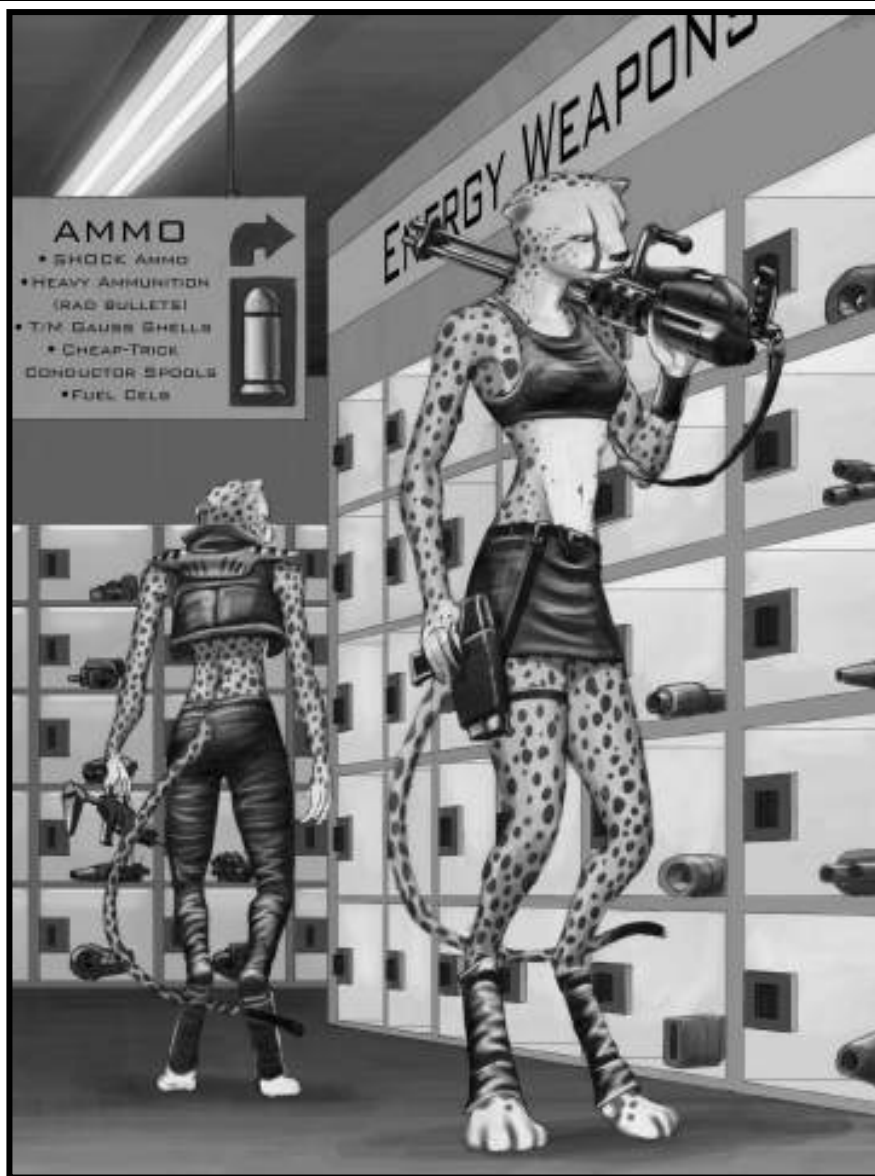


Armor and Weapons

The one great legacy of the age of war was a planet torched to a poisoned cinder by nuclear strikes. But if there were to be a second legacy it would be all the gear that was used to do that left lying around. Far from being purely and utterly bitter about their circumstances, the people of Have-Not consider that second legacy valuable: the tools of warfare, built to last, to use ammo that could mostly still be produced, and coming in several flavors from pretty decent to utterly lethal were useful in the ever-present fight to stay alive.

That goes double for armor. Finding a SHOK rifle is nice. Finding a suit of powered battle armor makes you king for ... well ... for as long as you own and wear it—which historically could be quite awhile.



Where Weapons Come From

Middle Ring	Yard	Advanced	Unusual	Have
MR	Y	A	U	H

Middle Ring: Weapons that are *made* in the Middle Ring use technology that can be created without sophisticated industry.

Bone Yard: Weapons from here are usually versions of (real-world) modern firearms. The Distro-Point *does* pump-out a few energy weapons on a random basis—but mostly weapons that use advanced principles are no longer made.

Advanced: The weapon uses advanced technology. Maybe not a *lot* of advanced technology—but some. They are no longer made. These weapons are essentially *treasure*—they may be sold—they might even not be so rare as to not be a surprise when one comes across one—but they are more likely to be sold in specialty shops in the Yard than in the Middle Ring (most would fetch market prices that would be unaffordable in the Middle Ring).

Unusual: Unusual weapons might not be especially *high tech*—but they're *rare* (often rarer than some Advanced Weapons—Laser Pistols are pretty common. Lewis .45 Revolvers *aren't*). Bio-weapons are an example of Unusual guns—as well as the almost magical Lewis Firearms.

Have: Have Weapons (and, it turns out, there aren't any in *this* chapter—they're in the Artifacts book—but the notation is here anyway) represent the outside edge of weaponry. From *Just Go Away* attacks to some even more bizarre and awe inspiring tools of destruction, Have weapons are more than just nuclear-force—they're *wrong*. If you ever run across one, you'll see what we mean.

Weapon Stats

Weapon Name,			Cost	Dam	ROF	Control	Range	Clip
Ammo Type	Level	Where Found	Cost / 5 full reloads	Damage and Type	Rate of Fire	Control Modifier	Range Modifier	Rounds in clip
Description and picture [CREW SERVED]								

Ammo Type: Ammo Type is described in the preceding chapter if we don't think it's clear (bullets). A note on HEAP shells: HEAP (High Explosive Armor Piercing) do their listed damage Impact if they *don't* penetrate armor—but if they *do* penetrate armor they do 3x their listed damage!

Cost: The cost calculations for how many bullets/shots/shells a full-reload is comes out to 5 clips (so if a gun is a 6-shot revolver and the number after the slash is 10c, then you get a box of 60 shells for 10c).

CREW SERVED: If a weapon is given this designation then it means the weapon *must* be attached to a vehicular mounting or carried and operated by numerous people (and takes time to set up)—and is hence much cheaper than it's statistics might otherwise indicate. SEE HEAVY WEAPONS SECTION.

Rate of Fire: Here's what the numbers mean:

Number	Meaning
S	Standard—1 shot per 5 REA trigger pull.
3x [8]	The gun fires in fully automatic mode unleashing 8 rounds per second. The user gets 3 <i>rolls to hit</i> (this uses the new auto fire rules which are published simultaneously). So 5x [16] means that it fires 16 bullets (decrease ammo supply by 16) and the user gets 5 to-hit rolls.

Hand to Hand Weapons

Most of this chapter is devoted to ranged weapons—they're preferred, lethal, and common in the world of Have-Not—but don't discount the odd Ion Blade or other hand-to-hand weapon.

Ion Blade	Swing	Back Swing	Damage	Cost
Energized Blade [A]	Normal	Normal	+1x/4x	50c per point of Base Damage
Description: To make blades that would cut armor plate the warlords of the Age of War wrapped their tungsten-steel blades in rapidly moving energy matrices. The result was called Ion blades and some of them do cut metal. The effect is that if there is a hit by 0-3 the blade does +1x the listed Base Damage (so a Broad Sword does +12 instead of +6). If the hit is by 4+ the damage is +4x (or +30).				

K-Stick	Swing	Back Swing	Damage	Cost
Kinetic Night Stick [A]	+0	+2	+18 IMP	20c
Description: When "active" the night stick glows with a purplish light –and when it strikes something it hits for Base Damage +12 Impact (but acts like a broad sword or club for weapon purposes). K-Sticks are common and are usually used by Bone Yard security.				

Cinderblock on an Chain	Swing	Back Swing	Damage	Cost
Flail	+2	+3	+7 IMP	.1c
Description: It's got long reach, it says <i>industrial</i> all over it. It hurts. And it's dirt cheap. Sure, it's a bit hard to use (Flail skill) but hey—the cinderblock on a chain is the answer to lots of problems down in the Yard.				

