification: Modular.										14t, 4
	-1	4	4	3	3	18	2	3 (+2d6)	3	Gun, Gauss.	
	Jam (1-3).										
	+0	5	4	4	3	12	2	2 (+1d6)	3	Gun, Laser.	
	Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps.										
	-1	4	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.										














Shotguns

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	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 Targets within first Range Increment, Low Tech, Jam (1-3).										
 Blastoider™	+0	6	2	2*	Inf	2	1	2 (+1d6)	3	Gun, Particle.	12t, 1
	*Strong Hit (5-6) vs Targets within first Range Increment, Jam (1-5), Energy, Does not Work in 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 Targets within first Range Increment, Lock On +2, Lock On (Indirect Fire (Front, Side)), Slow.										
 Justicar AS	+2	6	3	2*	7	2	1	2 (+1d6)	3	Gun, Ion.	2
	*Strong Hit (5-6) vs Targets within first Range Increment, Energy.										
 Ratshot	+2	6	3	3*	5	2	1	2 (+1d6)	3	Gun, Self-Propelled.	2
	*Strong Hit (5-6) vs Targets within first Range Increment, Low Tech, Works in Liquid.										
Mechonid Shotgun	+1	7*	3*	1*	5	2	1	2 (+1d6)	4	Gun, Bio-Disintegrator.	3**
	*Strong Hit (5-6) vs Targets within first Range Increment, Bio Tech, Energy, Burn, *-2 Damage vs Robots, **Player characters require Secret Knowledge: Mechnoids or Particles to use this Variation.										
	Strong Hit: Bio-Disintegration (Damage, Hit, 1 use per RoF) Deal +2 Damage to all non Robot Targets 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 Targets within first Range Increment, Bio Tech, Splash +1 OR +1 End Dmg (choose on Variation selection), Burn, Does not Work in Void.										
Auto Shotgun	+0	6	3	2*	4	6	1	3 (+2d6)	3	Gun, Gauss.	12t, 3
	*Strong Hit (5-6) vs Targets within first Range Increment, Jam (1-3), Modification: Extended Clip.										
 Uranium Launcher	+0	7	4	2*	5	2	1**	2 (+1d6)	3	Gun, Irradiated.	14t, 3***
	*Strong Hit (5-6) vs Targets within first Range Increment, Low Tech, **Take 5 Endurance Damage every Action you spend Reloading or Un-Jamming this Weapon, ***May not be taken by characters without Endurance (Henchmen, Drones or Companions).										
 Smite	+3	7	3	3*	5	2	1	2 (+1d6)	3	Gun, Laser.	3
	*Strong Hit (5-6) vs Targets within first Range Increment, Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps.										
 Verutum	+0	6	4	3*	4	2	2	2 (+1d6)	3	Gun, Rail.	12t, 14t, 3
	*Strong Hit (5-6) vs Targets within first Range Increment, Lock On +2, Jam (1-5), Modification: Extended Clip.										
Slipshank	+0	7	2	2*	4	4	0	4 (+3d6)	3	Gun, Spine Launcher.	12t, 3
	*Strong Hit (5-6) vs Targets within first Range Increment, Bio Tech, Modification: Extended Clip.										
 Sinister Intentions	+0*	8	3	1*	4	2	1	2 (+1d6)	3	Gun, Plasma.	12t, 4
	Strong Hit (5-6) (when not used by Drones, Companions or Henchmen), *Strong Hit +1 vs Targets within first Range Increment, Burn, Energy, Jam (1-3), *Maximum of one Attack per Turn, Modification: Extended Clip.										
 Toy Shotgun	+2	5	0	2*	5	2	1	2 (+1d6)	3	Shell, Dummy.	1
	*Strong Hit (5-6) vs Targets within first Range Increment, Low Tech, Blunt.										
	Strong Hit: Fake Shock (Hit) Target is Suppressed.										
 Ravage	+2	6	1*	2**	5	2	1	2 (+1d6)	3	Shell, Dispersion, Chemical, Neurotoxin.	3
	**Strong Hit (5-6) vs Targets within first Range Increment, Splash 1, Low Tech, Bio Tech, *Critical Hit Attribute Damage Location 1d3+3 (normally 1d6).										
	Strong Hit: Neurotoxin (Hit, 1 use per RoF) Non Robot Target takes 1 Attribute Damage (no Armour) to a random (1d3+3) Attribute.										
 Phlegethon	+2	6	2	2*	5	2	1	2 (+1d6)	3	Shell, Dispersion, Chemical, Napalm.	2
	*Strong Hit (5-6) vs Targets within first Range Increment, Splash 1, Low Tech, Burn, Does not Work in Void.										
Grav Loader	+2	4	1	2*	4	2	1	2 (+1d6)	3	Shell, Electro-Gravity.	14t, 2
	*Strong Hit (5-6) vs Targets within first Range Increment, 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.										
 The Hoglet	+4	6	3	2*	5	2	1	2 (+1d6)	3	Shell, Kinetic.	2
	*Strong Hit (5-6) vs Targets within first Range Increment, Low Tech.										
 Chimera Mk 4	+2	8	2	2*	5	2	1	2 (+1d6)	3	Shell, Shrapnel.	2
	*Strong Hit (5-6) vs Targets within first Range Increment, Splash +1, Low Tech.										
 Cobra L33T	+2	6	4	1*	5	2	1	2 (+1d6)	3	Shell, Plasma.	4
	*Strong Hit (5-6) vs Targets within first Range Increment, Splash -1, Burn, Energy.										
 Leopard L33T	+2	8	2	2*	4	2	1	2 (+1d6)	3	Shell, Antimatter.	4**
	*Strong Hit (5-6) vs Targets within first Range Increment, **Player characters require Secret Knowledge: Antimatter to use this Variation.										
	Strong Hit: Annihilate Matter (Damage, Hit, Once per RoF) Target takes 1 Attribute Damage (no Armour) to 2 random (2d6) Attributes.										












Chemical Throwers

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Flame Thrower		5	4	1	3	9	2	3 (+2d6)*	3	Chemical, Napalm.	4
		Slow, Jam (1-5), Low Tech, All Targets have -1 Cover Step, *If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll, Burn, Does not Work in Void.									
 Wyvern Mk 2		4*	2*	1	3	9	2	3 (+2d6)**	3	Chemical, Synthetic Poison.	4
		Slow, Jam (1-5), Low Tech, All Targets have -1 Cover Step, **If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll, Bio Tech, **2 Damage vs Targets at 0 Endurance, Does not Work in Void. Strong Hit: Synthetic Poison (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Synthetic Poison Effect can Stack up to 4 times).									
 Black Spewer		4	4	1	3	9	2	3 (+2d6)*	3	Chemical, Death Spores.	4
		Slow, Jam (1-5), Low Tech, All Targets have -1 Cover Step, *If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll, Bio Tech, Once per Action: if a character dies to this Weapon: this Weapon gains Splash +1 for that Attack.									
 Waster		4	4	1	3	9	2	3 (+2d6)*	3	Chemical, Infectious.	4
		Slow, Jam (1-5), Low Tech, All Targets have -1 Cover Step, *If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll, Bio Tech. Strong Hit: Infect (Hit) Until your target receives First Aid: all characters that end their Action adjacent to them take 4 End Dmg (does not Stack).									
 Iceman	+1	4	4	1	3	9	2	3 (+2d6)*	3	Chemical, Cryo-Gel.	10t, 4
		Slow, Jam (1-5), Low Tech, All Targets have -1 Cover Step, *If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll, Bio Tech. Strong Hit: Freeze (Hit) Debuff Target: Reduce all Movement by 1 (minimum 0) until they receive a First Aid Healing Roll.									
 Belcher		+1d6+1	4	1	3	9	2	3 (+2d6)*	3	Chemical, Vile Cloud.	12t, 4
		Slow, Jam (1-5), Low Tech, All Targets have -1 Cover Step, *If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll, 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).									
 Pus Bladders	-2	4	5	1	3	9	2	3 (+2d6)*	3	Chemical, Antimonic Acid.	5
		Slow, Jam (1-5), Low Tech, All Targets have -1 Cover Step, *If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll, Burn.									
 Green Spewer	-2	6	4*	1	3	9	2	3 (+2d6)*	3	Chemical, Bloated Toxin Sacks.	10t, 5
		Slow, Jam (1-5), Low Tech, All Targets have -1 Cover Step, *If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll, Bio Tech, Slow, Splash 1, *-1 Crit Dmg vs Robots, Modification : Extended Barrel.									
 War Crime		5	3*	1	3	9	2	3 (+2d6)**	3	Chemical, Neurotoxin.	14t, 5
		Slow, Jam (1-5), Low Tech, All Targets have -1 Cover Step, **If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll, Bio Tech, *Critical Hit Attribute Damage Location 1d3+3 (normally 1d6). Strong Hit: Neurotoxin (Hit, 1 use per RoF) Non Robot Target takes 1 Attribute Damage (no Armour) to a random (1d3+3) Attribute.									
 Zhou Bits	-2*	4**	4**	1	3	6	2	3 (+2d6)***	3	Chemical, Zhou Contagion.	8
		Slow, Jam (1-5), Low Tech, All Targets have -1 Cover Step, ***If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll, Bio Tech, Burn, *Gain a single free Strong Hit with each Attack Roll, **2 End Dmg vs Zhou, *-1 Crit Dmg vs Zhou, *If you are a Zhou: this Weapon may gain the Natural Keyword and -2 Hit. Strong Hit: Spread (Hit, Not Splash Damage) Make a free Attack Roll (costs no Ammo, at Range 0) against all adjacent characters to your Target.									
 Coda Kal Technique	-1d6-2	6	4*	2	3	9	2	3 (+2d6)*	3	Chemical, B Toxin Sacks, Psionic, Storm.	10t, 7
		Slow, Jam (1-5), Low Tech, All Targets have -1 Cover Step, *If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll, Bio Tech, Slow, Splash 2, *-1 Crit Dmg vs Robots, Modification : Advanced Modification (Psionic), Extended Barrel.									









Cannons

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Oni Rifle	-4	5	5	4	4	4	2	1	4	Gun, Metal Slug.	14t, 3
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Low Tech, Jam (1-3).										
 Dealsettler	-4	6	4	4	Inf	2	2	1	4	Gun, Particle.	14t, 2
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Jam (1-5), Energy, Does not Work in Void, Modification: Low Quality.										
 Trebuchet	-4	6	5	4	4	3	2	1	4	Gun, Self-Guided.	2x 14t, 4
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Lock On +2, Lock On (Indirect Fire (Front, Side)), Slow.										
 Peacemaker	-2	6	5	5	6	3	2	1	4	Gun, Ion.	14t, 4
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Energy.										
 Mr Reason	-2	6	5	6	4	3	2	1	4	Gun, Self-Propelled.	14t, 4
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Low Tech, Works in Liquid.										
 Apocalypse	-6	6	6	6	4	3	2	1	4	Gun, Chem, Antimonic Acid, Burst Spores. 10t, 14t, 6	
	Splash 2, Slow, Maximum Range = Rng x20 (normally Rng x10), Bio Tech, Burn.										
 Waster	-4	+1d6+3	5	6	4	3	2	1	4	Gun, Chemical, Vile Cloud, Burst Spores. 10t, 12t, 14t, 5	
	Splash 2, Slow, Maximum Range = Rng x20 (normally Rng x10), 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).										
 BAD ASS	-2	6	5	6	4	6	2	2 (+1d6)	4	Gun, Gauss.	14t, 5
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Jam (1-3).										
Micro Nuke	-4	7	6	5	4	3	2*	1	4	Gun, Irradiated.	2x 14t, 5**
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Low Tech, *Take 5 Endurance Damage every Action you spend Reloading or Un-Jamming this Weapon, **May not be taken by characters without Endurance (Henchmen, Drones or Companions).										
 Obliterator™	-1	7	5	6	4	3	2	1	4	Gun, Laser.	14t, 5
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps.										
 Zeus Cannon	-2	6	6	6	4	2	3	1	4	Gun, Rail.	2x 14t, 5
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Lock On +2, Jam (1-5).										
 Mutilator	-2	7	4	5	4	6	1	3 (+2d6)	4	Gun, Spine Launcher.	14t, 5
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Bio Tech.										
 Apocalyptor™	-2*	8	5	4	4	2	2	1	4	Gun, Plasma.	14t, 6
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Burn, Energy, Jam (1-3), Strong Hit (5-6) (when not used by Drones, Companions or Henchmen), *Maximum of one Attack per Turn.										
 Liquidator™ VTX10	+0	6	5	5	4	3	2	1	4	Shell, Kinetic.	14t, 4
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Low Tech.										
 Scrap Bomb Launcher	-2	8	4	5	4	3	2	1	4	Shell, Shrapnel.	14t, 4
	Splash 2, Slow, Maximum Range = Rng x20 (normally Rng x10), Low Tech.										
Missile Launcher	-2	6	5	6	3	3	2	1	4	Shell, Self-Guided.	2x 14t, 5
	Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), Lock On +2, Lock On (Indirect Fire (Front, Side)), Slow.										
Plasma Cannon	-2	8	6	4	4	3	2	1	4	Shell, Plasma.	14t, 6
	Slow, Maximum Range = Rng x20 (normally Rng x10), Burn, Energy.										




