

Ranged Energy Weapons

Name	Cost	Short	Med	Long	Attack	Damage	Reload	Size	Type	Special
80KW Six-Shooter	\$10	1-6	7-10	11-14	4	0	3x1	S	Energy	
100KW Six-Shooter	\$40	1-6	7-10	11-14	4	1	2x1	S	Energy	
200KW Six-Shooter	\$60	1-6	7-10	11-14	4	2	2x1	S	Energy	
300KW Six-Shooter	\$80	1-6	7-10	11-14	4	3	2x1	S	Energy	
400KW Six-Shooter	\$80	1-6	7-10	11-14	3	4	1x1	S	Energy	
Light Pistol	\$60	1-8	9-15	16-17	2	3	2x1	S	Energy	
Heavy Pistol	\$80	1-8	9-13	14-16	2	4	2x1	S	Energy	
Handcannon	\$120	2-6	7-8	9-12	2	6	1x1	S	Energy	
Laserbow	\$80	1-3	4-8	9-11	1	5	None	M	Energy	
Blasterbow	\$100	1-4	5-10	11-14	2	4	None	S	Energy	
Pump Shotgun	\$100	1-4	5-7	8-9	3	5	2x1	M	Energy	
Double Barrel Shotgun	\$100	1	2-6	7-9	2	5	2x1	M	Energy	Both Barrels
Auto Shotgun	\$150	1-6	7-8	9-10	4	5	1x1	L	Energy	
200KW Twin Rifle	\$150	1-9	10-12	13-18	5	2	2x1	M	Energy	Both Barrels
400KW Lever-Action Rifle	\$120	4-10	11-14	15-21	3	4	3x1	M	Energy	
500KW Lever-Action Rifle	\$160	4-10	11-14	15-21	3	5	2x1	M	Energy	
600KW Lever-Action Rifle	\$200	4-10	11-14	15-21	3	6	2x1	M	Energy	
700KW Lever-Action Rifle	\$250	4-10	11-14	15-21	2	7	1x1	M	Energy	
1MW Lever-Action Rifle	\$320	4-10	11-16	17-24	1	8	Auto	L	Energy	
Low Burst Rifle	\$120	1-4	5-11	12-16	6	1	4x1	L	Energy	
High Burst Rifle	\$150	1-4	5-10	11-14	6	2	3x1	L	Energy	
Rotary Rifle	\$600	1-6	7-11	12-15	7	3	3x1	L	Energy	Hail of Bullets
1MW Scoped Rifle	\$600	4-6	7-18	19-24	1	10	1x1	L	Energy	Scoped
2MW Scoped Rifle	\$620	4-6	7-20	21-28	1	10	1x1	L	Energy	Scoped
3MW Scoped Rifle	\$750	6-8	9-20	21-30	1	11	Auto	L	Energy	Scoped

Ranged Projectile Weapons

Name	Cost	Short	Med	Long	Attack	Damage	Reload	Size	Type	Special
Throwing Knife	\$40	1-6	7-10	11-13	3	2	Auto	S	Projectile	
Throwing Axe	\$40	1-5	6-10	11-13	2	3	Auto	S	Projectile	
Throwing Spear	\$10	1-4	5-10	11-12	2	1	Auto	S	Projectile	
Stub Pistol	\$150	1-8	9-14	15-16	4	4	1x1	S	Projectile	
Crossbow	\$150	2-10	11-14	15-18	3	3	None	M	Projectile	
Sawed Off Shotgun	\$120	1-2	3-6	7-9	2	6	2x1	S	Projectile	
Bolt Action Rifle	\$150	2-8	9-15	16-22	1	6	1x1	M	Projectile	
Assault Rifle	\$120	1-6	7-12	13-16	6	1	2x1	M	Projectile	
Needler Rifle	\$400	N/A	1-13	N/A	N/A	2	None	M	Projectile	Seeking
Blunderbuss	\$150	1-5	6-10	11-14	1	5	1x1	L	Projectile	Explosion
Bazooka	\$1,200	5-6	7-18	19-28	1	15	Auto	L	Projectile	Explosion
Rocket Launcher	\$1,300	5-6	7-16	17-25	1	12	1x1	L	Projectile	Explosion
Grenade Launcher	\$900	5-10	11-14	15-20	4	6	1x1	L	Projectile	Explosion
Flamethrower	\$1,500	N/A	1-6	N/A	1	8	Auto	L	Projectile	Fireline
Boom Grenade	\$120	N/A	3-12	N/A	1	7	Auto	M	Grenade	Explosion
Kaboom Grenade	\$170	N/A	3-10	N/A	1	7	Auto	M	Grenade	Big Explosion
Stick of Dynamite	\$120	N/A	3-12	N/A	1	7	Auto	M	Grenade	Explosion
Bundle of Dynamite	\$170	N/A	3-10	N/A	1	7	Auto	M	Grenade	Big Explosion
Riot Grenade	\$100	N/A	3-12	N/A	1	N/A	Auto	M	Grenade	Knockback
Dazzler Grenade	\$170	N/A	3-12	N/A	1	N/A	Auto	M	Grenade	Blind
Stun Grenade	\$200	N/A	3-12	N/A	1	N/A	Auto	M	Grenade	Stun
Tangle Grenade	\$200	N/A	3-12	N/A	1	N/A	Auto	M	Grenade	Web
Defoliant Grenade	\$200	N/A	3-12	N/A	1	N/A	Auto	M	Grenade	Cover Breaker