Fuel Cells / Power Cells / Batteries

The Power Cell (also called Fuel Cell) is the primary unit of transported power. *Most* of these are rechargeable and require some kind of generator (like the kind that's found in town). In the BoneYard (which has underground Fusion Power Plants) you can get them recharged pretty cheaply. Out in the Middle Ring someone has to either burn gas or you need a Power Farm (which takes empty cells to the collectors and baby-sits them while they recharge).

Cells are rated in Cost and Power Units. A Power Unit is a measure of energy (usually one shot for a weapon—but some weapons take more).

Cell Type	How many shots it gets off that type of cell	Cell Slots
-----------	--	------------

Cell Type: This is the type of cells the gun takes (I1, I2, I3, AA, V1, or V2)

Power Units Per Shot: Some weapons use 2 or more Power Units per shot fired (and remember if the trigger is pulled on a fully automatic weapon, the number of shots fired is the number in [brackets], not the number of attacks).

Cell Slots: The number of "magazines" the weapon takes is listed here.

A	4c	B	12c	C	30c
Power Units	12	Power Units	10	Power Units	100
About 1" long and round.		The size of a handgun magazine.		The size of an assault rifle magazine.	
AA (Micro)	.1c	V1 (Vehicular 1)	100c	V2 (Vehicular 2)	400c
Power Units	1	Power Units	300	Power Units	2000
Size of a watch battery.		Half the size of a car battery.		Size of a car battery.	

Heavy Weapons

Some weapons here are listed as CREW SERVED (which means you target using the Gunner Skill and the weapon is most always mounted). Heavy Weapons are designed to engage large targets: each adjustment on a pistol moves the strike of the round a few centimeters at a given range—on a heavy machine gun, it could be many inches. Thus, when using a “heavy weapon” there are some inherent negatives to targeting small objects or making called shots.

Note: One of the cited reasons that army tanks have a light machine gun is to deal with infantry—why? They already (usually) have a heavy machine gun. One reason is expense (larger ammo is more expensive), one reason is overkill (you don’t need a .50 caliber round to kill a human at any thing approaching close range), but another reason is accuracy—and that’s part of why these rules exist.

Heavy Weapon Targeting

Heavy Weapons (large caliber machine guns, emplaced or vehicular energy weapons, rocket launchers, etc.) use the Heavy Weapons skill (here referred to as Gunner). They target somewhat differently than standard weapons (which use the Firearms skill).

- Called Shots of any sort are at -5 to hit.
- Human sized targets are at -1 to be hit (vehicular sized targets are at no negative).
- Aim is a 5 REA Medium action that gives +1 to be hit.
- Many Heavy Weapons have re-load or re-charge/cool-down times.

MOUNTED

The weapon is affixed to either an emplaced gun turret or a vehicle—it is not carried. Usually there will be an external energy source as well.

- The weapon comes with a mount—it cannot be carried.
- If it has a listed CYCLE TIME that is the number of seconds between shots it must cool for (or how long it takes to re-load).

CREW SERVED

The weapon *can* be carried—but it usually takes two people to operate it (the classic case of this is a light machine gun where one person carries the tripod and ammo and the other carries and operates the gun).

- Power cells or ammo and the weapon can be carried by one person if their STR is 12 or higher.
- Usually setting the weapon up takes 10 seconds (this is a very basic approximation). If fired without set up, Control modifier is increased by 1pt (-1 becomes -2). If Control is 0, then the gun simply gets a -1 to hit for all shots.

HEAVY WEAPON

The weapon simply uses the HEAVY WEAPON targeting rules—it isn’t too heavy to carry (this is applicable, for example, to rocket launchers).

Bullets

In Have-Not *everyone* has the right to bear arms (yeah, wise guy, including the mutant bears. We *know*.) Armor's good too ... and ammo? Keep it coming. Rack the bolt back, drop the hammer, and squeeze the trigger, baby. Some of these are *state of the art*—but in the not-so-heavily-industrialized Middle Ring ... most aren't. Costs after the "/" are for 5 full loads of ammo. These are the guns that can be built using native technology of the Middle Ring. No industrial gear, primitive metal refinery, and chemical propellant.

Welkin .40 Six Shooter			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 0	MR	11c / 1c	9 PEN	S	0	-1/5y	6
The Welkin .40 and a hundred guns just like it is a common gun for a common cause: staying alive. It lacks the power to stop the really tough things—but most things that'll kill you aren't really tough. If you stay in town you're more likely to get a knife in the back at the poker game than get eaten by a Sand Dragon.								

"Garn's Iron" .455 Six Gun			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 0	MR	15c / 2c	11 PEN	S	-1	-1/6y	6
A black metal revolver that's seen more use in the Ring than the shot glass. Garn's Armory is only one of a few gun-smithies that have the foundry to turn them out in any quantity. Some are cheaper than others—but this is a traveler's gun—and are favored by range-riders since they won't jam even in extremely unclean conditions.								

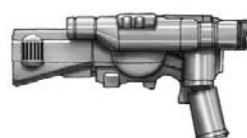
Tor .50-Cal Revolver			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 0	MR	22c / 2c	14 PEN	S	-2	-1/7y	5
The Tor-Five-Oh is a heavy gun. It's maw of a barrel is the last thing a lot of people ever get to see. It's not in the same class as the high-tech, clip-fed uber-magnums that come out of the BoneYard's machine shops ... but on the range it's distinctive thunder is often the loudest coming out of a handgun.								

Ares-1 Light Pistol			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 0	Y	17c/1c	5 PEN	S	-0	-1/4y	9
The Ares-1 is a cheap light pistol. A "ladies version" exist for +4c that has nicer grips and a polished silver finish but it's the same Saturday Night Special inside. The ammo comes in disposable magazines that are made of plastic. In some places you can even get them in vending machines.								

Ares .30 Auto-Mag			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 0	Y	30c / 2c	7 PEN	S	0	-1/9y	18
The Ares .30 is a matt-black automatic handgun with an extended clip. The bullets are small compared to the revolver hand-cannons some people carry—but the Ares has status. What's more, it's well made. It doesn't jam easily (no matter what the range-riders say) and it's extremely accurate for its size ... and you won't run out of shots (and if you do, it's quick to reload). A lot of bosses want an Ares on their hip because it says "I'm paid to be in charge."								

Katana UberMagnum			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 0	Y	60c / 2c	16 PEN	S	-3	-1/13y	7
The Katana UberMagnum may have been built just to prove that no one could do it <i>bigger</i> than the 'Yard. They're out of production now—and almost impossible to control after that first shot—but who cares: the Katana is huge, powerful and <i>loud</i>. It says to the world: "For some reason I need a <i>really</i> the hell big hand cannon ... and apparently haven't discovered the rifle." We don't exactly know what that means either.								

Raven Automatic SMG			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 0	Y	75c / 3c	6 PEN	4x[12]	-0	-1/15y	36
The Raven fires a high-velocity 7mm bullet (at a rate of roughly 12 per second). It's compact, modestly accurate, and deadly. If exposed to harsh weather, however, it tends to seize up. In harsh conditions (which camping counts if you get caught in rain and mud—and the desert counts no matter what) choose a single die (either of a different color or roll separately each time it's fired). On a 6 it will jam—and the shot will <i>not</i> be fired. It takes a Firearms skill roll at -3 to un-jam it (5 REA medium action, one may keep trying until successful).								

Mars-Cor Smart Gun (pistol)			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 0	Y	35c/4c	6 PEN	S	-0	-1/6y	6
The Mars-Cor Smart Gun is a mid-sized handgun that does the targeting for you. It has a computer eye under the barrel (a small black glass stud) and the shells are radio-guided gyro-jet bullets given an initial acceleration by a standard explosive charge. It has a 13- gun skill (when the computer thinks you are pointing at your target, the handle buzzes. If you fire the gun guides them in). Favored by executives and others who don't want to learn to shoot but might need to. Unfortunately so much effort has been spent making it self-aiming yet light enough to be carried under a business suit that its damage is woefully low for kidnap or combat situations.								