Auto Cannons

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Oni Assault Rifle	-6	5*	4	1*	3	24	2	4 (+3d6)	4	Gun, Metal Slug.	14t, 3
	Jam (1-3). *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Low Tech.										
 Big Plunker	-6	6*	4	1*	3	20	2	4 (+3d6)	4	Gun, Self-Guided.	2x 14t, 4
	Jam (1-3). *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Lock On +2, Lock On (Indirect Fire (Front, Side)), Slow.										
 Fulminata	-4	6*	4	2*	5	20	2	4 (+3d6)	4	Gun, Ion.	14t, 4
	Jam (1-3). *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Energy.										
 Rumble Puppy	-4	6*	4	3*	3	20	2	4 (+3d6)	4	Gun, Self-Propelled.	14t, 4
	Jam (1-3). *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Low Tech, Works in Liquid.										
Mechonid Auto Cannon	-5	7* **	4**	1*	3	20	2	4 (+3d6)	5	Gun, Bio-Disintegrator.	14t, 5***
	Jam (1-3). *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Bio Tech, Energy, Burn, **-2 Damage vs Robots, ***Player characters require Secret Knowledge: Mechonids or Particles to use this Variation.										
	Strong Hit: Bio-Disintegration (Damage, Hit, 1 use per RoF) Deal +2 Damage to all non Robot Targets with this Attack.										
 Glog	-6	6*	4	3*	3	20	2	4 (+3d6)	4	Gun, Chemical, Death Spores, Burst Spores.	10t, 14t, 5
	Jam (1-3). *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Bio Tech, Splash 1, Bio Tech, Once per Action: if a character dies to this Weapon: this Weapon gains Splash +1 for that Attack.										
 Splatter Gore	-6	6*	4	3*	3	20	2	4 (+3d6)	4	Gun, Chemical, Infectious, Burst Spores.	10t, 14t, 5
	Jam (1-3). *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Bio Tech, Splash 1.										
	Strong Hit: Infect (Hit) Until your target receives First Aid: all characters that end their Action adjacent to them take 4 End Dmg (does not Stack).										
 Athos	-4	6*	4	2*	3	25	2	5 (+4d6)	4	Gun, Gauss.	14t, 5
	Jam (1-3). *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg).										
 Scorpio	-6	7*	5	2*	3	20	2**	4 (+3d6)	4	Gun, Irradiated.	2x 14t, 5***
	Jam (1-3). *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Low Tech, **Take 5 Endurance Damage every Action you spend Reloading or Un-Jamming this Weapon, ***May not be taken by characters without Endurance (Henchmen, Drones or Companions).										
 Brotherhood	-3	7*	4	3*	3	20	2	4 (+3d6)	4	Gun, Laser.	14t, 5
	Jam (1-3). *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps.										
 Noisy Kid	-4	6*	5	3*	3	16	3	4 (+3d6)	4	Gun, Rail.	2x 14t, 5
	*Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Lock On +2, Jam (1-5).										
 Fang Swarm	-4	7*	3	2*	3	24	1	6 (+5d6)	4	Gun, Spine Launcher.	14t, 5
	Jam (1-3). *Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Bio Tech.										
 OmniPwn3r	-4*	8**	4	1**	3	16	2	4 (+3d6)	4	Gun, Plasma.	14t, 6
	Jam (1-3). **Optional: (Set Up 1, Pull Down 1, +2 Rng and +2 End Dmg), Burn, Energy, Strong Hit (5-6) (when not used by Drones, Companions or Henchmen), *Maximum of one Attack per Turn.										








Grenades

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	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 Modification Spare Time Rolls, Low Tech, Blunt. Strong Hit: Fake Shock (Hit) Target is Suppressed.										
Smoke Grenade	-2	-	-	2	3	1	1	1	1	Shell, Thrown, Smoke.	0
	Splash 3, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Low Tech, Creates an Area of Limited Vision (Light Cover (+2)) for 3 minutes, Does not Work in Void.										
Napalm Grenade	-2	6	4	1	2	1	1	1	1	Shell, Thrown, Dispersion, Chem, Napalm.	1
	Splash 3, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Low Tech, Burn, Does not Work in Void.										
 Vlodgobber	-2	+1d6+2	4	1	2	1	1	1	1	Shell, Thrown, Dis, Chemical, Vile Cloud.	12t, 1
	Splash 3, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, 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).										
 Fulminatus	+0	6	5	1	2	1	1	1	1	Shell, Thrown, Kinetic.	1
	Splash 2, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Low Tech.										
 Teeth Tumors	-2	8	4	1	2	1	1	1	1	Shell, Thrown, Shrapnel.	1
	Splash 3, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Low Tech.										
 Bolas	+0*	4	3**	2	2	1	1	1	1	Shell, Thrown, Snare, Impairment**	1
	Splash 2, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Low Tech. *Never add Str to your Hit. **Any Escape vs Grab is done vs Defence 12+Crit Dmg. **You never count as Grabbing Target.										
 Skipping Sammie	-2	4	3	1	1	1	1	1	1	Shell, Thrown, Electro-Gravity.	14t, 1
	Splash 2, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, 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										
 Tracking 'Makaros' Fulminatus	-2	6	5	2	1	1	1	1	1	Shell, Thrown, Self-Guided.	14t, 2
	Splash 2, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Lock On +2, Lock On (Indirect Fire (Front, Side)).										
 PTXD Plasma Charge	-2	8	6	0	2	1	1	1	1	Shell, Thrown, Plasma.	3
	Splash 1, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Burn, Energy.										
 S.U.N	-2	8	4	1	1	1	1	1	1	Shell, Thrown, Antimatter.	3*
	Splash 2, Small, Slow, -2 to all Weapon Modification Spare Time Rolls. *Player characters require Secret Knowledge: Antimatter to use this Variation. Strong Hit: Annihilate Matter (Damage, Hit, Once per RoF) Target takes 1 Attribute Damage (no Armour) to 2 random (2d6) Attributes.										
Grenade Launcher	-1	6	5	3	3	1	1	1	2	Shell, Thrown*, Kinetic.	2
	Splash 2, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Low Tech, *May use Snap Shot or Sighted Shot (Can not use Throw Action). *May have a single Size Variation, Modification : Launcher.										











Disruptor Grenades

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
 Azeus	-2	8*	3**	1	2	1	1	1	1	Shell, Thrown, Ripple.	14t, 1
	Splash 1, Small, Slow, Energy, Blunt, Strong Hit (5-6) **+2 Crit Dmg vs Robots, -2 to all Weapon Modification Spare Time Rolls, *+2 Endurance Damage vs Targets that have 4+ Armour. Strong Hit: Mass Disrupt (Hit) Debuff ALL Damaged Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.										
 Gazap™	-2	8	3*	1	2	1	1	1	1	Shell, Thrown, Riot Control.	2
	Splash 2, Small, Slow, Energy, Blunt, Strong Hit (5-6) **+2 Crit Dmg vs Robots, -2 to all Weapon Modification Spare Time Rolls. Strong Hit: Concussive Bolt (Does not Req Hit) All non-Nemesis Targets within Splash area are Suppressed or pushed back 3 (their choice). Strong Hit: Mass Disrupt (Hit) Debuff ALL Damaged Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.										
 Calmer™	-2	7	2*	0	2	1	1	1	1	Shell, Thrown, Buster.	3
	Splash 1, Small, Slow, Energy, Blunt, Strong Hit (4-6) **+2 Crit Dmg vs Robots, -2 to all Weapon Modification Spare Time Rolls. Strong Hit: Mass Disrupt (Hit) Debuff ALL Damaged Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.										
Disruptor Bomb	+2d6-2	9	3*	-1	2	1	1	1	2	Shell, Thrown, Mass Charge.	3
	Splash 1, Small, Slow, Energy, Blunt, Strong Hit (5-6) **+2 Crit Dmg vs Robots, -2 to all Weapon Modification Spare Time Rolls, Slow. Strong Hit: Mass Disrupt (Hit) Debuff ALL Damaged Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.										

Adhesive Grenades

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
 Firework		3*	1*	3	3	1	1	1	1	Shell, Thrown, Dummy.	0
		<p>Splash 1, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Attack sticks to surfaces and characters, *Apply Damage and select Strong Hit Options at the start of your next Turn, Low Tech, Blunt.</p> <p>Strong Hit: Fake Shock (Hit) Target is Suppressed.</p>									
 Mind Worm		6*	2* **	3	3	1	1	1	1	Shell, Thrown, Dis, Chemical, Neurotoxin.	14t, 2
		<p>Splash 2, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Attack sticks to surfaces and characters, *Apply Damage and select Strong Hit Options at the start of your next Turn, Low Tech, Bio Tech, **Critical Hit Attribute Damage Location 1d3+3 (normally 1d6).</p> <p>Strong Hit: Neurotoxin (Hit, 1 use per RoF) Non Robot Target takes 1 Attribute Damage (no Armour) to a random (1d3+3) Attribute.</p>									
 Seeping Boil		5*	3*	3	3	1	1	1	1	Shell, Thrown, Dis, Chemical, Infectious.	1
		<p>Splash 2, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Attack sticks to surfaces and characters, *Apply Damage and select Strong Hit Options at the start of your next Turn, Low Tech, Bio Tech.</p> <p>Strong Hit: Infect (Hit) Until your target receives First Aid: all characters that end their Action adjacent to them take 4 End Dmg (does not Stack).</p>									
Mag Bomb	+2	6*	4*	3	3	1	1	1	1	Shell, Thrown, Kinetic.	1
		<p>Splash 1, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Attack sticks to surfaces and characters, *Apply Damage and select Strong Hit Options at the start of your next Turn, Low Tech.</p>									
 Awkward Hug		8*	3*	3	3	1	1	1	1	Shell, Thrown, Shrapnel.	1
		<p>Splash 2, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Attack sticks to surfaces and characters, *Apply Damage and select Strong Hit Options at the start of your next Turn, Low Tech.</p>									
 Glug Bomb	+2*	4**	2**	4	3	1	1	1	1	Shell, Thrown, Snare, Impairment***	1
		<p>Splash 1, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Attack sticks to surfaces and characters, **Apply Damage and select Strong Hit Options at the start of your next Turn, Low Tech, *Never add Str to your Hit, ***Any Escape vs Grab is done vs Defence 12+Crit Dmg, **You never count as Grabbing Target.</p>									
Delayed Grav Bomb		4*	2*	3	2	1	1	1	1	Shell, Thrown, Electro-Gravity.	14t, 1
		<p>Splash 1, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Attack sticks to surfaces and characters, *Apply Damage and select Strong Hit Options at the start of your next Turn, Electro-Gravity, Blunt.</p> <p>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</p>									
Crazy-Bomb		6*	4*	4	2	1	1	1	1	Shell, Thrown, Self-Guided.	14t, 2
		<p>Splash 1, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Attack sticks to surfaces and characters, *Apply Damage and select Strong Hit Options at the start of your next Turn, Lock On +2, Lock On (Indirect Fire (Front, Side)), Slow.</p>									
 Penitent		8*	5*	2	3	1	1	1	1	Shell, Thrown, Plasma.	3
		<p>Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Attack sticks to surfaces and characters, *Apply Damage and select Strong Hit Options at the start of your next Turn, Burn, Energy.</p>									
 Stella Tenebris		8*	3*	3	2	1	1	1	1	Shell, Thrown, Antimatter.	3**
		<p>Splash 1, Small, Slow, -2 to all Weapon Modification Spare Time Rolls, Attack sticks to surfaces and characters, *Apply Damage and select Strong Hit Options at the start of your next Turn, **Player characters require Secret Knowledge: Antimatter to use this Variation.</p> <p>Strong Hit: Annihilate Matter (Damage, Hit, Once per RoF) Target takes 1 Attribute Damage (no Armour) to 2 random (2d6) Attributes.</p>									








Mortars

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
 Slinger	-6	3	1	7*	10	1	1	1	4	Shell, Dummy.	0
<p>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, Blunt, Modification: Low Quality.</p> <p>Strong Hit: Fake Shock (Hit) Target is Suppressed.</p>											
Smoke Launcher	-6	-	-	8*	11	1	1	1	4	Shell, Smoke.	0
<p>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
<p>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.</p> <p>Strong Hit: Freeze (Hit) Debuff Target: Reduce all Movement by 1 (minimum 0) until they receive a First Aid Healing Roll.</p>											
 Thud Maggots	-4	5	3	8*	10	1	1	1	4	Shell, Disper, Chemical, Death Spores.	2
<p>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 Weapon: this Weapon gains Splash +1 for that Attack.</p>											
 Glubber Cloud	-4	+1d6+2	3	8*	10	1	1	1	4	Shell, Dispersion, Chemical, Vile Cloud.	12t, 2
<p>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).</p>											
 Splatter	-6	7	3*	6**	10	1	1	1	4	Shell, Disp, Chem, Bloated Toxin Sacks.	1
<p>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.</p>											
 Bombardier	-4	6	4	8*	9	2	1	1	4	Shell, Kinetic.	12t, 2
<p>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
<p>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.</p>											
Snare Mortar	-2*	4	2**	9***	10	1	1	1	4	Shell, Snare, Impairment**	2
<p>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 done vs Defence 12+Crit Dmg, **You never count as Grabbing Target.</p>											
Grav Mortar	-4	4	2	8*	9	1	1	1	4	Shell, Electro-Gravity.	14t, 2
<p>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.</p> <p>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</p>											
 Thaumas Mk 4	-4	6	4	9*	9	1	1	1	4	Shell, Self-Guided.	14t, 3
<p>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.</p>											
 Dictys Mk 1	-4	8	5	7*	10	1	1	1	4	Shell, Plasma.	4
<p>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, Burn, Energy.</p>											
 Agrus Mk 3	-4	8	3	8*	9	1	1	1	4	Shell, Antimatter.	4*
<p>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.</p> <p>Strong Hit: Annihilate Matter (Damage, Hit, Once per RoF) Target takes 1 Attribute Damage (no Armour) to 2 random (2d6) Attributes.</p>											