Melee Weapons

Name	Cost	Short	Med	Long	Attack	Damage	Reload	Size	Type	Special
Punch	N/A	Melee	Melee	Melee	2	1	None	-	Melee	Brawl
Kick	N/A	Melee	Melee	Melee	1	2	None	-	Melee	Brawl
Shove	N/A	Melee	Melee	Melee	1	0	None	-	Melee	Brawl, Knockback
Broken Bottle	\$5	Melee	Melee	Melee	3	0	None	S	Melee	
Machete	\$10	Melee	Melee	Melee	1	4	None	S	Melee	
Hammer	\$40	Melee	Melee	Melee	1	5	None	S	Melee	
Tall Sword	\$100	Melee	Melee	Melee	1	7	None	L	Melee	
Knife or Brass Knuckles	\$10	Melee	Melee	Melee	2	3	None	S	Melee	
Long Sword or Flail	\$40	Melee	Melee	Melee	2	4	None	M	Melee	
Shank	\$10	Melee	Melee	Melee	3	2	None	S	Melee	
Short Sword or Axe or Club	\$40	Melee	Melee	Melee	3	3	None	S	Melee	
Staff	\$80	Melee	Melee	Melee	3	4	None	M	Melee	
Spear	\$80	Melee	Melee	Melee	4	3	None	M	Melee	
Shudder Lance	\$120	Melee	Melee	Melee	3	5	None	M	Melee	Knockback
Plasma Lance or Power Glove	\$150	Melee	Melee	Melee	4	5	None	M	Melee	
Motor Blade	\$140	Melee	Melee	Melee	5	3	None	M	Melee	
Whip	\$180	Melee	Melee	Melee	6	2	None	L	Melee	
Dinoprod	\$200	Melee	Melee	Melee	8	0	None	M	Melee	
Twin Lance	\$200	Melee	Melee	Melee	7	2	None	L	Melee	

Armor

Material Name	Cost	Armor Rating	MV Penalty
Unarmored	N/A	0	0
Cloth / Padded / Quilted	\$50	1	0
Clay / Wood / Bone	\$100	2	0
Dinohide / Mesh / Flak	\$300	3	0
Metal / Ceramic / Kevlar	\$500	4	0
Vectran / Thermoplastic	\$1,000	5	-1
Biosteel / Kinetic	\$1,500	6	-2
STF / Ferrobone	\$2,000	7	-3

Weapon Special Abilities
Both Barrels: Add +2 Attacks for the next attack, but mark with a Reload token.
Hail of Bullets: Optionally Re-roll one single Attack dice.
Scoped: Ignore the penalty for attacking targets in Cover.
Seeking: No Attack Roll is necessary, instead the target is automatically hit.
Fireline: Draw a straight line from the firer in the direction they wish to attack, up to the maximum range of the weapon. Any entity (allied or hostile) the line passes over (even partially) suffers an attack from this weapon.
Explosion: Resolve a normal attack against the target. If hit, any entity (allied or hostile) within 2" take the base damage of the weapon.
Big Explosion: Same as Explosion, but with a 4" radius.
Knockback: On hit the target is moved 1D6" directly away from the attacker.
Blind: On hit the target is blinded and has -1 Attack until the end of their next Activation. If this reduces them to 0 Attacks they cannot attack during that Activation.
Stun: On hit the target is stunned and cannot make any attacks during their next Activation.
Web: On hit the target is paralyzed in place and cannot move during their next Activation.
Cover Breaker: On hit remove 1 piece of vegetation based terrain (such as a tree or hedge). What constitutes a single piece is at the GM's discretion.
Brawl: Always free, armed, and available. Considered natural weapons of humans, such as punches, kicks, and shoves.

Equipment

Name	Cost	Purpose or Effects
Hemp Rope	\$5	Thick sturdy rope, 50 feet long
Micro Rope	\$10	Nearly invisible rope, 200 feet long
Grappling Hook	\$1	To hook onto surfaces
Lockpick	\$10	For unlocking a lock without damaging it
Locksplitter	\$20	For destroying locks
Charcoal and Paper	\$1	For writing
Datapad	\$50	For storing notes
Deck of Cards	\$1	For gambling
Dice	\$1	For gambling
Musical Instrument	\$1	Make music
Sleeping Bag	\$5	Protection while sleeping on the ground
Fold-a-Cot	\$10	Raised platform to sleep on
Tent	\$20	Sleep in style
Canteen	\$1	Store liquids
Binoculars (Lense)	\$30	Magnify distant sights (20x)
Binoculars (Electric)	\$80	Magnify distant sights (1x-50x)
Spymic	\$50	Amplify and listen to distant sounds up to 500 feet away
Candles (Wax)	\$1	Small area of light
Candles (LED)	\$2	Small area of light
Flinter and Tinder	\$1	Start fires

Name	Cost	Purpose or Effects
Matches (Chemical)	\$2	Start fires
Firesparker	\$5	Start fires
Lantern (Oil)	\$1	Wide area of light
Lantern (Electric)	\$10	Wide area of light
Flashlight	\$10	Long narrow beam of light
Fold-a-Shovel	\$1	Dig holes
Wirecutter	\$1	Cut barbwire, fences, etc.
Motion Detector	\$70	Warn when motion is detected
Heartbeat Scanner	\$150	Determine location of entities within 100 feet
Filter Mask	\$80	Block harmful air
Cybergills	\$80	Breath underwater (in fresh water only) for 3 hours
Nightsight	\$80	See in low-light or dark conditions
Whiskey Drop	\$5	Restore 2 Hitpoints instantly
Small IRP	\$10	Restore 1D6 Hitpoints instantly
Medium IRP	\$20	Restore 1D12 Hitpoints instantly
Large IRP	\$50	Restore 2D12 Hitpoints instantly
Critical IRP	\$150	Restore 40 Hitpoints instantly
Medpack	\$15	Restore 1D12 Hitpoints over time
Autosurgeon	\$40	Restore 2D12 Hitpoints over time
Fold-a-Doc	\$120	Restore 40 Hitpoints over time