A21 .357 Magnum			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 0	Y	25/2c	13 PEN	S	-2	-1/11y	12
The heavy black .375 Magnum handgun is a means-business no nonsense gun carried by police and security forces in the 'Yard. Vid heroes sometimes carry two of them (but the no-longer manufactured Katana still shows up in the hands of those guys more often).								

Thomas Double Barrel Scattergun			Cost	Dam	ROF	Control	Range	Clip
Shotgun	LVL 0	MR	21c / .5c	18 PEN	S	-2	Short	2
The Thomas Scattergun is a standard fixture on the range. It's reliable, fairly deadly at close range, and it's cheap. The lack of multiple shells isn't a problem when most people are frightened off by one barrel. Against armored cyborg biker gangs or metal skinned mutants, however, it's sadly in-effective.								

Kleyman Rifle			Cost	Dam	ROF	Control	Range	Clip
Shotgun	LVL 0	MR	28c / 2c	21 PEN	S	-1	-1/50	8
The Kelyman hunting rifle is like any of a hundred rifles commonly found in the Middle Ring. It's reliable if somewhat small-caliber for a combat weapon (and all too often even "hunting" can become combat in the Middle Ring. Still, it's what farmers, range-hands, and shopkeepers have in reserve.								

Maverick .30-Cal Repeating Rifle	Cost	Dam	ROF	Control	Range	Clip
Bullets LVL 1 MR	40c / 4c	31 PEN	S	-1	-1/80y	12
Maverick is a common weapon of choice on the range. Some things are too big or too <i>bad</i> to stop with a handgun—the backup of a Maverick Rifle is highly welcome. The Maverick auto-loads from a side-loaded clip of ammunition. It is gray steel with wood finish.						
						

Ramshead Arms '31 Pump Rifle	Cost	Dam	ROF	Control	Range	Clip
Bullets LVL 1 MR	30c / 2c	24 PEN	S *	-1	-1/70y	8
The Ramshead Arms <i>Thirty-one</i> is cheaper and fires a slower (but larger) shell than the Maverick (it loads with pump action like a shotgun from an internal tube of shells). It has a disturbing tendency to <i>jam</i>. Each turn that it is fired, the player should designate a single die (if different colored or rolled separately if not). If the weapon is fired 2x that turn and comes up a 5 or 6 the weapon is <i>jammed</i> (make a Firearms skill roll at -3 for a 5 REA action to un-jam, you may keep trying). If the weapon was only fired once that turn it jams on a 6. The jammed shot fires but the weapon won't fire any more until un-jammed.						
						

Mars-Cor .40 Rotary SMG	Cost	Dam	ROF	Control	Range	Clip
Bullets LVL 1 Y	60/100c	11	6x/8x/16x [20]/[32]/[64]	-1	-1/13y	2000
The Mars-Cor .40-cal Rotary Barrel SMG is a small hand-held gatling gun. It has three settings from high rate of fire to very high to uncontrollable. It makes a killer <i>whirrrrh</i> sound when it starts up and it means business. "Firing it up" is a 5 REA medium action. Switching the ROF selector is a 5 REA Medium action. Comes with a laser sight to give an additional +1 to any aiming action. The box of 2000 rounds can be carried with a shoulder strap or a backpack: it weighs 30lbs.						
						

Mil-Core SAW	Cost	Dam	ROF	Control	Range	Clip
Bullets LVL 1 Y	200/24c	15	4x [12]	-1	-1/100y	120
The Mil-Core Squad Automatic Weapon is a common field weapon used by Middle Ring forces with some ties to the Yard. It packs a light assault rifle round—but has a higher rate of fire and decent range than most Middle Ring automatic weapons. It comes with an extended 120 round clip but can be fed from a 240 round drum (add 20c to the base-price)						
						

IZ K-13 SMG	Cost	Dam	ROF	Control	Range	Clip
Bullets LVL 1 Y	90c / 4c	9 PEN	4x[16]	-.5	-1/20y	32
The K-13 comes from the Kingdom of IZ and is a large frame sub-machine gun. They are almost immune to jamming in the desert. They have an extending stock that gives a -1/30y range.						
						

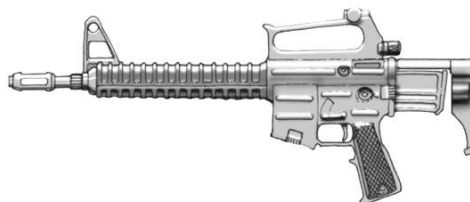
"Shorty" A4 Assault Rifle			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 1	Y	100c / 6c	18 PEN	3x[8]	-1	-1/50y	24
Shotgun	LVL 1	Y	-.5c	24 PEN	S	-2	Sawed Off	2

The Shorty is a close-combat urban warfare weapon that has (despite its origins) found usage in the Ring. It's only slightly longer than a man's forearm, has a night-vision scope that ignores -2pts of Darkness Modifiers, and has an undercarriage shotgun that gets a +1 bonus to hit at 4 yards, +2 at 8 yards, and +3 at 12 yards (damage is -2 per range increment, doing 6 at 12 yards range and beyond).



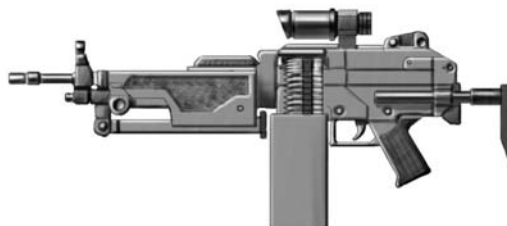
A4-1 Assault Rifle			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 1	Y	150c / 12c	18 PEN	4x[12]	-.5	-1/130y	48

The A4-1 is the same weapon as the "Shorty" but it's extended, has longer range, no shot-gun attachment, and a higher rate of fire. It also takes two rear-loading clips of ammo.



Mars-Cor Light Machine Gun			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 2	Y	380c / 30c	40 PEN	3x[8]	-1	-1/100y	Belt

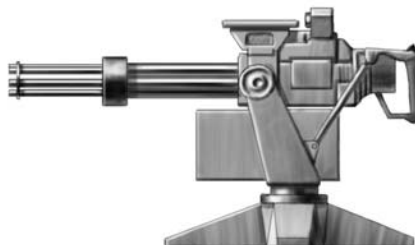
The Mars Cor-Light Machine gun is an almost ubiquitous .30 cal that appears in towers and sand-bag pits all over the world. It's belt fed (usual case holds 100 bullets), has an average rate of fire (the -1 Control Roll assumes a tripod mount) and is pretty rugged.



Tracking Cannons			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 3	Y	1300c	75 PEN	10x[36]	-.33	-1/120y	Belt

The Tracking Cannon is a rotary barrel gun (usually with 3600 rounds of ammunition in a fast-feed drum). It comes with an "intelligent" tracking system (the gun and the mount weighs 300lbs and isn't portable). Once fired (it requires a person to fire and continue to fire) it will "auto-correct" for +1 to hit after the first second.

MOUNTED



Lews Firearms

As the Age of War started winding down, actual industry became more important than access to the (now critically failing Distro-Points). In some areas the *battles* had stopped because *nature* was far more dangerous. In these parts of the world the Lews name became one of almost biblical stature. Martin Lews died almost a century ago—and when he died he closed his foundry (many weapons have been made since that bear the Lews name—but the vast, vast majority are so poorly manufactured as to be *obvious* fakes). It is said that almost eighty percent of the weapons he manufactured are still in service. True collectors and mythologists tell stories of Lews (a man known for his skill with firearms, his strength of character, and his fearlessness in battle) talk of a "marking ceremony" where the stamp of the Lews Forge was placed on each weapon. They tell of an almost mystical rite carried out by Martin Lews and his apprentices (the whereabouts of whom are unknown—it is reported that after destroying the forge they scattered quietly, and in an organized fashion the night Martin was buried).

Perhaps more than anything else, the Lews .45 revolver (a massively over-gunned shell) is the classical mark of the *lawman*. A sheriff, with twin Lews Revolvers on his hips is the archetype of the honest defender of justice (although, certainly, one would guess that the guns have as often fallen to the corrupt as to the righteous).