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
	<p>Small, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On.</p>										
Targeting Binoculars	+Int -3	-	-	Foc +5	-	Inf	1	1	0	Combat Computer, Spectral Zoom.	14t
	<p>Small, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On.</p>										
 OmniSIGHT™	+Int -4	-	-	Foc +4*	-	Inf	1	1	1	Combat Computer, Orbital Targeter.	2x 14t
	<p>Small, 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.</p>										
 Custodibus TU92	+Int -2	-	-	Foc +4	-	Inf	1	2 (+1d6)	0	Combat Computer, Multi Targeter.	14t, 1
	<p>Small, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On.</p>										
Macro Drone Guider	+Int -4	-	-	Foc +4	-	Inf	1	1	1	Combat Computer, Macro Drone Sync.	14t, 1
	<p>Small, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. 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.</p>										
Micro Drone Guider	+Int -2	-	-	Foc +3	-	Inf	2	1	1	Combat Computer, Micro Drone Sync.	14t, 2
	<p>Small, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. 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 non-Melee Attacks until the start of your next Turn (does not Stack).</p>										
 Oculus 76TT	+Int -4	-	-	Foc +6	-	Inf	1	1	2	Combat Computer, Spacecraft Sync.	14t, 2
	<p>Small, Strong Hit (5-6). Strong Hit: Target Lock (Hit) Target is Locked On. 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 Turns: all characters not in Entrenched Cover, and within 3 spaces of the marked ground will take 10 Endurance Damage, and 4 Attribute Damage (-Armour) to two random (2d6) Attributes. 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.</p>										

Tactical Computers

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
 Fam's-Tac-Tablet	+Int +1	-	-	Foc	Inf	10	2	1	1	Combat Computer, Refined.	2
<p>Lock On +2, Strong Hit (5-6).</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.</p> <p>Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.</p> <p>Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover).</p>											
 Scientia HKP94	+Int -1	-	-	Foc +1	Inf	10	2	1	1	Combat Computer, Spectral Zoom.	2
<p>Lock On +2, Strong Hit (5-6).</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.</p> <p>Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.</p> <p>Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover).</p>											
 Celestial Array	+Int -2	-	-	Foc*	Inf	10	2	1	2	Combat Computer, Orbital Targeter.	14t, 2
<p>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.</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.</p> <p>Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.</p> <p>Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover).</p>											
 Compact LockSHOT™ PC	+Int	-	-	Foc	Inf	10	2	2 (+1d6)	1	Combat Computer, Multi Targeter.	3
<p>Lock On +2, Strong Hit (5-6).</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.</p> <p>Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.</p> <p>Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover).</p>											
 Adsignatos 765D	+Int -2	-	-	Foc	Inf	10	2	1	2	Combat Computer, Macro Drone Sync.	3
<p>Lock On +2, Strong Hit (5-6).</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.</p> <p>Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.</p> <p>Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover).</p> <p>Strong Hit: Drone Sync (Hit, Locked On) Until the end of the Combat, all of your Drones gain +1 Hit, and End Dmg (Stacks).</p> <p>Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move.</p>											
 Adsignatos HRT2	+Int	-	-	Foc -1	Inf	10	3	1	2	Combat Computer, Micro Drone Sync.	4
<p>Lock On +2, Strong Hit (5-6).</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.</p> <p>Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.</p> <p>Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover).</p> <p>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 non-Melee Attacks until the start of your next Turn (does not Stack).</p>											
 Locus Originata 86HY	+Int -2	-	-	Foc +2	Inf	10	2	1	3	Combat Computer, Spacecraft Sync.	4
<p>Lock On +2, Strong Hit (5-6).</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Weak Spot (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Endurance Damage +1.</p> <p>Strong Hit: Plot Trajectory (Hit, Locked On) Until your next Turn, Boost all Attacks against Target: Range +1.</p> <p>Strong Hit: Tactical Scan (Hit, Locked On) Until your next Turn, Debuff Target: -1 Cover Step (minimum Light Cover).</p> <p>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 Turns: all characters not in Entrenched Cover, and within 3 spaces of the marked ground will take 10 Endurance Damage, and 4 Attribute Damage (-Armour) to two random (2d6) Attributes.</p> <p>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.</p>											













Hacker's Computers

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
 iW/in	+Foc +1	-	-	+Int	Inf	4	1	1	1	Combat Computer, Refined.	2
	<p>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.</p> <p>Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.</p> <p>Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.</p> <p>Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot: takes 1d6 Endurance Damage.</p> <p>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 (Stacks).</p>										
 The Autonix Gambit	+Foc -1	-	-	+Int +1	Inf	4	1	1	1	Combat Computer, Spectral Zoom.	2
	<p>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.</p> <p>Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.</p> <p>Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.</p> <p>Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot: takes 1d6 Endurance Damage.</p> <p>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 (Stacks).</p>										
 Boss Kicker	+Foc -2	-	-	+Int*	Inf	4	1	1	2	Combat Computer, Orbital Targeter.	14t, 2
	<p>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. If you have an allied spacecraft in orbit or a Robotic Drone above your Target this Weapon may gain: Indirect (Above) and +4 Rng.</p> <p>Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.</p> <p>Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.</p> <p>Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot: takes 1d6 Endurance Damage.</p> <p>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 (Stacks).</p>										
 Shenanigan Engine	+Foc	-	-	+Int	Inf	8	1	2 (+1d6)	1	Combat Computer, Multi Targeter.	3
	<p>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.</p> <p>Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.</p> <p>Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.</p> <p>Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot: takes 1d6 Endurance Damage.</p> <p>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 (Stacks).</p>										
 Modified BallisTech™ PC	+Foc -2	-	-	+Int	Inf	4	1	1	2	Combat Computer, Macro Drone Sync.	3
	<p>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.</p> <p>Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.</p> <p>Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.</p> <p>Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot: takes 1d6 Endurance Damage.</p> <p>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 (Stacks).</p> <p>Strong Hit: Drone Sync (Hit, Locked On) Until the end of the Combat, all of your Drones gain +1 Hit, and End Dmg (Stacks).</p> <p>Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move.</p>										
 Dux 76Y2	+Foc	-	-	+Int -1	Inf	4	2	1	2	Combat Computer, Micro Drone Sync.	4
	<p>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.</p> <p>Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.</p> <p>Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.</p> <p>Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot: takes 1d6 Endurance Damage.</p> <p>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 (Stacks).</p> <p>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 non-Melee Attacks until the start of your next Turn (does not Stack).</p>										
 Imperium FAS2	+Foc -2	-	-	+Int +2	Inf	4	1	1	3	Combat Computer, Spacecraft Sync.	4
	<p>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.</p> <p>Strong Hit: Reverse Targeting System (Hit) Target with an Active Weapon with Lock On is Locked On.</p> <p>Strong Hit: Immobilise Bot (Hit, only vs Robot) Target is Locked On and may not Move until your next Turn.</p> <p>Strong Hit: System Surge (Hit, Locked On) Target with an Active Weapon with Lock On or who is a Robot: takes 1d6 Endurance Damage.</p> <p>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 (Stacks).</p> <p>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 Turns: all characters not in Entrenched Cover, and within 3 spaces of the marked ground will take 10 Endurance Damage, and 4 Attribute Damage (-Armour) to two random (2d6) Attributes.</p> <p>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.</p>										











Fire Support Computers

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
 Tokel 56GL	+1	-	-	+Int +Foc	Inf	8	2	1	1	Combat Computer, Refined.	3
	<p>Lock On (Strong Hit (5-6)). While this Weapon is Active: all of your other Weapons gain Lock On +4.</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Fire Support (Hit, Locked On) Until your next Turn, all allies gain: Lock On (+2 End Dmg) (Does not Stack).</p> <p>Strong Hit: Combat Superiority (Hit, Locked On) Until your next Turn, all allies gain: Lock On +2 (+2 Rng) (Does not Stack).</p>										
 SureSHOT™	-1	-	-	+Int+Foc+1	Inf	8	2	1	1	Combat Computer, Spectral Zoom.	3
	<p>Lock On (Strong Hit (5-6)). While this Weapon is Active: all of your other Weapons gain Lock On +4.</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Fire Support (Hit, Locked On) Until your next Turn, all allies gain: Lock On (+2 End Dmg) (Does not Stack).</p> <p>Strong Hit: Combat Superiority (Hit, Locked On) Until your next Turn, all allies gain: Lock On +2 (+2 Rng) (Does not Stack).</p>										
 CrossHAIR™	-2	-	-	+Int+Foc*	Inf	8	2	2	2	Combat Computer, Orbital Targeter.	14t, 3
	<p>Lock On (Strong Hit (5-6)). While this Weapon is Active: all of your other Weapons gain Lock On +4. If you have an allied spacecraft in orbit or a Robotic Drone above your Target this Weapon may gain: Indirect (Above) and +4 Rng.</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Fire Support (Hit, Locked On) Until your next Turn, all allies gain: Lock On (+2 End Dmg) (Does not Stack).</p> <p>Strong Hit: Combat Superiority (Hit, Locked On) Until your next Turn, all allies gain: Lock On +2 (+2 Rng) (Does not Stack).</p>										
 BD206 Red Line	-	-	-	+Int +Foc	Inf	16	2	2 (+1d6)	1	Combat Computer, Multi Targeter.	4
	<p>Lock On (Strong Hit (5-6)). While this Weapon is Active: all of your other Weapons gain Lock On +4.</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Fire Support (Hit, Locked On) Until your next Turn, all allies gain: Lock On (+2 End Dmg) (Does not Stack).</p> <p>Strong Hit: Combat Superiority (Hit, Locked On) Until your next Turn, all allies gain: Lock On +2 (+2 Rng) (Does not Stack).</p>										
 MultiBOT™ Targeter	-2	-	-	+Int +Foc	Inf	8	2	1	2	Combat Computer, Macro Drone Sync.	4
	<p>Lock On (Strong Hit (5-6)). While this Weapon is Active: all of your other Weapons gain Lock On +4.</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Fire Support (Hit, Locked On) Until your next Turn, all allies gain: Lock On (+2 End Dmg) (Does not Stack).</p> <p>Strong Hit: Combat Superiority (Hit, Locked On) Until your next Turn, all allies gain: Lock On +2 (+2 Rng) (Does not Stack).</p> <p>Strong Hit: Drone Sync (Hit, Locked On) Until the end of the Combat, all of your Drones gain +1 Hit, and End Dmg (Stacks).</p> <p>Strong Hit: Drone Coordination (Hit, Once per Turn) All of your Drones may immediately make a free Move.</p>										
 AimBOT™	-	-	-	+Int+Foc-1	Inf	8	3	1	2	Combat Computer, Micro Drone Sync.	5
	<p>Lock On (Strong Hit (5-6)). While this Weapon is Active: all of your other Weapons gain Lock On +4.</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Fire Support (Hit, Locked On) Until your next Turn, all allies gain: Lock On (+2 End Dmg) (Does not Stack).</p> <p>Strong Hit: Combat Superiority (Hit, Locked On) Until your next Turn, all allies gain: Lock On +2 (+2 Rng) (Does not Stack).</p> <p>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 non-Melee Attacks until the start of your next Turn (does not Stack).</p>										
 Charon	-2	-	-	+Int+Foc+2	Inf	8	2	1	3	Combat Computer, Spacecraft Sync.	5
	<p>Lock On (Strong Hit (5-6)). While this Weapon is Active: all of your other Weapons gain Lock On +4.</p> <p>Strong Hit: Target Lock (Hit) Target is Locked On.</p> <p>Strong Hit: Fire Support (Hit, Locked On) Until your next Turn, all allies gain: Lock On (+2 End Dmg) (Does not Stack).</p> <p>Strong Hit: Combat Superiority (Hit, Locked On) Until your next Turn, all allies gain: Lock On +2 (+2 Rng) (Does not Stack).</p> <p>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 Turns: all characters not in Entrenched Cover, and within 3 spaces of the marked ground will take 10 Endurance Damage, and 4 Attribute Damage (-Armour) to two random (2d6) Attributes.</p> <p>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.</p>										