Lews .45 Revolvers			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 1	U	600c / 2c	17 PEN	S	-1(-3)	-1/17y	7
The Lews .45 Revolvers come as a matched set with sandalwood grips. They are heavy iron-black weapons with a frighteningly loud report and a wrist numbing recoil. They are some of the most finely made weapons in existence despite their decidedly low-tech manufacture. They have these special properties: • Extra Chamber: although appearing as a 6-shot revolver (which most people believe they are) the Lews .45 contains 7 chambers. • Balanced: If the user has L3 Weapons skill and is used to the balance of the gun, their Recoil is only -1. In the hands of an inexperienced gunman (L2 or below) their Control is -3. • Match Quality: Any aim taken with a Lews .45 gets an additional +1 to hit. • "Iado:" When drawn and fired (using Quick Draw), the user gets +1 to his Initiative Roll per point a Weapons Skill roll is made by (the user must declare before rolling Initiative that he plans to draw and fire). This is not a clinically provable phenomena—the holders of the weapon note that it <i>feels right</i> and seems to spring into their hands. • Hammer of Justice: Sometimes, under unspecified conditions, and in the hands of the right person the Lews .45 revolvers give an extra 0 REA firing action along with any other 5 REA attack.								

Lews .30-.06 Repeating Rifle			Cost	Dam	ROF	Control	Range	Clip
Bullets	LVL 1	U	800c / 3c	31 PEN	S	-1	-1/170y	9
The Lews Repeating Rifle is a Winchester style hunting rifle of extremely high quality. It takes no sites save for the "iron sites" mounted on the barrel. The wood of the stock is treated (process unknown) to make it light but almost unbreakable. A recoil suppressor is built into the stock similar to the spring-mounted weight in an assault rifle. The Lews Repeating Rifle has these qualities: • The re-load takes a second to accomplish at L1 or L2, a 5 REA action to accomplish at L3, and a 0 REA action at L4. • Zen Archery: When aiming with the rifle the user may note that it "feels right" when on target. The rifle ignores -2 points of Range/Speed/Visual modifiers (this stacks with L3 Weapons skill).								

- True Shot: The Lews .30-.60 *removes* up to -3pts of *negative damage modifier*. Again, this is not clinically provable—but is the effect of the weapon in practice.

Strontium Dueling Pistols

Not all the master weapon smiths were as honorable as Martin Lews. The Strontium Dueling Pistol is a cynical statement about the end of the world—one the right kind of person is all to willing to strap onto his hip. The metal of the Strontium is a dull red in color and the shells—special shells—are spent, ultra-heavy nuclear-dense radioactive metal. The round's tips are filled with super-toxic heavy metals. Carrying them is a health risk (a mild one with the right medicine). Getting hit by one is usually a death sentence.

Strontium Dueling Pistol			Cost	Dam	ROF	Control	Range	Clip
HEAP	LVL 1	MR	400c / 100c	9 PEN	S	-3	-1/11y	6
The shell has a PEN value of 9—but it is an explosive, toxic shell. If it penetrates, its Base Damage is <i>triple</i> . The shells are also toxic. Within a 2 yard blast radius targets will suffer a 12 Damage 13 POWER toxin. Carrying the pistols gives 1 RAD point per day.								

Rocket Guns (Gyrojet)

In most cases regular old bullets get the job done. Self-propelled rounds were developed for targets that required some extra firepower. They are especially effective against lightly armored vehicles and are often used by range security forces.

Gyrojet rounds

- Are quiet – the firing action is nearly silent; upon their *second stage* firing they break the sound barrier.
- Are low recoil (usually -0)
- They are variable: there exists several different models of shell and load for them.
- They are quiet—there is no "report" as with a chemical explosion—the shell does break the sound barrier but the result is more like a whip-crack than a standard weapon noise.
- Expensive. The cost *per round* is 2 - 4 c.

Shell Types

KKSR Round – Kinetic Kill Smart Round. Self-guided bullets. KKH rounds use a micro-camera and smart-chip on the front of the shell to figure out what you were probably shooting at. These rounds do listed damage PEN and get +2 to hit with any Aim action. This *does* add to Damage Modifier. *Cost*: 8x normal.

HE Round – Explosive (stable *excited hafnium micro charge*) warhead. Damage is listed X damage (Explosive, 2 yard RAD, minimum damage mod of +4). *Cost*: 5x normal

AV Deep Pen Round – HEAP round (meant for use against vehicles). Cost is 4x. Base Damage is 2x listed PEN and if it *does* Penetrate it goes to 3x (so that's 6x what's listed for the gun!) Still not great against heavily armored vehicles—but kinda scary, don't you think? *Cost*: 20x normal

.40 Rocket Gun	Cost	Dam	ROF	Control	Range	Clip
Gyrojet LVL 0 Y	25c /70c	13 PEN	S	-0	-1/15y	7
The "Forty Rocket" is a gyro-jet pistol that weighs like it's hollow and is the size of .45 with an extended slide. It makes a POP-POP-POP sound when fired as the bullets achieve supersonic velocity. The ammunition is expensive (2 credits a clip). It makes a good heavy weapon for weaker gunmen. It's rare though, and it's over-sized and weird looking profile has given it a reputation of being in the hands of people who are too smart for their own good.						
						

Rocket Shotgun	Cost	Dam	ROF	Control	Range	Clip
Gyrojet LVL 1 A	160c/180c	30	1	-0	-1/40y	12
The cannon looks like a matt-black assault shotgun (hence it's name—it fires rocket shells, not shot) with an undercarriage single-shot Shrike I missile launcher and a laser scope. The overall effect is high-tech and impressive. The rocket shotgun comes equipped with a carrying strap and folding stock. The laser sight makes the weapon even more accurate, providing an additional +1 to accuracy with aim.						
						

Hand Cannon	Cost	Dam	ROF	Control	Range	Clip
Gyrojet LVL 1 A	130c/180c	30	S	-0	-1/20y	12
The hand cannon is a stripped-down version of the rocket shotgun. It fires the same round and has the same slick, high-tech look, but is considerably cheaper without the grenade launcher or the laser scope.						
						

Gyrojet Sniper Rifle			Cost	Dam	ROF	Control	Range	Clip
Gyrojet	LVL 2	A	220c/160c	55	1	-0	-1/300y	8
The gyrojet sniper rifle fires a high-caliber rocket with surprising range and accuracy. It is equipped with light-amplification and telescopic sights. Like all rocket guns, its operation is nearly silent.								

Lasers

Lasers make elegant, deadly weapon systems. They're silent, unaffected by wind, and hit what you point them at. Contrary to common misconception, they do not have an "unlimited range" (at least within the earth's atmosphere, where dust and water particles get in the way), but compared to projectile weapons, they tend to go far further than you'd expect.

The lasers described here are *kinetic kill* devices meaning that they kill the same way bullets do—by blowing their targets apart. Lasers designed to *blind* targets (both living and robotic) are covered elsewhere. These also assume solid state heat capacity laser generation technology and draw power from specially tuned power cells and battery systems.

Laser characteristics

Lasers typically

- Inflict PEN damage
 - Have no recoil penalties and are silent
 - Are capable of very high rates of fire and with advanced energy cells, can carry large effective "clips"
 - Lasers' accuracy are *not* affected by wind or other environmental factors; their effectiveness *may be* – lasers lose killing power quickly in areas with high levels of fog, sand-storms, and so on.
- Modifiers
- Tend to be quite accurate (+1 to hit) even without special targeting systems
 - A laser's range modifier is determined primarily by its physical form factor (how easy the weapon is to hold, sight, etc.) and secondarily by the power of its beam
 - Laser beams are *mostly* invisible under ordinary circumstances. Note that conventional guns are as well (you don't see normal bullets in flight); laser-equipped snipers are harder to locate than conventionally equipped ones, but not substantially so.

The damage that a laser does is based on its energy output (measured in kilowatts).

Damage

Kilowatt range	Damage
Under 5	Under 30 PEN
5 kilowatts	30 PEN
8 kilowatts	40 PEN
10 kilowatts	60 PEN
15 kilowatt	80 PEN

Advanced Fire Control System	Cost	Range Mod	Per Mod			
		x2	+2			
The advanced fire control system includes hardware (mounted scopes, over/under sensor suite) and software designed to work with computer-enabled weapons such as the tactical lasers. The hardware includes scopes that provide night vision, x100 magnification, and advanced target recognition and acquisition systems. AFC doubles the effective range of the weapon (a -1/200y rifle goes to -1/400 yards), eliminates darkness modifiers, and gives a +2 to visual perception rolls made through the scope (the weapon must be ready, raised). AFC systems can also <i>initiate</i> firing on designated targets. To use this feature, the user must have additional equipment (a calibrated head-set or cybernetics). The fire initiation protocols allow the user to mentally designate a target. The weapon will then fire when it believes it will score a hit. The user still has to bring it to bear (point it in the right direction), but the effect is to add 4 to the user's effective weapon skill (for a total of +5 <i>accuracy</i> when the laser bonus is included). Weapons outfitted with AFC appear to be bristling with scopes and sensors and generally have a menacing appearance.						

Lady's Finger	Cost	Dam	ROF	Control	Range	Clip
Laser (sub-5 kilowatt) LVL 0 Y 20c 10 PEN S 0 -1/5y AA/4						
The "ladies finger" is a small, sleek pointer or pen type device that usually fires a red or green-light laser. These weapons come with special, rechargeable power cells (common power-cell form factors do <i>not</i> fit them). These weapons are generally hard to detect visually, and difficult to scan for if the power cell is removed. The lady's finger has no sights and reduces all aiming bonuses by one (a 3 REA aim gives no bonus).						

Rod (Laser Pistol)	Cost	Dam	ROF	Control	Range	Clip
Laser (sub-5 kilowatt) LVL 1 Y 30c 22 PEN S 0 -1/20y A / 18						
The rod, as it's known, is a sturdy, compact side-arm suitable for backup use on the battlefield. Comparable to a light conventional rifle round (such as an assault rifle), it's particularly deadly against lightly armored opponents in close quarters. The heavier form-factor gives the rod a more power and uses an off-the-shelf fuel cell. These weapons are common – still in production in The Yard, and <i>effective</i>.						

Long Rod (Laser Rifle)	Cost	Dam	ROF	Control	Range	Clip
Laser (sub-5 kilowatt) LVL 0 Y 40c 22 PEN S 0 -1/200y B/40						
The "long rod" is a light laser assembly in a rifle or carbine form-factor. Functionally similar to a medium caliber conventional weapon and more expensive, the Long Rod finds its utility in forces which use more potent laser weapons and purchase large quantities of interchangeable parts. It is not uncommon to find private security forces in the middle ring using Long Rod style weapons for obscure economic reasons.						

Illuminator Mk 1	Cost	Dam	ROF	Control	Range	Clip
Laser (5 kilowatt) LVL 1 Y	105c	31 PEN	S	0	-1/200y	A/18
The <i>illuminator</i> is typical of the 5-kwatt hand held laser beam. There are a variety of models still in production using a standard light-industrial laser cutting tube packaged for offensive use. The form factor appears as a large (bulky, over-sized) handgun.						

Light Field Gun	Cost	Dam	ROF	Cntrl	Range	Clip
Laser (5 kilowatt) LVL 1 Y	150c	31 PEN	S	0	-1/200y	B/60
The LFG puts the 5 k-watt assembly in a rifle-like long-arm form factor. The result is a much longer range modifier and a larger, longer battery life. These field guns, while not quite suitable for front-line battlefield use still see considerable utility as hunting and defense weapons. Upgraded with advanced fire-control gear and software, they are also murderously effected sniper devices						

Light Assault Gun	Cost	Dam	ROF	Ctrl	Range	Clip
Laser (5 kilowatt) LVL 2 Y	600c	31 PEN	3x[8]	0	-1/200y	2xB/120
The LAG is the battle-field equivalent of the field gun, tooled for a much higher rate of fire. LAGs appear as shortish, stubby carbines or rifles and are often equipped with night-scopes, targeting gear, and other optional add-ons that increase their over-all lethality.						

Laser Stub	Cost	Dam	ROF	Ctrl	Range	Clip
Laser (5 kilowatt) LVL 2 Y	800c	31 PEN	4x[12]	0	-1/80y	2xB/120
The stub is the slang designation for laser weapons in a submachine gun form factor. Designed to be shot from the hip at close range, and with a terrifyingly high rate of fire the Laser Stub is perfect for fighting in urban environments.						

Mil-Core Laser Rifle	Cost	Dam	ROF	Ctrl	Range	Clip
Laser (5 kilowatt) LVL 2 Y	800c	40 PEN	S	-0	-1/2000y	B/20
The Mil-Core Laser Rifle is in use by the military and paramilitary (the Bank's expeditionary forces, for example) although the Distro-Point <i>cannot</i> make many of them a year—they are somewhat common. The sights are "perfect vision" (extreme magnification, perfect night vision, etc.) It requires a power supply to recharge and its cell holds 20 shots. It is extremely long (3.5 feet) and elegant looking.						

Tactical Long Arm	Cost	Dam	ROF	Control	Range	Clip
Laser (5 kilowatt) LVL 2 Y500c	50 PEN	S	0	-1/200y	C/40	
A 10 k-watt laser device installed in a rifle form factor is a serious weapon, useful against lightly armored foes. The Age of War gave birth to thousands of these tools and they, in turn, made the battlefields strobe-scared mass graves for the unarmored troops of the light infantry.						

Tactical Light Gun	Cost	Dam	ROF	Ctrl	Range	Clip
Laser (10 kilowatt) LVL 3 A	900c	50 PEN	4x[12]	0	-1/200y	2xC/40
The tactical light gun provides light-arms fire support for a 4 to 9 man fire team. The form factor is closer to a light machine gun than a 10 k-watt laser and the Tactical guns come with a folding bipod which increases the range modifier to -1/600yards when deployed.						

Tactical Gun	Cost	Dam	ROF	Ctrl	Range	Clip
Laser (15 kilowatt) LVL 3 A	2200c	80 PEN	4x[12]	0	-1/200y	V1/240
The tactical laser gun is either the heaviest of the laser family of light arms or the lightest of the heavy laser-weapons. Tactical guns have a light machine-gun form factor and can be carried but are often mounted on a bipod, tripod, or vehicle turret. The tactical cannon crew was usually the backbone of a well equipped light infantry squad. CREW SERVED						

Laser Cannon	Cost	Dam	ROF	Ctrl	Range	Clip
Laser (100 kilowatt) LVL 5 A	4500c	200 PEN	4x[12]	0	-1/600y	V2/400
The laser cannon is a 100 k-watt laser device engineered for use as a heavy anti-vehicular gun. The laser cannon is light, compact, and versatile. While ineffective against heavy armor, it is overwhelming against most civilian targets and its range and reliability make it a dominant factor in many battlefield scenarios. Laser cannon were deployed on vehicles and used to defend fortified locations. HEAVY WEAPON						

Overlord System III			Cost	Dam	ROF	Ctrl	Range	Clip
Laser (1 mega watt)	LVL 9	A	9000c	1500 PEN	4x[12]	0	-1/1000y	2xV2/1000
The Overload system III takes the laser-as-ground-based weapon about as far as it can reasonably go. The OS III incorporates a micro-fission reactor to generate the one-million-watt pulses it inflicts on targets. Well past the point of diminishing returns, the OS III is more about making a statement than efficiently firepower deployment. HEAVY WEAPON								

Plasma

Plasma weapons, also called *charged particle beams*, generate powerful, kinetic kills by directing streams (called *bolts*) of subatomic particles (protons or electrons) at their targets. Generating a beam that can be directed through the atmosphere requires very sophisticated magnetic field modeling; a plasma gun is an man-portable particle accelerator and super-computer complex all in one.

Visually, a charged particle beam looks a bit like a flash of very coherent, directed lightning. They make hissing, popping sound – a soft "sonic boom" – as they pass. At the impact point, the plasma bolt causes a chain reaction as the stream of highly charged particles imparts its energy into the target matter scoring both a "hard kill" (c.f. *kinetic kill*. c.f. *catastrophic damage*) and a "soft kill" as the electromagnetic pulse and radiation burst disrupts both technical and biological systems.