Turrets

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
 Pop Turret (Heavy Pistol)	-2	4	4	4	7	3	1	1	1 (+4)	Drone, Gun, Ion, Mech.	1
	Defence: 8, Armour: 4, Movement: -, Slots: 4, Bodies: 1, Lock On +8, Set Up 2, Pull Down 1, Arc of Fire 180, Small, Energy, Robot.										
Synth Steel Turret (Heavy Pistol)	-2	4	4	5	5	3	1	1	2 (+0)	Drone, Gun, Self-Propelled, Synth Steel.	1
	Defence: 8, Armour: 3, Movement: -, Slots: 4, Bodies: 1, Lock On +6, Set Up 2, Pull Down 1, Arc of Fire 180, Small, Low Tech, Works in Liquid, Robot. You may spend 1 Fate Point to rebuild all of this Drones destroyed bodies outside of combat without a Workbench or Downtime May be Set Up as a Thrown Action (Rng = Str -1).										
 Auto Turret (Submachine Gun)	-1	4	3	5	4	3	1	3 (+2d6)	1 (+4)	Drone, Gun, Self-Propelled, Mech.	2
	Defence: 8, Armour: 4, Movement: -, Slots: 4, Bodies: 1, Lock On +8, Set Up 2, Pull Down 1, Arc of Fire 180, Low Tech, Works in Liquid, Robot.										
 Spine Pustule (Submachine Gun)	-1	5	2	3	4	10	0	5 (+4d6)	2 (+5)	Drone, Gun, Spine Launcher, Armoured.	4
	Defence: 6, Armour: 5, Movement: -, Slots: 4, Bodies: 1, Lock On +6, Set Up 2, Pull Down 1, Arc of Fire 180, Bio Tech, Grants Heavy Cover (+4) to any adjacent characters behind it.										
Scrap Trap (Shotgun)	-2	5	3	2*	6	4	1	2 (+1d6)	1 (+4)	Drone, Gun, Metal Slug, Mech	1
	Defence: 8, Armour: 4, Movement: -, Slots: 4, Bodies: 1, Lock On +8, Set Up 2, Pull Down 1, Arc of Fire 180, *Strong Hit (5-6) vs Targets within first Range Increment, Low Tech, Jam (1-3), Robot.										
 Shut Trup™ Turret (Shotgun)	+1	7	3	4*	6	2	1	2 (+1d6)	1 (+4)	Drone, Gun, Laser, Mech.	3
	Defence: 8, Armour: 4, Movement: -, Slots: 4, Bodies: 1, Lock On +8, Set Up 2, Pull Down 1, Arc of Fire 180, *Strong Hit (5-6) vs Targets within first Range Increment, Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps, Robot.										
Heavy Turret (Assault Rifle)	+0	4	4	4	4	12	2	3 (+2d6)	2 (+6)	Drone, Gun, Gauss, Armoured.	5
	Defence: 6, Armour: 5, Movement: -, Slots: 4, Bodies: 1, Lock On +6, Set Up 2, Pull Down 1, Arc of Fire 180, Jam (1-2), Robot, Grants Heavy Cover (+4) to any adjacent characters behind it										
 BIZ Security Turret (Assault Rifle)	-4	4	4	7	8	8	2	2 (+1d6)	0 (+4)	Drone, Gun, Ion, Security System.	14t, 3*
	Defence: 8, Armour: 4, Movement: -, Slots: 4, Bodies: 1, Lock On +14, Set Up 22, Pull Down 21, Arc of Fire 180, Energy, *Cost Influence not Resources.										
 Peace of Mind (Cannon)	-6	6	4	5	Inf	2	2	1	1 (+4)	Drone, Gun, Particle, Mech.	14t, 2
	Defence: 8, Armour: 4, Movement: -, Slots: 4, Bodies: 1, Lock On +8, Set Up 2, Pull Down 1, Arc of Fire 180, Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), When fired at a spacecraft use: 'Hit +2, Shield Dmg 2, Crit 2 and Rng 2', Jam (1-5), Energy, Does not Work in Void, Robot, Modification: Low Quality.										
 Lunchbox (Cannon)	-6	5	5	5	5	4	2	1	1 (+4)	Drone, Shell, Metal Slug, Mech.	14t, 3
	Defence: 8, Armour: 4, Movement: -, Slots: 4, Bodies: 1, Lock On +8, Set Up 2, Pull Down 1, Arc of Fire 180, Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), When fired at a spacecraft use: 'Hit +2, Shield Dmg 2, Crit 2 and Rng 2, Robot.										
 Big Brother (Auto Cannon)	-6	6*	4	4*	4	20	2	4 (+3d6)	1 (+4)	Drone, Gun, Self-Propelled, Mech.	14t, 4
	Defence: 8, Armour: 4, Movement: -, Slots: 4, Bodies: 1, Lock On +8, Set Up 2, Pull Down 1, Arc of Fire 180, Jam (1-3), *Optional: (Set Up +1, Pull Down +1, +2 Rng and +2 End Dmg), Low Tech, Works in Liquid, Robot.										
 Swarm Launcher (Auto Cannon)	-8	6*	4	2*	4	20	2	4 (+3d6)	1 (+4)	Drone, Gun, Self-Guided, Mech.	2x 14t, 4
	Defence: 8, Armour: 4, Movement: -, Slots: 4, Bodies: 1, Lock On +10, Set Up 2, Pull Down 1, Arc of Fire 180, Jam (1-3), *Optional: (Set Up +1, Pull Down +1, +2 Rng and +2 End Dmg), Lock On (Indirect Fire (Front, Side)), Slow, Robot.										
 Mums Watching (Mortar)	-8	4	2	8*	10	1	1	1	1 (+4)	Drone, Shell, Electro-Gravity, Mech.	14t, 1
	Defence: 8, Armour: 4, Movement: -, Slots: 4, Bodies: 1, Lock On +8, Set Up 2, Pull Down 1, Arc of Fire 180, 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, Robot, Modification: Low Quality.										
	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.										
 Auto Locker (Targeting Laser)	+Int -3	-	-	Foc +5	-	Inf	1	1	1 (+4)	Drone, Combat Computer, Refined, Mech.	14t
	Defence: 8, Armour: 4, Movement: -, Slots: 4, Bodies: 1, Lock On +6, Set Up 2, Pull Down 1, Arc of Fire 180, Small, Strong Hit (5-6), Robot.										
	Strong Hit: Target Lock (Hit) Target is Locked On.										
 Writhing Tentacle (Infestor Whip)	+0	4	3	2*	-	-	1	1	1 (+4)	Drone, Melee, Impairment, Mech.	14t, 2
	Defence: 8, Armour: 4, Movement: -, Slots: 4, Bodies: 1, Lock On +6, Set Up 2, Pull Down 1, Arc of Fire 180, Bio Tech, Strong Hit (5-6), *Max range 5, Robot.										






Swarm Drones

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
 Toy Holographic Drone (Heavy Pistol)	-2	1	1	2	Inf	2	1	1	1 (+0)	Drone, Gun, Particle, Holographic.	1
Defence: 18, Armour: 5, Movement: 6, Slots: 2, Bodies: 1, Lock On +4, May be Set Up as a single Thrown Action (Rng = Str), Small, Jam (1-5), Does not Work in Void, Robot, Holographic, Energy, May be Set Up as a Prep Action (Rng = Int). *Requires 0 extra Equipment Slots to carry. Strong Hit: Distraction (Attack, Hit) Debuff Target: Strong Hit -1 on their next Attack if they do not Attack you or include you within a Splash area.											
 Bang Bot 3000 (Heavy Pistol)		3	4	2	6	3	1	1	1 (+0)	Drone, Gun, Ion, Mech.	3
Defence: 18, Armour: 3, Movement: 6, Slots: 2, Bodies: 1, Lock On +6, May be Set Up as a single Thrown Action (Rng = Str), Small, Energy, Robot.											
 Zap Drone Swarms (SMG)	-1	6*	3	2	4	12	1	6 (+5d6)*	1 (+0)	Drone, Gun, Ion, Mech.	10
Defence: 18, Armour: 3, Movement: 6, Slots: 2, Bodies: 1, Lock On +6, May be Set Up as a single Thrown Action (Rng = Str), Energy, Robot. *-1 End Dmg and RoF per destroyed or non Attacking Body, Modification: Extended Clip, Multiply x3).											
 Crawling Horror (SMG)	-1	1d6+1	3	2	3	RoF x3	1	3 (+2d6)	1 (+0)	Drone, Gun, B S, C, Vile Cloud, Horror.	10t, 12t, 6
Defence: 20, Armour: 3, Movement: 6, Slots: 2, Bodies: 1, Lock On +4, May be Set Up as a single Thrown Action (Rng = Str), Splash 1, 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).											
 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 as a single Thrown Action (Rng = Str), Energy, Robot, Drone may Fly (may only Hover with a passenger if it has 4 or more 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 single Thrown Action (Rng = Str), *Strong Hit (5-6) vs Targets within first Range Increment, Robot, Bio Tech, Modification: Extended Clip.											
 Zipper™ (Shotgun)	+2	5	3	2*	7	2	1	2 (+1d6)	2 (0*)	Drone, Shell, Ion, Synth Steel.	14t, 4
Defence: 18, Armour: 2, Movement: 6, Slots: 2, Bodies: 1, Lock On +4, May be Set Up as a single Thrown Action (Rng = Str), *Strong Hit (5-6) vs Targets within first Range Increment, Robot, You may spend 1 Fate Point to rebuild all of this Drones destroyed bodies outside of combat without a Workbench or Downtime May be Set Up as a Thrown Action (Rng = Str -1). *Requires 0 extra Equipment Slots to carry, Energy.											
 Heavy Zipper™ (Assault Rifle)	+2	3	4	3	3	8	2	3 (+2d6)	1 (+0)	Drone, Gun, Gauss, Mech.	6
Defence: 18, Armour: 3, Movement: 6, Slots: 2, Bodies: 1, Lock On +6, May be Set Up as a single Thrown Action (Rng = Str), Jam (1-2), Robot.											
 Spitting Horror (Assault Rifle)	+2	5	3	2	3	12	1	4 (+3d6)	1 (+0)	Drone, Gun, Spine Launcher, Horror.	7
Defence: 20, Armour: 3, Movement: 6, Slots: 2, Bodies: 1, Lock On +4, May be Set Up as a single Thrown Action (Rng = Str), Bio Tech.											
Decoy (Rifle)	-4	0	2	3	5	4	2	1*	1 (+0)	Drone, Gun, Metal Slug, Holographic.	2
Defence: 18, Armour: 5, Movement: 6, Slots: 2, Bodies: 1, Lock On +4, May be Set Up as a single Thrown Action (Rng = Str), *Strong Hit (5-6) with all RoF 1 Attack Rolls, Robot, Holographic, Energy, May be Set Up as a Prep Action (Rng = Int), Low Tech, Jam (1-3). Strong Hit: Distraction (Attack, Hit) Debuff Target: Strong Hit -1 on their next Attack if they do not Attack you or include you within a Splash area.											
 Pin Point Sniper Bot (Rifle)		2	4	5	2	4	1	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 as a single Thrown Action (Rng = Str), *Strong Hit (5-6) with all RoF 1 Attack Rolls, Low Tech, Works in Liquid, Robot.											
Repair Bot (Combat Knife)	+1	2*	2	-	-	-	1	2 (+1d6)	1 (+0)	Drone, Melee, Hammer, Utility.	8t, 2
Defence: 18, Armour: 3, Movement: 6, Slots: 1, Bodies: 1, Lock On +4, May be Set Up as a single Thrown Action (Rng = Str), Blunt, *Deal +2 Endurance Damage vs Targets with Armour 4 or greater, Robot, Counts as a Toolkit for all of your Trained Professional Skills, Equipped with all Toolboxes that its Controller has, Controller may make Skill Rolls via this Drone (Drone cannot Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll).											





Combat Drones

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: 14, Armour: 4, Movement: 4, Slots: 3, Bodies: 1, Lock On +4, Bio Tech.										
Support Fire Bot (SMG)	+2	4	3	3	5	x3	1	3 (+2d6)	2 (+4)	Drone, Gun, Ion, Mech.	5
	Defence: 12, Armour: 4, Movement: 4, Slots: 3, Bodies: 1, Lock On +6, Robot, Energy.										
Holographic Decoy (Rifle)	-1	1	2	6	4	4	2	1*	2 (0**)	Drone, Gun, Self-Propelled, Holographic.	3
	Defence: 12, Armour: 4, Movement: 4, Slots: 3, Bodies: 1, Lock On +4, Robot, Holographic, Energy, May be Set Up as a Prep Action (Rng = Int), **Requires 0 extra Equipment Slots to carry, *Strong Hit (5-6) with all RoF 1 Attack Rolls, Low Tech, Works in Liquid.										
	Strong Hit: Distraction (Attack, Hit) Debuff Target: Strong Hit -1 on their next Attack if they do not Attack you or include you within a Splash area.										
 Anti Ki Drones (Shotgun)	+3	6	3	3*	5	2	1	2 (+1d6)	2 (+4)	Drone, Gun, Self-Propelled, Mech.	4
	Defence: 12, Armour: 4, Movement: 4, Slots: 3, Bodies: 1, Lock On +6, Robot, *Strong Hit (5-6) vs Targets within first Range Increment, Low Tech, Works in Liquid.										
Combat Bot (Assault Rifle)	+3	4	4	4	3	8	2	2 (+1d6)	2 (+4)	Drone, Gun, Rail, Mech.	14t, 5
	Defence: 12, Armour: 4, Movement: 4, Slots: 3, Bodies: 1, Lock On +8, Robot, Jam (1-4).										
 Red Horror (Balanced Weapon)	+0	5	4	-	-	-	1	1	2 (+4)	Drone, Melee, Claw, Horror.	4
	Defence: 14, Armour: 4, Movement: 4, Slots: 3, Bodies: 1, Lock On +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: 5, Movement: 4, Slots: 2, Bodies: 1, Lock On +4, May be Set Up as a Analyse Action (Rng = Int -1), *Requires 0 extra Equipment Slots to carry.										
 Slice of your Faren (Shotgun)	+2	8	3	3*	5	2	1	2 (+1d6)	2 (2**)	Drone, Gun, Self-Propelled, P o y Faren.	6***
	Defence: 16, Armour: 4, Movement: 4, Slots: 3, Bodies: 1, Lock On +4, *Strong Hit (5-6) vs Targets within first Range Increment, Low Tech, Works in Liquid, ***Twi-Far Only, Energy, Burn, May be Set Up as a Prep Action (Rng = Foc), **Requires 0 extra Equipment Slots to carry, You may spend 1 Fate Point to rebuild all of this Drones destroyed bodies outside of combat without a Workbench or Downtime.										