Plasma weapons were developed for use as decisive (and in some cases strategic) battlefield weapons against hardened targets. The technology was refined and reused in smaller, lighter weapons which proved to be popular due to their versatility and utility against a variety of targets.

Plasma Characteristics

Plasma weapons

- Plasma weapons do IMPACT damage.
- Many Plasma weapons have a setting for *detonate* (explosive). In this mode they do 75% Base Damage explosive (A miss by 1 counts as a hit by 0, +4 is the minimum Damage Modifier, and the RAD is 2 yards).

Blaster			Cost	Dam	ROF	Control	Range	Clip
Plasma (2 MeV)	LVL 1	Y	90c	25 IMP	1	-4	-1/12y	B/30
The blaster is as light-weight as plasma guns get; compact for a particle accelerator, the blaster is enormous as hand-gun. Heavy and ugly, most blaster designs have an unfinished and decidedly <i>mechanical</i> or even <i>hydraulic</i> appearance to their exposed systems.								

Pulse Blaster			Cost	Dam	ROF	Control	Range	Clip
Plasma (2 MeV)	LVL 2	Y	400c	24 IMP	5x[16]	-1	-1/12y	C/160
The Pulse Blaster was a moderately common light assault weapon in the Age of War. About the size of a sub-machine gun, the pulse blaster fires a barrage of energy bolts. It recharges automatically within 4 hours of emptying a clip (or after 4 hours of dormant use). The bolts do kick a little.								

Pulsar	Cost	Dam	ROF	Control	Range	Clip
Plasma (2 MeV) LVL3 A	700c	50 PLAS	4x	-2	-1/12y	B/10

The Pulse Blaster is an evolved version of the traditional blaster. Redundant super conductor coils and an over-clocked fusion capacitor allow the pulse blaster to fire twice a second without the heavy recoil of the traditional model.



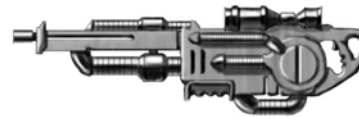
Plasma Gun (Arc Light)	Cost	Dam	ROF	Ctrl	Range	Clip
Plasma (4 MeV) LVL 3 A	1500c	75 PLAS	S	-2	-1/40y	C/20

The Arc Light is an example of the archetypical common-issue plasma weapon. Still compact, but built for two-handed firing. The Arc Light is the smallest of the non-tactical ("civilian model") plasma guns. Like the "blaster" the plasma gun's nature gives it a deceptively *Victorian* appearance.



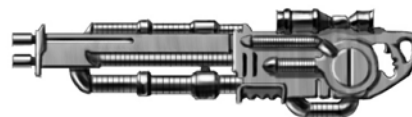
Tactical Plasma Gun Mk 1	Cost	Dam	ROF	Control	Range	Clip
Plasma (10 MeV) LVL 4 A	2300c	100 PLAS	S	-2	-1/60y	C/20

The Mk 1 was the light version of the more popular (and useful) Mk2. The MK1 was a special purpose weapon, designed for engaging enemy combatants with Neonium armor which most of the tactical laser-based weapons were unable to penetrate. The Mk 1 was marginally successful at engaging heavily armored opponents but was considered more successful as an engineering tool, for clearing barriers and breaching defenses. Plasma bolts make bigger holes in walls than lasers do.



Tactical Plasma Gun Mk 2	Cost	Dam	ROF	Control	Range	Clip
Plasma (15 MeV) LVL 4 A	3100c	200 PLAS	S	-2	-1/60y	C/20

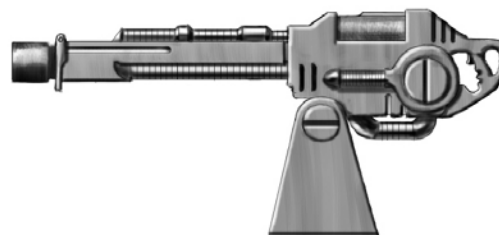
The Mk 2 was the first plasma weapon to achieve the desired result: battlefield dominance against increasingly well defended targets. Reliably effective against anything short of powered armor, the Mk 2 is one of the most effective short-range man-portable weapons ever developed.

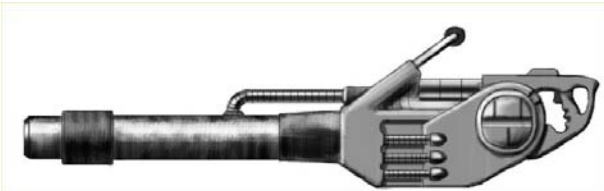


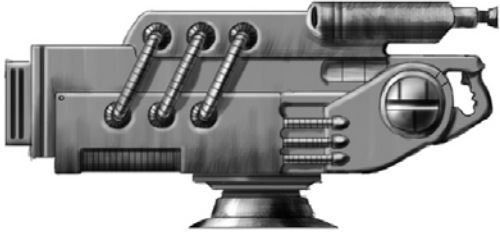
Plasma Lance	Cost	Dam	ROF	Ctrl	Range	Clip
Plasma (15 MeV) LVL 4 A	3100c	200 PLAS	S	-2	-1/100y	V1/2000

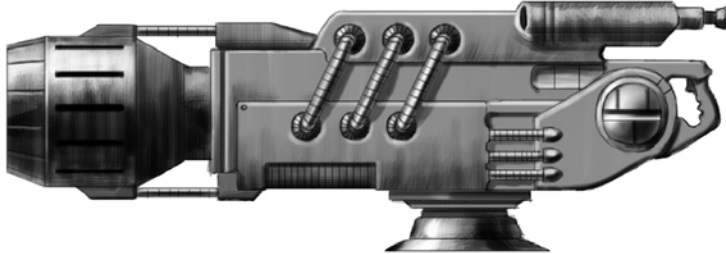
The 15 MeV lance uses the plasma generator coil from the Mk 2 but adds a highly sophisticated focusing assembly and a much improved power supply. The Lance is a vehicular weapon designed for use against un-mounted troops and civilian "tacticals." While ineffective against heavy armor, it is highly effective and reliable against its intended targets.

MOUNTED



Tactical Plasma Gun Mk 3	Cost	Dam	ROF	Ctrl	Range	Clip
Plasma (15 MeV) LVL 5 A	4000c	400 PLAS	1	-2	-1/60y	V2/20
The Mk 3 pushed plasma generation and beam disposition technology about as far as Age of War technology could take it. The Mk 3 generates pulses of energy so overwhelming they tend to incinerate even heavily armored opponents in single bursts. While somewhat below the level of an anti-armor weapon, the Mk 3 proved decisive against capital units like powered-armor shock troops and mid-range robots. The Mk 3 fires from a 150cm tube and fires only once every other round. There are Mk 3a's which include an alternating fusion capacitor capable of firing every second but these are rare and were never considered reliable by their users. HEAVY WEAPON						

40 Gun	Cost	Dam	ROF	Ctrl	Range	Clip
Plasma (40 MeV) LVL 6 A	3000c	1200 PLAS	S	-2	-1/120y	2xV2/100
The plasma 40 Gun is a short-range anti-vehicular weapon, often serving the purpose of a flamethrower on a main-battle tank: a weapon meant to effectively and definitively engage threatening targets that do not require the main gun's full attention. MOUNTED						

100 Gun	Cost	Dam	ROF	Ctrl	Range	Clip
Plasma (100 MeV) LVL 8 A	6000c	3200 PLAS	S	-2	-1/120y	4xV2/100
The 100 Gun delivers enough energy with each bolt to incinerate anything short of a main battle tank or a strategic target. The 100 Gun is the plasma equivalent of heavy artillery. These devices require considerable space for deployment are not usually suitable for mounting on anything except heavily reinforced vehicles or use as emplaced cannon. MOUNTED						

Rail Guns

A rail gun fires a projectile (usually a tungsten-molybdenum alloy slug with discarding sabot) by generating an electromagnetic pulse that drives (accelerates) the round along a pair of "rails" in the gun's barrel. In addition to having no moving parts (except the round, of course) the gun is able to generate extremely high velocities (in excess of 6,500 feet/second).

Functionally rail guns work very similar to conventional weapons with order-of-magnitude higher velocities and correspondingly higher damage values.

Rail guns

- Fire silently, but the rounds are *super sonic*, resulting in a sharp, distinctive 'sonic boom' when fired in an atmosphere
- Are simple and stable
- Have no cartridges, but rounds are equipped with a non-reusable sabot that is shed after firing (the sabot, like the round itself, leave the barrel of the gun)
- With Rail Guns you have to buy both ammo and power cells.

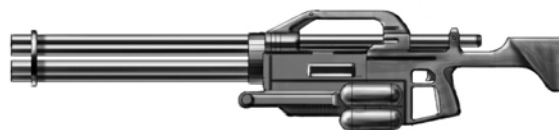
Rail Gun 9mm	Cost	Dam	ROF	Control	Range	Clip
Gauss Gun LVL 2 Y 280c/2c 35 PEN S -.5 -1/20y A/10						
The light rail gun is simple; the only mechanical part is the mechanism that chambers the round. In terms of physical complexity, the Rail Gun 9mm is less sophisticated than a revolver. The 9mm rail gun has a distinctive profile with two prominent "magazines" – the actual spring-loaded ammunition magazine holding the projectiles (located in the grip) and the energy cell (attached in front of the trigger guard).						

Rail Gun 10mm	Cost	Dam	ROF	Control	Range	Clip
Gauss Gun LVL 1 Y 400c/2c 40 PEN 1 -.5 -1/10y A/10						
Heavier than the 9mm model, the 10mm rail gun requires two power cells to generate the necessary velocity for its larger projectile. The 10mm's ammunition is loaded in a tube adjacent to the barrel, while the power cells are attached in a drum-like structure giving it more of a sub-machine-gun style profile than its smaller cousin. The 10mm is equipped with a folding stock that increases its effective range to - 1/20 yards.						

Light Mass Driver	Cost	Dam	ROF	Control	Range	Clip
Gauss Gun LVL 5 A 2900c/10c 180 PEN S -.5 -1/170y C/10						
The light mass driver uses a rifle shell (30-06) hyper-accelerated to devastating effect. The LMD is primarily deployed as a sniper's weapon or used against lightly defended vehicles. It is equipped with a bipod and usually fitted with an advanced scope providing telescopic magnification and night-vision. CREW SERVED						

Chain Gun Mass Driver	Cost	Dam	ROF	Ctrl	Range	Clip
Gauss Gun LVL 6 A	4100c/20c	180 PEN	4x[12]	-.5	-1/170y	2xC/120

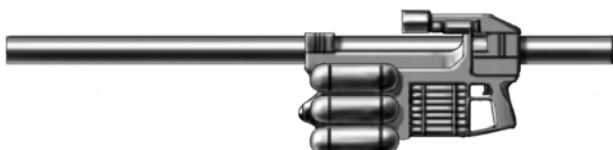
The chain gun is a multi-barreled version of the LMD, providing a much higher rate of fire than the single-barreled gun. The energy supporting this comes from the distinctive quad-lobed energy pods attached to the base of the weapon. The Chain Gun is a light machine gun form-factor, and can be carried and used by an individual, but is usually deployed as a *crew served weapon* with a crew sighting targets and carrying ammunition chains so that the gunner can concentrate on engaging targets.



Advanced Recoilless Rifle	Cost	Dam	ROF	Control	Range	Clip
Gauss Gun LVL 7 A	700c/10c	300 PEN	S	-.5	-1/300y	V1/10

This fires a true APDS round usually made of a hyper-dense substance such as depleted uranium. The ARR suitable for mounting on a vehicle or deploying in a relatively fixed position (the tube is light enough to be *carried* by an infantry crew, but too heavy to be used unless emplaced).

CREW SERVED



Cheap Trick

Although reliable and well understood and effective, the components that make man-portable rail guns viable are not *cheap*. Particularly expensive are the super-conductor coils required for shielding and magnetic field generation.

Room temperature super conducting filaments require Have technology to develop in large quantities and are only available from operational distribution points. The development of cheaper alternatives allowed the mass production of affordable rail guns, but the impure conducting elements tended to be unreliable, sometimes with disastrous consequences.

The alternative filament (colloquially referred to as *cheap trick*) tends to overheat causing misfire or even explosion unless properly maintained. It is also incapable of generating a field powerful enough to reach the hyper-velocities of the pure-filament rail guns.

Exploding Gauss Guns

When firing a Cheap Trick weapon, designate two of your to-hit dice. If these dice ever total a12 make a second roll to explode based on turns of consecutive fire:

Fired Once	14+ explodes
Fired for 2 turns	13+ explodes
Fired for 3 turns	12+ explodes
Fired for 4 turns	10+ explodes

For whoever has been maintaining it, add 2 for a Level 1 gun skill (poor maintenance) and 1 for Lvl 2 gun skill. At Lvl 4 gun subtract 3 from the roll to explode.

Explosions do 2x damage X (Impact, +4 Damage Mod, 2 yard RAD)

Cheap Trick <i>Black Cat</i>	Cost	Dam	ROF	Control	Range	Clip
Gauss Gun LVL 0 Y	24c/.5c	17 PEN	S	-.5	-1/40y	A/6

The Black Cat is the size of a .44 hold-out pistol that requires a tool-set to replace both the battery and the internal magazine. Often done with engravings and adornments, it fits in a boot holster. On a misfire it gets +2 to it's explosion roll.



Cheap Trick <i>Musket</i>	Cost	Dam	ROF	Control	Range	Clip
Gauss Gun LVL 1 Y	60c/.25c	40 PEN	1	-.5	-1/60y	A/4

The Musket was used by Age of War militias when they had a surplus of super-conductor filament. It's a powerful weapon although slow to fire and somewhat danger prone (+1 to explosion rolls). Many were actually built with wooden stocks appearing like an ancient black-powder weapon (not that anyone carrying one knew that).



Cheap Trick <i>Dwarf Star</i>	Cost	Dam	ROF	Control	Range	Clip
Gauss Gun LVL 1 Y	240c/3c	25 PEN	3x[8]	-.5	-1/60y	B/25

Popular with Budget Officers but mistrusted by troops, cheap trick arms like the *Dwarf Star* found their way into widespread production late in the Age of War, when components for more sophisticated rail guns were unavailable. The Dwarf Star has a sleek, sub-machine-gun form factor with a corresponding rate of fire. The rounds travel fast and hit hard, but lack the potency of the same-era laser weapons.



Cheap Trick <i>Gauss Rifle</i>	Cost	Dam	ROF	Control	Range	Clip
Gauss Gun LVL 3 A	500c/3c	43 PEN	3x[8]	-.5	-1/100y	B25

The "gauss rifle" is the archetypical cheap assault rifle built with rail-gun technology. Inexpensive (by advanced weaponry scales) and effective against a wide variety of targets, the Gauss Rifle was widely deployed as a primary sidearm for front-line troops.



Cheap Trick <i>Boom-Stick</i>	Cost	Dam	ROF	Control	Range	Clip
Gauss Gun LVL 1 Y	190c/3c	20 PEN	3x[8]	-.5	-1/30y	B32

The Boom-Stick is a magnetic-powered auto-fire assault shotgun (it doesn't actually make much of a 'boom'). Ultimately judged ineffective for most battlefield scenarios, the boom-stick was still considered useful for holdout and defensive actions, or for engaging poorly armed militias, insurgents, or mobs in urban environments.



Cheap Trick Gauss Pig			Cost	Dam	ROF	Control	Range	Clip
Gauss Gun	LVL 3	A	580c/4c	60 PEN	3x[8]	-1	-1/100y	4A/80
The Gauss Pig is a light machinegun version (7.62 mm slug) of the Gauss Rifle. It uses four chained fuel pods (drum-like energy cells) to drive a significant rate of fire for a larger, heavier round.								

The Annihilators

The annihilators are a class of charged particle weapons that use antimatter particles (positrons) instead of regular matter particles. They use very clever beam configurations to prevent accidental contact with regular matter (air molecules, etc.) until the beam reaches its target. In effect they work much like particle beams with significantly more equipment and much greater output.