Assault Drones

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
 Mobile Wall (Heavy Pistol)	-1	5	3	4	6	6	1	1	3 (+16)	Drone, Gun, Ion, Armoured.	12t, 5
	Defence: 6, Armour: 7, Movement: 1, Slots: 6, Bodies: 1, Lock On +4, Characters can not move through Assault Drone, Robot, Grants Heavy Cover (+4) to any adjacent characters 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 Grav.	12t, 14t, 5
	Defence: 8, Armour: 6, Movement: 2, Slots: 6, Bodies: 1, Lock On +4, Characters can not move through Assault Drone, Robot, Drone may Fly (may only Hover with a passenger if it has 4 or more Slots), Low Tech, Works in Liquid.										
Sharp Shooter Bot (Rifle)	-2	5	4	6	4	4	2	1*	2 (+14)	Drone, Gun, Ion, Mech.	12t, 5
	Defence: 8, Armour: 6, Movement: 2, Slots: 6, Bodies: 1, Lock On +6, Characters can not move through Assault Drone, Robot, *Strong Hit (5-6) with all RoF 1 Attack Rolls, Energy.										
 Mr Street (Shotgun)	+0	8	3	4*	5	2	1	2 (+1d6)	2 (+14)	Drone, Gun, Self-Propelled, Mech.	12t, 5
	Defence: 8, Armour: 6, Movement: 2, Slots: 6, Bodies: 1, Lock On +6, Characters can not move through Assault Drone, Robot, *Strong Hit (5-6) vs Targets within first Range Increment, Low Tech, Works in Liquid.										
 Trident Auto Missile Launcher (AR)	-2	6	4	4	3	8	2	2 (+1d6)	2 (+14)	Drone, Gun, Self-Guided, Mech.	12t, 14t, 6
	Defence: 8, Armour: 6, Movement: 2, Slots: 6, Bodies: 1, Lock On +8, Characters can not move through Assault Drone, Robot, Lock On (Indirect Fire (Front, Side)), Slow.										
Auto Tank (Cannon)	-4	8	5	6	6	3	2	1	2 (+14)	Drone, Gun, Ion, Armoured.	12t, 14t, 8
	Defence: 6, Armour: 7, Movement: 1, Slots: 6, Bodies: 1, Lock On +4, Characters can not move through Assault Drone, Robot, Grants Heavy Cover (+4) to any adjacent characters behind it, Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), When fired at a spacecraft use: Hit +2, Shield Dmg 2, Crit 2 and Rng 2, Energy.										
 Gibbering Vix Slug (Large Weapon)	-3	9	5	-	-	-	2	1	2 (+14)	Drone, Melee, Composite, Horror.	12t, 6
	Defence: 10, Armour: 6, Movement: 2, Slots: 6, Bodies: 1, Lock On +4, Characters can not move through Assault Drone, Bio Tech, Slow.										
	Strong Hit: Massive Bash (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1.										


Assistants

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
 Secretary (Heavy Pistol)	+2	4	4	4	4	3	1	1	1 (+6)	Companion, Gun, Self-Propelled.	8t, 2
	Defence: 16, Armour: 2, Movement: 4, Slots: 2, Bodies: 1. Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), Small, Low Tech, Works in Liquid. Strong Hit: Helpful (Does not Req Hit) A single Ally gains Hit +2 on their next Attack (must be taken within 1 Turn).										
 Accountant (SMG)	+3	5	2	3	3	10	0	5 (+4d6)	1 (+6)	Companion, Gun, Spine Launcher.	8t, 4
	Defence: 16, Armour: 2, Movement: 4, Slots: 2, Bodies: 1. Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), Bio Tech. Strong Hit: Helpful (Does not Req Hit) A single Ally gains Hit +2 on their next Attack (must be taken within 1 Turn).										
 3rd Cousin (Shotgun)	+6	6	3	2*	5	2	1	2 (+1d6)	1 (+6)	Companion, Shell, Kinetic.	8t, 3
	Defence: 16, Armour: 2, Movement: 4, Slots: 2, Bodies: 1, Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), *Strong Hit (5-6) vs Targets within first Range Increment, Low Tech. Strong Hit: Helpful (Does not Req Hit) A single Ally gains Hit +2 on their next Attack (must be taken within 1 Turn).										
 Little Sister (Combat Knife)	+4	3*	3	-	-	-	0	2 (+1d6)	1 (+6)	Companion, Melee, Composite.	8t, 1
	Defence: 16, Armour: 2, Movement: 4, Slots: 2, Bodies: 1. Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), Small, *Attacks from this Weapon don't break Stealth. Strong Hit: Helpful (Does not Req Hit) A single Ally gains Hit +2 on their next Attack (must be taken within 1 Turn).										








Body Guards

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Goon (SMG)	+2	4	3	3	6	9	1	3 (+2d6)	2 (+8)	Companion, Gun, Ion.	12t, 5
	Defence: 14, Armour: 4, Movement: 4, Slots: 5, Bodies: 1. Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), Energy, Modification: Low Quality .										
Armoured Sniper (Rifle)	+3	3	4	6	5	4	2	1*	2 (+8)	Companion, Gun, Ion.	12t, 6
	Defence: 14, Armour: 4, Movement: 4, Slots: 5, Bodies: 1. Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), *Strong Hit (5-6) with all RoF 1 Attack Rolls, Energy.										
 Legion Sniper (Rifle)	+3	3	4	6	5	4	2	1*	2 (+8)	Companion, Gun, Ion.	12t, 6
	Defence: 14, Armour: 4, Movement: 4, Slots: 5, Bodies: 1. Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), *Strong Hit (5-6) with all RoF 1 Attack Rolls, Energy.										
 Legion Grunt (Assault Rifle)	+5	4	4	5	4	12	2	3 (+2d6)	2 (+8)	Companion, Gun, Gauss.	12t, 8
	Defence: 14, Armour: 4, Movement: 4, Slots: 5, Bodies: 1. Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), Jam (1-2).										
 Kalloran Pirate (Shotgun)	+3	6	3	3*	6	2	1	2 (+1d6)	2 (+8)	Companion, Gun, Self-Propelled.	12t, 5
	Defence: 14, Armour: 4, Movement: 4, Slots: 5, Bodies: 1. Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), *Strong Hit (5-6) vs Targets within first Range Increment, Low Tech, Works in Liquid, Modification: Low Quality .										
 Legion Heavy (Cannon)	+3	6	5	6	5	3	2	1	2 (+8)	Companion, Shell, Kinetic.	12t, 14t, 8
	Defence: 14, Armour: 4, Movement: 4, Slots: 5, Bodies: 1. Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), Splash 1, Slow, Maximum Range = Rng x20 (normally Rng x10), When fired at a spacecraft use: Hit +2, Shield Dmg 2, Crit 2 and Rng 2, Low Tech.										
 Nephilim Brute (Large Weapon)	+0	7	5	-	-	-	2	1	2 (+8)	Companion, Melee, Claw.	12t, 6
	Defence: 14, Armour: 4, Movement: 4, Slots: 5, Bodies: 1. Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: 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	4	5	4	3	1	1	2 (+8)	Companion, Gun, Self-Propelled.	14t, 3
	Defence: 14, Armour: 3, Movement: 4, Slots: 3, Bodies: 1, Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), Small, Low Tech, Works in Liquid, Modification: Low Quality.										
Gangster (SMG)	+1	6	3	4	3	9	1	3 (+2d6)	2 (+8)	Companion, Gun, Self-Guided.	2x 14t, 5
	Defence: 14, Armour: 3, Movement: 4, Slots: 3, Bodies: 1, Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), Lock On +2, Lock On (Indirect Fire (Front, Side)), Slow.										
Sniper (Rifle)	+2	5	4	7	4	4	2	1*	2 (+8)	Companion, Gun, Ion.	14t, 5
	Defence: 14, Armour: 3, Movement: 4, Slots: 3, Bodies: 1, Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), *Strong Hit (5-6) with all RoF 1 Attack Rolls, Energy.										
Merc (Assault Rifle)	+0	5	4	4	3	10	2	2 (+1d6)	2 (+8)	Companion, Gun, Metal Slug.	14t, 4
	Defence: 14, Armour: 3, Movement: 4, Slots: 3, Bodies: 1, Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), Low Tech, Jam (1-2), Modification: Low Quality.										
 Little Brother (Shotgun)	+2	10	3*	2**	5	2	1	2 (+1d6)	2 (+8)	Companion, G, B Spores, Chemical, B T Sacks, 10t, 14t, 6	
	Defence: 14, Armour: 3, Movement: 4, Slots: 3, Bodies: 1, Controller may make Skill Rolls via this Companion at +0 (Companion can not Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), **Strong Hit (5-6) vs Targets within first Range Increment, Bio Tech, Splash 2, Slow, *-1 Crit Dmg vs Robots.										

Combat Flesh

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
 Discounted Model (Heavy Pistol)	-2	4	4	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, Lock On +2, Robot, Energy, Modification: Low Quality.										
 Utility Model (Heavy Pistol)	-2	4	4	2	4	3	1	1	1 (+8)	Drone, Utility, Gun, Self-Propelled.	2
	Defence: 8, Armour: 4, Movement: 2, Slots: 1, Bodies: 1, Bio Tech, Small, Robot, Counts as a Toolkit for all of your Trained Professional Skills, Equipped with all Toolboxes that its Controller has, Controller may make Skill Rolls via this Drone (Drone cannot Attack this Turn, Controller needs to take an Action with Minor Effect: Skill Roll), Low Tech, Works in Liquid.										
 Hazardous Environment Model (H Pistol)	+1	5	4	2	4	3	1	1	2 (+10)	Drone, Armoured, Gun, Laser.	4
	Defence: 6, Armour: 5, Movement: 1, Slots: 2, Bodies: 1, Bio Tech, Small, Grants Heavy Cover (+4) to any adjacent characters behind it, Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps.										
 Security Model (SMG)	+1	4	3	3	3	9	1	3 (+2d6)	1 (+8)	Drone, Mech, Gun, Self-Propelled.	3
	Defence: 8, Armour: 4, Movement: 2, Slots: 2, Bodies: 1, Bio Tech, Lock On +2, Robot, Low Tech, 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, Bodies: 1, Bio Tech, Robot, Grants Heavy Cover (+4) to any adjacent characters behind it, Low Tech, Jam (1-2), Modification: Extended Barrel.										
 Work Group (Combat Knife)	+1	6*	2	-	-	-	0	5 (+4d6)*	1 (+8**)	Drone, Mech, Melee, Hammer.	8t, 7
	Defence: 8, Armour: 4, Movement: 2, Slots: 2, Bodies: 4, Bio Tech, *-1 End Dmg and RoF per destroyed or non Attacking Body, **Weight is multiplied by Bodies, Lock On +2, Robot, Blunt, *Deal +2 Endurance Damage vs Targets with Armour 4 or greater, Small, Attacks from this Weapon don't break Stealth, Modification: x3 Multiply.										
 Heavy Loader (Balanced Weapon)	+1	4	4	-	-	-	1	1	1 (+8)	Drone, Mech, Melee, Composite.	3
	Defence: 8, Armour: 4, Movement: 2, Slots: 2, Bodies: 1, Bio Tech, Lock On +2, Robot.										

Legion Hound

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Legion Hound	+2	4	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, Movement: 6, Slots: 0, Bodies: 1, Bio Tech, You may spend 1 Fate Point to rebuild this destroyed Companion outside of combat without Downtime.

Batons

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Metal Pipe	+2*	4*	2	-	-	-	1	1	1	Melee, Composite.	Free

Blunt, *If you have 4 or more Strength: you deal +1 End Dmg and have -2 Hit.

Stick	+2*	4* **	1	-	-	-	1	1	1	Melee, Hammer.	Free
-------	-----	-------	---	---	---	---	---	---	---	----------------	------

Blunt, *If you have 4 or more Strength: you deal +1 End Dmg and have -2 Hit, Blunt, **Deal +2 End Dmg vs Targets with Armour 4 or greater.

Syringe of Neurotoxin	-1*	5*	0**	-	-	-	2	1	0	Melee, Injector, Chemical, Neurotoxin.	14t, 1
-----------------------	-----	----	-----	---	---	---	---	---	---	--	--------

Blunt, *If you have 4 or more Strength: you deal +1 End Dmg and have -2 Hit, Slow, Gain Strong Hit +1 if you are behind your Target, ***+1 Crit Dmg (+0) if you're an NPC, Bio Tech, *Critical Hit Attribute Damage Location 1d3+3 (normally 1d6).

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

Poisonous Syringe	-1*	4* ***	1** ***	-	-	-	2	1	0	Melee, Injector, Chemical, Synthetic Poison.	Free
-------------------	-----	--------	---------	---	---	---	---	---	---	--	------

Blunt, *If you have 4 or more Strength: you deal +1 End Dmg and have -2 Hit, Slow, Gain Strong Hit +1 if you are behind your Target, ***+1 Crit Dmg (+0) if you're an NPC, Bio Tech, ***+2 Damage vs Targets at 0 Endurance.

Strong Hit: **Synthetic Poison** (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Synthetic Poison Effect can Stack up to 4 times).

Shock Baton	+1*	6*	0*	-	10	RoF x3	1	1	1	Melee, Shock Stick, Disruptor.	1
-------------	-----	----	----	---	----	--------	---	---	---	--------------------------------	---

Blunt, *If you have 4 or more Strength: you deal +1 End Dmg and have -2 Hit, Energy, Blunt, **2 Crit Dmg vs Robots.

Strong Hit: **Disrupt** (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.

Wrist Blades

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Assassin's Glove	-1	4	3	-	-	-	0	1	1	Melee, Claw.	12t

Small, Gauntlet, *If you have 4 or more Strength: +1 End Dmg.

Strong Hit: **Stealth Strike** (Hit) Attack does not break Stealth.

Knuckle Dusters	+1	3*	2	-	-	-	0	1	1	Melee, Hammer.	12t
-----------------	----	----	---	---	---	---	---	---	---	----------------	-----

Small, Gauntlet, *If you have 4 or more Strength: +1 End Dmg., Blunt, *Deal +2 Endurance Damage vs Targets with Armour 4 or greater.

Strong Hit: **Stealth Strike** (Hit) Attack does not break Stealth.

Poisonous Ring	-2	4	1*	-	-	-	1	1	0	Melee, Injector, Chemical, Neurotoxin.	12t, 14t, 1
----------------	----	---	----	---	---	---	---	---	---	--	-------------

Small, Gauntlet, *If you have 4 or more Strength: +1 End Dmg, Slow, Gain Strong Hit +1 if you are behind your Target, **+1 Crit Dmg (+0) if you're an NPC, Bio Tech, *Critical Hit Attribute Damage Location 1d3+3 (normally 1d6).



Strong Hit: **Stealth Strike** (Hit) Attack does not break Stealth.

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

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 Weapon Modification Spare Time Rolls. *If you have 4 or more Strength: +1 End Dmg. Strong Hit: Stealth Strike (Hit) 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 Weapon Modification Spare Time Rolls. *If you have 4 or more Strength: +1 End Dmg. Strong Hit: Stealth Strike (Hit) Attack does not break Stealth.	
Rocks	-1	3*	2	- (1)	- (3)	- (6)	1	2 (1)	1	Melee, Hammer, (Thrown).	12t
										Blunt, *Deal +2 Endurance Damage vs Targets with Armour 4 or greater. Strong Hit: Stealth Strike (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 Weapon Modification Spare Time Rolls. *If you have 4 or more Strength: +1 End Dmg, Slow, Gain Strong Hit +1 if you are behind your Target. **+1 Crit Dmg (+0) if you're an NPC, Bio Tech. Strong Hit: Stealth Strike (Hit) Attack does not break Stealth. Strong Hit: Infect (Hit) Until your target receives First Aid: all characters that end their Action adjacent to them take 4 End Dmg (does 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 Weapon Modification Spare Time Rolls. *If you have 4 or more Strength: +1 End Dmg, Slow, Gain Strong Hit +1 if you are behind your Target. **+1 Crit Dmg (+0) if you're an NPC, 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). Strong Hit: Stealth Strike (Hit) Attack does not break Stealth.	
Stun Orbs	-2	5*	1**	- (1)	10 (3)	6 (6)	1	2 (1)	1	Melee, Shock Stick, Disruptor, (Thrown).	12t, 1
										Small, -2 to all Weapon Modification Spare Time Rolls. *If you have 4 or more Strength: +1 End Dmg, Energy, Blunt, **+2 Crit Dmg vs Robots. Strong Hit: Stealth Strike (Hit) Attack does not break Stealth. Strong Hit: Disrupt (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.	

Combat Knives

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Serrated Knife	-1	4*	3	-	-	-	0	2 (+1d6)	1	Melee, Claw.	8t
										Small, *If you have 4 or more Strength: +2 End Dmg. Attacks from this Weapon don't break Stealth.	
Hunting Knife	+1	3*	3	-	-	-	0	2 (+1d6)	1	Melee, Composite.	8t
										Small, *If you have 4 or more Strength: +2 End Dmg. Attacks from this Weapon don't break Stealth.	
Wrench	+1	3*	2	-	-	-	0	2 (+1d6)	1	Melee, Hammer.	8t
										Small, *If you have 4 or more Strength: +2 End Dmg. Attacks from this Weapon don't break Stealth, Blunt, *Deal +2 Endurance Damage vs Targets with Armour 4 or greater.	
 Arghjack Spores	-2	3*	2**	-	-	-	1	2 (+1d6)	0	Melee, Injector, Chemical, Death Spores.	8t
										Small, *If you have 4 or more Strength: +2 End Dmg. Attacks from this Weapon don't break Stealth, Slow, Gain Strong Hit +1 if you are behind your Target. **+1 Crit Dmg (+0) if you're an NPC, Bio Tech. Once per Action: if a character dies to this Weapon: this Weapon gains Splash +1 for that Attack.	
 Fear Injector	-2	1d6*	2**	-	-	-	1	2 (+1d6)	0	Melee, Injector, Chemical, Vile Cloud.	8t, 12t
										Small, *If you have 4 or more Strength: +2 End Dmg. Attacks from this Weapon don't break Stealth, Slow, Gain Strong Hit +1 if you are behind your Target. **+1 Crit Dmg (+0) if you're an NPC, 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).	
Bone Chakram	-1	2	3	-	-	-	0	2 (+1d6)	1	Melee, Nano-Bone.	8t, 14t, 1
										Small, *If you have 4 or more Strength: +2 End Dmg. Attacks from this Weapon don't break Stealth, Bio Tech, Lose 'Blunt', Pen 1 min 3.	
Shock Rod		5	1*	-	10	RoF x3	0	2 (+1d6)	1	Melee, Shock Stick, Disruptor.	8t, 1
										Small, *If you have 4 or more Strength: +2 End Dmg. Attacks from this Weapon don't break Stealth, Energy, Blunt, **+2 Crit Dmg vs Robots. Strong Hit: Disrupt (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.	

Balanced Weapons

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Serrated Sword	-1*	5*	4	-	-	-	1	1	2**	Melee, Claw.	1
*If you have 5 or more Strength: +2 End Dmg and -2 Hit, **Only ever requires 1 Hand (unless you have the Dual Wield Modification).											
Rusted Sword	-1*	4*	4	-	-	-	1	1	2**	Melee, Composite.	0
*If you have 5 or more Strength: +2 End Dmg and -2 Hit, **Only ever requires 1 Hand (unless you have the Dual Wield Modification), Modification: Low Quality.											
Metal Pipe	+1*	4*	3	-	-	-	1	1	2**	Melee, Hammer.	1
*If you have 5 or more Strength: +2 End Dmg and -2 Hit, **Only ever requires 1 Hand (unless you have the Dual Wield Modification), Blunt, *Deal +2 Endurance Damage vs Targets with Armour 4 or greater.											
Napalm Gel	-2*	5*	3**	-	-	-	2	1	1***	Melee, Injector, Chemical, Napalm.	1
*If you have 5 or more Strength: +2 End Dmg and -2 Hit, ***Only ever requires 1 Hand (unless you have the Dual Wield Modification), Slow, Gain Strong Hit +1 if you are behind your Target, ***+1 Crit Dmg (+0) if you're an NPC, Burn.											
Poison Injector	-2*	4*	1* **	-	-	-	2	1	1***	Melee, Injector, Chem, Synthetic Poison.	1
*If you have 5 or more Strength: +2 End Dmg and -2 Hit, ***Only ever requires 1 Hand (unless you have the Dual Wield Modification), Slow, Gain Strong Hit +1 if you are behind your Target, ***+1 Crit Dmg (+0) if you're an NPC. Strong Hit: Synthetic Poison (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Synthetic Poison Effect can Stack up to 4 times).											
Xcisor	-1*	3*	4	-	-	-	1	1	2**	Melee, Nano-Bone.	14t, 2
*If you have 5 or more Strength: +2 End Dmg and -2 Hit, **Only ever requires 1 Hand (unless you have the Dual Wield Modification), Bio Tech, Lose 'Blunt', Pen 1 min 3.											
Laser Sabre	+0*	5*	4	-	-	-	0	1	2**	Melee, Arc Fire.	3
*If you have 5 or more Strength: +2 End Dmg and -2 Hit, **Only ever requires 1 Hand (unless you have the Dual Wield Modification), Energy, Burn, Stealth -2, Pen 2 min 3, +2 to hide Weapon, Disruptor Strong Hits Jam this Weapon, **Two less Equipment Slots (minimum 1), Modifications: Retractable.											
Sick Stick	+0*	6*	2*	-	10	RoF x3	1	1	2**	Melee, Shock Stick, Disruptor.	2
*If you have 5 or more Strength: +2 End Dmg and -2 Hit, **Only ever requires 1 Hand (unless you have the Dual Wield Modification), Energy, Blunt, **+2 Crit Dmg vs Robots. Strong Hit: Disrupt (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.											
Spear	+1*	4*	4	2**	-	-	2	1	2***	Melee, Composite, Long.	1
*If you have 5 or more Strength: +2 End Dmg and -2 Hit, ***Only ever requires 1 Hand (unless you have the Dual Wield Modification), ***Max range 2, +2 Hit with Overwatch											
Energy Whip	+0*	5*	4	2**	-	-	0	1	2**	Melee, Arc Fire, Long	3
*If you have 5 or more Strength: +2 End Dmg and -2 Hit, ***Only ever requires 1 Hand (unless you have the Dual Wield Modification), Energy, Burn, Stealth -2, Pen 2 min 3, +2 to hide Weapon, Disruptor Strong Hits Jam this Weapon, ***Two less Equipment Slots (minimum 1), **Max range 2, +2 Hit with Overwatch, Modifications: Retractable.											

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 you have 5 or more Strength you may have: +2 End Dmg and -1 Hit. Strong Hit: Massive Bash (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1.										
 Ki Blade	-1	6	5	-	-	-	2	1	5	Melee, Composite.	2
	Slow, *If you have 5 or more Strength you may have: +2 End Dmg and -1 Hit. Strong Hit: Massive Bash (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1.										
Warhammer	-1	6*	4	-	-	-	2	1	5	Melee, Hammer.	2
	Slow, *If you have 5 or more Strength you may have: +2 End Dmg and -1 Hit, Blunt, *Deal +2 Endurance Damage vs Targets with Armour 4 or greater. Strong Hit: Massive Bash (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1.										
Chem Spray Backpack	-4	8	4*	-	-	-	3	1	4	Melee, Injector, Chem, Bloated Toxin Sacks.	3
	Slow, *If you have 5 or more Strength you may have: +2 End Dmg and -1 Hit, Slow, Gain Strong Hit +1 if you are behind your Target, **Chemical Variations that do not work in the Void can work in the Void, *+1 Crit Dmg (+0) if you're an NPC, Bio Tech, Slow, Splash 1, *-1 Crit Dmg vs Robots. Strong Hit: Massive Bash (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1.										
 Dolkor Bone Katana	-3	5	5	-	-	-	2	1	5	Melee, Nano-Bone.	14t, 3
	Slow, *If you have 5 or more Strength you may have: +2 End Dmg and -1 Hit, Bio Tech, Lose 'Blunt', Pen 1 min 3. Strong Hit: Massive Bash (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1.										
 Pugio Blade	-2	7	5	-	-	-	2	1	5	Melee, Arc Fire.	3
	Slow, *If you have 5 or more Strength you may have: +2 End Dmg and -1 Hit, Energy, Burn, Stealth -2, Pen 2 min 3. Strong Hit: Massive Bash (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1.										
Shock Hammer	-2	8	3*	-	10	RoF x3	2	1	5	Melee, Shock Stick, Disruptor.	3
	Slow, *If you have 5 or more Strength you may have: +2 End Dmg and -1 Hit, Energy, Blunt, *+2 Crit Dmg vs Robots. Strong Hit: Massive Bash (Hit, Target has less Strength than you) Target is knocked Prone and Pushed 1. Strong Hit: Disrupt (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition 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	1	Melee, Impairment.	14t, 2
	Bio Tech, Strong Hit (5-6), No Variations, *If you have 4 or more Strength: +1 End Dmg, **Max range 5.										



Combat Bows

Weapon	Hit	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, 0
Slow. *Analyse Action Grants +2 Damage and Range (Max +2), Maximum Range = Rng x5 (normally Rng x10), Low Tech, Blunt. Strong Hit: Fake Shock (Hit) Target is Suppressed.											
Smoke Arrows	-2	-	-	4*	11	1	1	1	3	Shell, Smoke.	14t, 0
Slow. *Analyse Action Grants +2 Range (Max +2), Maximum Range = Rng x5 (normally Rng x10), Splash 1, Low Tech, Creates an Area of Limited Vision (Light Cover (+2)) for 3 minutes. Does not Work in Void.											
 Refined Zhou Arrows	-4	3*	4*	3*	10	1	1	1	3	Shell, Disp, Chem, Antimonic Acid.	14t, 2
Slow. *Analyse Action Grants +2 Damage and Range (Max +2), Maximum Range = Rng x5 (normally Rng x10), Splash 1, Low Tech, Burn.											
 Splicker	-2	5*	3*	2*	10	1	1	1	3	Shell, Disp, Chem, Bloated Toxin Sacks.	14t, 2
Slow. *Analyse Action Grants +2 Damage and Range (Max +2), Maximum Range = Rng x5 (normally Rng x10), Splash 1, Low Tech, Bio Tech, Slow, Splash 1, *-1 Crit Dmg vs Robots.											
Broadhead Arrows	+0	3*	3*	3*	10	1	1	1	3	Shell, Kinetic.	14t, 1
Slow. *Analyse Action Grants +2 Damage and Range (Max +2), Maximum Range = Rng x5 (normally Rng x10), Low Tech.											
Explosive Tips	-2	5*	2*	3*	10	1	1	1	3	Shell, Shrapnel.	14t, 1
Slow. *Analyse Action Grants +2 Damage and Range (Max +2), Maximum Range = Rng x5 (normally Rng x10), Splash 1, Low Tech..											
 Wild Zhou Arrows	+0	1*	1* **	4*	10	1	1	1	3	Shell, Snare, Impairment**	14t, 1
Slow. *Analyse Action Grants +2 Damage and Range (Max +2), Maximum Range = Rng x5 (normally Rng x10), Low Tech. *Never add Str to your Hit, **any Escape vs Grab is done vs Defence 12+Crit Dmg, **You never count as Grabbing Target.											
Grav Arrows	-2	1*	1*	3*	9	1	1	1	3	Shell, Electro-Gravity.	2x 14t, 1
Slow. *Analyse Action Grants +2 Damage and Range (Max +2), Maximum Range = Rng x5 (normally Rng x10), 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.											
Guided Arrows	-2	3*	3*	4*	9	1	1	1	3	Shell, Self-Guided.	2x 14t, 2
Slow. *Analyse Action Grants +2 Damage and Range (Max +2), Maximum Range = Rng x5 (normally Rng x10), Lock On +2, Lock On (Indirect Fire (Front, Side)), Slow.											
 N3rf Thi5	-2	5*	4*	2*	10	1	1	1	3	Shell, Plasma.	14t, 3
Slow. *Analyse Action Grants +2 Damage and Range (Max +2), Maximum Range = Rng x5 (normally Rng x10), Burn, Energy.											
 Artemis	-2	3*	3*	3*	10	1	1	1	3	Shell, Antimatter.	14t, 3**
Slow. *Analyse Action Grants +2 Damage and Range (Max +2), Maximum Range = Rng x5 (normally Rng x10), **Player characters require Secret Knowledge: Antimatter to use this Variation. 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*	4	4*	-	Inf	2	1	3	Gun.	18t, 3
Slow, Energy, Burn, Jam (1-3), Stealth -2, *Analyse Action Grants +2 End Dmg and Range (Max +2), Maximum Range = Rng x2 (normally Rng x10), No Gun Variations (counts as Arc Fire).											



Precise Traps

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Metal Caltrops	+1	9	4	1	0	RoF x1	0	1	2	Melee, Claw.	14t
	1 Use: No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 2.										
 Zap Trap	+2	8	4	1	0	RoF x1	0	1	2	Melee, Arc Fire.	14t
	1 Use: No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 2, Energy, Burn, Stealth -2, Pen 2 min 3.										
 Scrap Bomb	+2	10	3	1	0	RoF x1	0	1	2	Shell, Shrapnel.	14t
	1 Use: No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 2, Splash 1, Low Tech.										
Tendril Snare	+4	6	2	2	0	RoF x1	0	1	2	Shell, Snare, Impairment**	14t
	1 Use: No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 2, Low Tech, *Never add Str to your Hit, **Any Escape vs Grab is done vs Defence 12+Crit Dmg, **You never count as Grabbing Target.										
Homemade Bomb	+4	8	4	1	0	RoF x1	0	1	2	Shell, Kinetic.	14t
	1 Use: No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 2, Low Tech.										
Antimonic Acid Bomb	+0	8	5	1	0	RoF x1	0	1	2	Chemical, Antimonic Acid.	14t, 1
	1 Use: No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 2, Burn.										
Fire Bomb	+2	9	4	1	0	RoF x1	0	1	2	Chemical, Napalm.	14t
	1 Use: No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 2, Burn, Does not Work in Void.										
Death Spore Bomb	+2	8	4	1	0	RoF x1	0	1	2	Chemical, Death Spores.	14t, +0
	1 Use: No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 2, Bio Tech, Once per Action: if a character dies to this Weapon: this Weapon gains Splash +1 for that Attack.										


Large Traps

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Spike Pit	+1*	6	4	2	0	RoF x1	2	1	4	Shell, Kinetic.	14t
	1 Use: Splash 6 (Any), No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 12, *Roll Attack Roll vs each individual character within Slash Area, *Each Attack counts as a Direct Attack (not Attack the Ground), Low Tech.										
Glug Nodes	+1*	4	2**	3	0	RoF x1	2	1	4	Shell, Snare, Impairment**	14t
	1 Use: Splash 6 (Any), No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 12, *Roll Attack Roll vs each individual character within Slash Area, *Each Attack counts as a Direct Attack (not Attack the Ground), Low Tech, *Never add Str to your Hit, **Any Escape vs Grab is done vs Defence 12+Crit Dmg, **You never count as Grabbing Target.										
Rigged Fuel Tanks	-1*	7	4	2	0	RoF x1	2	1	4	Chemical, Napalm.	14t
	1 Use: Splash 6 (Any), No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 12, *Roll Attack Roll vs each individual character within Slash Area, *Each Attack counts as a Direct Attack (not Attack the Ground), Burn, Does not Work in Void.										
 Vilecor Spores	-1*	6**	2**	2	0	RoF x1	2	1	4	Chemical, Synthetic Poison.	14t
	1 Use: Splash 6 (Any), No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 12, *Roll Attack Roll vs each individual character within Slash Area, *Each Attack counts as a Direct Attack (not Attack the Ground), Bio Tech, **+2 Damage vs Targets at 0 Endurance, Does not Work in Void.										
	Strong Hit: Synthetic Poison (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Synthetic Poison Effect can Stack up to 4 times).										
 Bioloc Cloud	-1*	6	4	2	0	RoF x1	2	1	4	Chemical, Infectious.	14t, +0
	1 Use: Splash 6 (Any), No Shape Variations, Make a Skill Roll (eg: Mechanics or Survival) of 12 to define trigger, Set Up 12, *Roll Attack Roll vs each individual character within Slash Area, *Each Attack counts as a Direct Attack (not Attack the Ground), Bio Tech.										
	Strong Hit: Infect (Hit) Until your target receives First Aid: all characters that end their Action adjacent to them take 4 End Dmg (does not Stack).										

Clothing

Outfit	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
 Glitch Wrist Band (Scram Suit)	0					6	0	0
	+1 Conversation, Shield, Remove any Locked On Effect on you at the start of your Turn.							
 Prepped Skin (Symbiotic)	0					8	0	0
	+1 Conversation, Bio Tech, +2 to all Outfit Modification Spare Time Rolls.							
 Knight Lab Coat (Synth Steel)	1					8	0	0
	+1 Conversation, -2 to all Outfit Modification Spare Time Rolls. *After you receive Strong Hit: Critical Hit you have -1 Armour (resolve Damage first) until you have Downtime and a Workbench.							
 Octanto™ Anti-Assassination Suit (Shock Plates)	0					8	1	0
	+1 Conversation, Reduce all Attribute Damage (after Armour) by 2 (min 2).							
Space Suit (Environmental Adaptation System)	0					8	0	14t, 1
	+1 Conversation, Able to function in a specific hostile environment**, **You may spend 1 Fate Point to change this environment as a Free Action.							
 Pilderith™ Suit (Grav-Field)	0					8	0	14t, 1
	+1 Conversation, Shield, Electro-Gravity, Immune to non Direct Hit Damage from Attacks with the Keyword: Splash, -1 Armour when at 0 Endurance.							
Auto Cammo Clothing (Haze Mesh)	0			*		8	0	1
	+1 Conversation, *Cover grants you +2 additional Defence.							
 Octanto™ Business Suit (Shield Nodes)	0		+10			8	0	14t, 1
	+1 Conversation, Shield, -1 Armour when at 0 Endurance.							
 Chakano Suit (Technical Suit)	0					6	1	14t, 1
	+1 Conversation, Counts as a Toolbox (+1) for all Trained Professional Skills.							
 Octanto™ Combat Link Suit (Tactical Array Suit)	0					6	1	12t, 2
	+1 Conversation, You and all Allies within 10 gain Lock On +2.							
Jury Rigged Stealth Field (Stealth Suit)	-1			+1 Step*		6	0	14t, 3
	+1 Conversation, Shield, Holographic. *You always have Light Cover (+2) or +1 Cover Step. Modification: Low Quality. Strong Hit: Invisible Strike (Attack, Does not Require Hit) At the end of your Turn make a Free Stealth Action.							

Emergency Void Suits

Outfit	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
Energy Systems Void Suit (Tungsten Carbide)	1					4	4	10t
	Able to function in Space environments, Armour vs Energy +1.							
Common Void Suit (Combat Plates)	1					5	3	10t
	Able to function in Space environments.							
Critical Systems Void Suit (Shock Plates)	1					4	4	10t
	Able to function in Space environments, Reduce all Attribute Damage (after Armour) by 2 (min 2).							
 Dikh All Environ Suit (Environmental Adaptation System)	1	-1				2	3	10t, 14t
	Able to function in Space environments., Able to function in a specific hostile environment**, **You may spend 1 Fate Point to change this environment as a Free Action, Modification: Low Quality.							
Debris Zone Void Suit (Grav-Field)	1	-1				2	3	10t, 14t
	Able to function in Space environments. Shield, Electro-Gravity, Immune to non Direct Hit Damage from Attacks with the Keyword: Splash, -1 Armour when at 0 Endurance, Modification: Low Quality.							
Shielded Void Suit (Shield Nodes)	1	-1	+10			2	3	10t, 14t
	Able to function in Space environments. Shield, -1 Armour when at 0 Endurance, Modification: Low Quality.							

Combat Suits

Outfit	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
Hit of Draz (Parasitic)	1		-5			8	1	0
	Bio Tech. Removal of this Outfit requires a succesful Surgery Healing Roll.							
 Cya (Scram Suit)	1					6	1	1
	Shield. Remove any Locked On Effect on you at the start of your Turn.							
 Vex Coated Skin (Symbiotic)	1					8	1	1
	Bio Tech. +2 to all Outfit Modification Spare Time Rolls.							
 The Kevin Lar™ (Synth Steel)	2					8	0	1
	-2 to all Outfit Modification Spare Time Rolls. *After you receive Strong Hit: Critical Hit you have -1 Armour (resolve Damage first) until you have Downtime and a Workbench.							
 Fete (Tungsten Carbide)	1					8	2	1
	Armour vs Energy +1.							
 Mulengi Djilia Robe (Combat Plates)	1					9	1	1
 Crit Stop Suit (Shock Plates)	1					8	2	1
	Reduce all Attribute Damage (after Armour) by 2 (min 2).							
 Hermes Suit (Heavy Plates)	2	-2	-5			8	3	1
	-1 Armour when at 0 Endurance. You may only turn 90 degrees at the end of each Action that allows you to move.							
 ProtectiMESH™ (Energised)	1	-1	+5			7	1	12t, 1
	Shield.							
 Balwark Robe (Psionic Shielding)	1					6	1	14t, 1
	Shield. +2 Defence vs Psionics, all of your Psionic Weapons have -2 Hit.							
 Holistic (Environmental Adaptation System)	1					8	1	14t, 2
	Able to function in a specific hostile environment**. **You may spend 1 Fate Point to change this environment as a Free Action.							
 Splash Guard (Grav-Field)	1					8	1	14t, 2
	Shield, Electro-Gravity. Immune to non Direct Hit Damage from Attacks with the Keyword: Splash. -1 Armour when at 0 Endurance.							
 Flexi Ink Suit (Haze Mesh)	1			*		8	1	2
	*Cover grants you +2 additional Defence.							
 Tato (Shield Nodes)	1		+10			8	1	14t, 2
	Shield. -1 Armour when at 0 Endurance.							
 Work Uniform (Technical Suit)	1					6	2	14t, 2
	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 Damage (-Armour) to a random (1d6) Attribute.							
 Ruv (Tactical Array Suit)	1					6	2	12t, 3
	You and all Allies within 10 gain Lock On +2.							
 Blacker than Black (Stealth Suit)	0	+1		+1 Step*		8	0	14t, 5
	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 Turn make a Free Stealth Action.							

Tactical Armours

Outfit	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
 Regeneration Splice (Parasitic)	2		-5			10	2	1
	Bio Tech, Removal of this Outfit requires a succesful Surgery Healing Roll.							
 Hedache (Scram Suit)	2					8	2	2
	Shield, Remove any Locked On Effect on you at the start of your Turn.							
 Trashlix Carapace (Symbiotic)	2					10	2	2
	Bio Tech, +2 to all Outfit Modification Spare Time Rolls.							
 Stylist (Synth Steel)	3					10	1	2
	-2 to all Outfit Modification Spare Time Rolls. *After you receive Strong Hit: Critical Hit you have -1 Armour (resolve Damage first) until you have Downtime and a Workbench.							
 Vexillarius (Tungsten Carbide)	2					10	3	2
	Armour vs Energy +1.							
 Accensus (Combat Plates)	2					11	2	2
 Optio (Shock Plates)	2					10	3	2
	Reduce all Attribute Damage (after Armour) by 2 (min 2).							
 Phalanx (Heavy Plates)	3	-2	-5			10	4	2
	-1 Armour when at 0 Endurance, You may only turn 90 degrees at the end of each Action that allows you to move.							
 Hoplon (Energised)	2	-1	+5			9	2	12t. 2
	Shield.							
 Purity (Psionic Shielding)	2					8	2	14t. 2
	Shield, +2 Defence vs Psionics, all of your Psionic Weapons have -2 Hit.							
 Breather (Environmental Adaptation System)	2					10	2	14t. 3
	Able to function in a specific hostile environment**, **You may spend 1 Fate Point to change this environment as a Free Action.							
Grave Wave Plates (Grav-Field)	2					10	2	14t. 3
	Shield, Electro-Gravity, Immune to non Direct Hit Damage from Attacks with the Keyword: Splash, -1 Armour when at 0 Endurance.							
Como Gear (Haze Mesh)	2			*		10	2	3
	*Cover grants you +2 additional Defence.							
 Sentinel Shielded Armour (Shield Nodes)	2		+10			10	2	14t. 3
	Shield, -1 Armour when at 0 Endurance.							
 Gotee Suit (Technical Suit)	2					8	3	14t. 3
	Counts as a Toolbox (+1) for all Trained Professional Skills.							
Overcharged Personal Shield (Explosive Shield Nodes)	2					8	2	3
	Shield, When you take Attribute Damage all adjacent characters take 4 Damage (-Armour) to a random (1d6) Attribute.							
 Dux (Tactical Array Suit)	2					8	3	12t. 4
	You and all Allies within 10 gain Lock On +2.							
 Jim Jams (Stealth Suit)	1	+1		+1 Step*		10	1	14t. 6
	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 Turn make a Free Stealth Action.							

Retractable

Outfit	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
 Retractable Carapace (Parasitic)	2		-5			8	0	2
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, Bio Tech, Removal of this Outfit requires a succesful Surgery Healing Roll.								
 Nausea (Scram Suit)	2					6	0	3
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, Shield, Remove any Locked On Effect on you at the start of your Turn.								
 Second Skin (Symbiotic)	2					8	0	3
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, Bio Tech, +2 to all Outfit Modification Spare Time Rolls.								
 Vis-à-vis Suit (Synth Steel)	3					8	0	3
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, -2 to all Outfit Modification Spare Time Rolls. *After you receive Strong Hit: Critical Hit you have -1 Armour (resolve Damage first) until you have Downtime and a Workbench.								
 Chovexani Robe (Tungsten Carbide)	2					8	1	3
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, Armour vs Energy +1.								
 Advent Suit (Combat Plates)	2					9	0	3
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1.								
 Synergy Suit (Shock Plates)	2					8	1	3
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, Reduce all Attribute Damage (after Armour) by 2 (min 2).								
 Fat Suit (Heavy Plates)	3	-2	-5			8	2	3
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, -1 Armour when at 0 Endurance, You may only turn 90 degrees at the end of each Action that allows you to move.								
 Paradigm Suit (Energised)	2	-1	+5			7	0	12t, 3
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, Shield.								
 Sanctuary (Psionic Shielding)	2					6	0	14t, 3
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, Shield, +2 Defence vs Psionics, all of your Psionic Weapons have -2 Hit.								
 Behoovt™ Environ Suit (Environmental Adaptation System)	2					8	0	14t, 4
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, Able to function in a specific hostile environment**, **You may spend 1 Fate Point to change this environment as a Free Action.								
 Cognizant Suit (Grav-Field)	2					8	0	14t, 4
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, Shield, Electro-Gravity, Immune to non Direct Hit Damage from Attacks with the Keyword: Splash, -1 Armour when at 0 Endurance.								
 Vahz Suit (Haze Mesh)	2			*		8	0	4
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, *Cover grants you +2 additional Defence.								
Shielded Clothing (Shield Nodes)	2		+10			8	0	14t, 4
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, Shield, -1 Armour when at 0 Endurance.								
 Innovator (Technical Suit)	2					6	1	14t, 4
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, Counts as a Toolbox (+1) for all Trained Professional Skills.								
 Make an Entrance (Explosive Shield Nodes)	2					6	0	4
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, Shield, When you take Attribute Damage all adjacent characters take 4 Damage (-Armour) to a random (1d6) Attribute.								
 Black Tie (Stealth Suit)	1	+1		+1 Step*		8	0	14t, 7
+1 Conversation, Not obvious that you are wearing Armour until it is Set Up, Set Up 1, 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 Turn make a Free Stealth Action.								

Assault Plates

Outfit	Armour	Defence	Endurance	+ Cover	Front Cover	Slots	Weight	Cost
 Invulnerability SPlice (Parasitic)	3	-1	-5			8	4	14t, 3
	Defence vs Impair +2, Bio Tech, Removal of this Outfit requires a succesful Surgery Healing Roll.							
 See-no-Evil (Scram Suit)	3	-1				6	4	14t, 4
	Defence vs Impair +2, Shield, Remove any Locked On Effect on you at the start of your Turn.							
 Cholid Carapace (Symbiotic)	3	-1				8	4	14t, 4
	Defence vs Impair +2, Bio Tech, +2 to all Outfit Modification Spare Time Rolls.							
 Ablatex™ (Synth Steel)	4	-1				8	3	14t, 4
	Defence vs Impair +2, -2 to all Outfit Modification Spare Time Rolls, *After you receive Strong Hit: Critical Hit you have -1 Armour (resolve Damage first) until you have Downtime and a Workbench.							
 Zuhno (Tungsten Carbide)	3	-1				8	5	14t, 4
	Defence vs Impair +2, Armour vs Energy +1.							
 Linothorax (Combat Plates)	3	-1				9	4	14t, 4
	Defence vs Impair +2.							
 Devine (Shock Plates)	3	-1				8	5	14t, 4
	Defence vs Impair +2, Reduce all Attribute Damage (after Armour) by 2 (min 2).							
 Orcus (Heavy Plates)	4	-3	-5			8	6	14t, 4
	Defence vs Impair +2, -1 Armour when at 0 Endurance, You may only turn 90 degrees at the end of each Action that allows you to move.							
 Ego (Energised)	3	-2	+5			7	4	12t, 14t, 4
	Defence vs Impair +2, Shield.							
 Holy Word (Psionic Shielding)	3	-1				6	4	2x 14t, 4
	Defence vs Impair +2, Shield, +2 Defence vs Psionics, all of your Psionic Weapons have -2 Hit.							
 Apropros (Environmental Adaptation System)	3	-1				8	4	2x 14t, 5
	Defence vs Impair +2, Able to function in a specific hostile environment**, **You may spend 1 Fate Point to change this environment as a Free Action.							
 Insertion Exosuit (Grav-Field)	3	-1				8	4	2x 14t, 5
	Defence vs Impair +2, Shield, Electro-Gravity, Immune to non Direct Hit Damage from Attacks with the Keyword: Splash, -1 Armour when at 0 Endurance.							
 Corinth Suit (Hardened Shell)	3	-1				8	6	14t, 5
	Defence vs Impair +2, Immune to Pen (Attacks against you never use the Keyword: Penetration).							
 R3ality Hack (Haze Mesh)	3	-1		*		8	4	14t, 5
	Defence vs Impair +2, *Cover grants you +2 additional Defence.							
 Sol (Shield Nodes)	3	-1	+10			8	4	2x 14t, 5
	Defence vs Impair +2, Shield, -1 Armour when at 0 Endurance.							
 Got'da'lot (Technical Suit)	3	-1				6	5	2x 14t, 5
	Defence vs Impair +2, Counts as a Toolbox (+1) for all Trained Professional Skills.							
 Judgement (Explosive Shield Nodes)	3	-1				6	4	14t, 5
	Defence vs Impair +2, Shield, When you take Attribute Damage all adjacent characters take 4 Damage (-Armour) to a random (1d6) Attribute.							
 Faith (Tactical Array Suit)	3	-1				6	5	12t, 14t, 6
	Defence vs Impair +2, You and all Allies within 10 gain Lock On +2.							
 White Tie (Stealth Suit)	2			+1 Step*		8	3	2x 14t, 5
	Defence vs Impair +2, 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 Turn make a Free Stealth Action.							

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*
Defence vs Impair +6, Armour vs Slow -1. *May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), Bio Tech, Removal of this Outfit requires a succesful Surgery Healing Roll.								
 Living Exoskeleton (Symbiotic)	5	-2	+5	-1 Step	-1 Step	6	5*	14t, 6*
Defence vs Impair +6, Armour vs Slow -1. *May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), Bio Tech, +2 to all Outfit Modification Spare Time Rolls.								
 Praetorian (Tungsten Carbide)	5	-2	+5	-1 Step	-1 Step	6	6*	14t, 6*
Defence vs Impair +6, Armour vs Slow -1. *May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), Armour vs Energy +1.								
 Mars (Combat Plates)	5	-2	+5	-1 Step	-1 Step	7	5*	14t, 6*
Defence vs Impair +6, Armour vs Slow -1. *May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0).								
 Titan Mech (Heavy Plates)	6	-4		-1 Step	-1 Step	6	7*	14t, 6*
Defence vs Impair +6, Armour vs Slow -1. *May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), -1 Armour when at 0 Endurance, You may only turn 90 degrees at the end of each Action that allows you to move.								
 n00b Suit (Energised)	5	-3	+10	-1 Step	-1 Step	5	5*	12t, 7t, 6*
Defence vs Impair +6, Armour vs Slow -1. *May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), Shield.								
Omni Armour (Environmental Adaptation System)	5	-2	+5	-1 Step	-1 Step	6	5*	2x14t, 7*
Defence vs Impair +6, Armour vs Slow -1. *May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), Able to function in a specific hostile environment**, **You may spend 1 Fate Point to change this environment as a Free Action.								
 Signature (Grav-Field)	5	-2	+5	-1 Step	-1 Step	6	5*	2x14t, 7*
Defence vs Impair +6, Armour vs Slow -1. *May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), Shield, Electro-Gravity, Immune to non Direct Hit Damage from Attacks with the Keyword: Splash, -1 Armour when at 0 Endurance.								
 Aegis Armour (Hardened Shell)	5	-2	+5	-1 Step	-1 Step	6	7*	14t, 7*
Defence vs Impair +6, Armour vs Slow -1. *May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), Immune to Pen (Attacks against you never use the Keyword: Penetration).								
Spec-Op Armour (Haze Mesh)	5	-2	+5	-1 Step*	-1 Step	6	5**	14t, 7**
Defence vs Impair +6, Armour vs Slow -1. **May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), *Cover grants you +2 additional Defence.								
 Hephaestus Personal Shield (Shield Nodes)	5	-2	+15	-1 Step	-1 Step	6	5*	2x14t, 7*
Defence vs Impair +6, Armour vs Slow -1. *May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), Shield, -1 Armour when at 0 Endurance.								
 Flexicon™ Suit (Technical Suit)	5	-2	+5	-1 Step	-1 Step	4	6*	2x14t, 7*
Defence vs Impair +6, Armour vs Slow -1. *May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), Counts as a Toolbox (+1) for all Trained Professional Skills.								
 Vulcan (Tactical Array Suit)	5	-2	+5	-1 Step	-1 Step	4	6*	12t, 14t, 8*
Defence vs Impair +6, Armour vs Slow -1. *May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), You and all Allies within 10 gain Lock On +2.								
 Helm of Hades (Stealth Suit)	4	-1	+5	*	-1 Step	6	4**	14t, 10**
Defence vs Impair +6, Armour vs Slow -1. **May increase Cost by 2 to decrease Weight by 4, While not wearing this Mech Suit you may wear a Combat Suit (Armour 1, Slots 8, Weight 1, Cost 0), Shield, Holographic, *You always have Light Cover (+2). Strong Hit: Invisible Strike (Attack, Does not Require Hit) At the end of your Turn make a Free Stealth Action.								

Acknowledgments

Created by

Wade Dyer (Design Ministries)

Artwork

Arky Fitzwater

Copyright (C) 2018 by Design Ministries.

"Fragged Empire" is a registered trademark by Wade Dyer.

All rights are reserved. No part of this publication may be reproduced, distributed or transmitted in any form or by any means, including photocopying, recording or other electronic or mechanical methods, without prior written permission of Design Ministries.

Names, characters, places, and incidents featured in this publication are fictitious. Any resemblance to actual persons (living or dead), events, institutions, or locales is coincidental.

Design, Layout and Production:

Wade Dyer

www.designministries.com.au

www.fraggedempire.com

contact@fraggedempire.com