Note—these weapons use a relative small (microscopic) amount of antimatter. A good deal of the damage comes from the *kinetic energy* of the bolt, just as regular plasma bolts do.

Annihilator weapons

- ignore up to DAM points of armor at the target point (a 200 pt antimatter beam will effect a target with 201 points of armor as though it had only 1 point of armor)
- always do explosive damage
- Produce a blast of DAM/4 RAD points (so a 200pt gun does 50 RAD point blank and 25 RAD within a 2 yard radius, 12 RAD at 4 yard radius and so on).

Annihilator Pistol			Cost	Dam	ROF	Control	Range	Clip
Anti-Plasma (2 MeV)	LVL6	A	8000c	200 Ann	1	-1	-1/12y	1B/4
The annihilator pistol is a heavy, shiny black pistol that carries a single antimatter bolt. The A-pistol <i>regenerates</i> its bolt, effectively generating antimatter, over a period of 3 hours if provided with a sufficient power source.								

Annihilator Cannon			Cost	Dam	ROF	Control	Range	Clip
Anti-Plasma (4 MeV)	LVL 8	A	20000c	800 Ann	1	-1	-1/12y	4B/4
The A-Cannon is a sub-machinegun like weapon weighing about 50 pounds. It represents how far weapons engineers were willing to take the development of antimatter technologies.								

SHOK Guns

'SHOK Rounds' are slang for a variety of explosive round that makes good use of high technology. Bolts are commonly found in 9x19 mm (pistol) .45 cal (pistol), .30-06 (rifle), 5.56N (rifle) and 7.62N (rifle) rounds. They typically cost 10x normal rates bought new.

SHOK Rounds are armor piercing, explosive rounds – neonium shells with tiny, biological microprocessors and nitrogen-based explosive warheads that detect when the round has penetrated armor and then detonate.

- SHOK guns add 2 or 20% (whichever is *higher*) to the base damage of the round
- SHOK guns *double* their Penetration Value
- SHOK rounds that penetrate multiply base damage by 3 (HEAP round) *before* doubling
- SHOK Rounds are *inaccurate* and take a -1 to hit modifier
- SHOK cause excessive wear and tear on weapons that fire them. Weapons *without* neonium barrels will jam on 4- after 20 rounds are fired without replacing the barrel. For each 20 rounds, the odds of a jam increase by 1 (after 100 rounds, 8- chance of jamming with each shot)

Round	Base Damage	Armor Penetration Value	Damage if Penetration Occurs	Cost per round (new purchase)
9x19mm	8	16 PEN	24	1c
.45 cal	11	22 PEN	33	1c
.30-06	37	74 PEN	111	4c
5.56N	21	42 PEN	63	4c
7.62x39	26	52 PEN	78	4c
.50 cal	138	276 PEN	414	10c

While SHOK Rounds are manufactured in common sizes, they generally cannot be fired from unmodified weapons (the neonium alloy rounds tend to impose severe firing stresses). Upgrading a weapon so that it can fire bolts typically requires a L3 gunsmith and multiplies the cost of the weapon by a factor of 5 (for spare parts) or 8 if the weapon is purchased from a dealer.

SHOK rounds are *mean* looking. Their neonium tips glitter sinisterly. The metal is scored ever-so-faintly so that when hit from the *inside* it will shatter... They tend to look fat—packed with powerful explosives and gooey microelectronics.

SHOK weapons tend to be rugged and simple – the popular ones were ugly and utilitarian designs prized because they worked. The ones listed here get +1 modifiers to resist jamming or mechanical malfunction and give a +1 to any rolls to service them. The costs are high because of the neonium used in the barrels.

SHOK (like self-propelled rounds below) were developed for use against tougher-than-human adversaries: cyborgs, troops in advanced tactical armor, robots and mutants.

SHOK Pistol (.45 Automatic)	Cost	Dam	ROF	Ctrl	Range	Clip
SHOK (HEAP) LVL 3 U	120c/12c	11 HEAP	S	-2	-1/5y	12
A big, ugly gun. The .45 Bolt Pistol simple, brutal, and effective. A clip of 12 rounds costs 12c.						

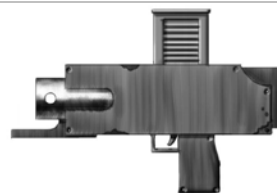
SHOK Snub (.45 holdout)	Cost	Dam	ROF	Control	Range	Clip
SHOK (HEAP) LVL 3 U	80c/6c	11 HEAP	S	-3	-1/2y	6

Fat, inaccurate, and loud, the Bolt Snub is more of a hand-to-hand weapon than a proper pistol. These tend to be black metal with as few functioning parts as possible. Although it has a ROF of 2, the second shot is usually for effect.



SHOK Pup (9x19mm SMG)	Cost	Dam	ROF	Control	Range	Clip
SHOK (HEAP) LVL 3 U	450c/32c	8 HEAP	4x[12]	-1	-1/14y	32

The bolt pup is a submachine gun. The pups were built to be used by troops with little skill or training. They come apart easily and are fairly robust but awkward and unbalanced. They have a top-loading magazine which makes aiming difficult (+2 is maximum aim value). The pups are brutally effective in close quarters fighting. The barrel is threaded for a silencer / flash suppressor (sold separately).



SHOK XR (.30-.06 Rifle)	Cost	Dam	ROF	Control	Range	Clip
SHOK (HEAP) LVL 4 U	240c/32c	37 HEAP	S	-1	-1/30y	8

The XR is one of the more popular bolt rifles. In its full configuration (with stock) it's fairly accurate. It can also be re-configured as a stock-less weapon with a shorter barrel for carbine configuration (additional -1 to control, -1/20y range).



SHOK Cannon ("Pig") 7.62 MG	Cost	Dam	ROF	Control	Range	Clip
SHOK (HEAP) LVL 4 U	1200c/220c	26 EXP	3x[8]	-1	-1/150y	55

The bolt cannon is a light machinegun suitable for mounting on a vehicle. It is designed to be fired from a bipod or pintle (-2 control, -1/100y if fired "from the hip"). Note that the '55 round clip' is an ammunition belt, and can be considerably longer. Although considered expensive to use, their range and durability make them decisive in small arms engagements.

HEAVY WEAPON



Rocket Launchers

Chemical explosives may have been somewhat *gauche* in the age of war—but they were efficient ways to kill things and when the warlords couldn't get nuclear mortars or matter-collapsing bombs or whatever else they used to wreck the planet, they were using good old fashioned plastic explosive shaped charges. Often with some added thruster kick. Some of these were even guided.

Blast Rockets do Explosive Damage (unless otherwise specified)

- If they miss by 1, they hit for half damage.
- Their minimum damage modifier is always +4
- They do Explosive damage (using explosive RAD rules).

HEAP Rockets do HEAP damage

- Penetration damage
- If the attack penetrates, does 3x Base Damage.
- No explosive effect (no RAD)

Long-Bow Rocket Launcher	Cost	Dam	ROF	Control	Range	Clip
SHOK (HEAP) LVL 3 U	4100	90 PEN	*	--	-1/30y	1

The Long Bow is a large rifle that takes specially designed rockets (the Long Bow rockets are about 13" long and a half-inch thick. It was designed to be an anti-cyborg weapon but doubles as anti-light vehicle—or would save for the fact that it has extremely poor sights and aim for a long-arm. Loading is as an actual Long Bow minus actions to "draw" the bow. Once a rocket is loaded it won't fall out even if the weapon is turned upside down. If the attack Penetrates, base damage is tripled.

It can also use Blast Rockets, which come in 50 X and 100 X damage with an explosive RAD of 2 yards. They are red tipped as opposed to white. Flight speed is 100y/sec.



SADD Launcher	Cost	Dam	ROF	Control	Range	Clip
Attack Robot LVL 3 U	6000	80 X	1	--	-1/100y	3

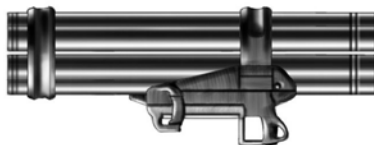
The SADD Launcher (SAD stands for Search And Destroy Drone) appears as a massive, shoulder-launched ping-pong ball gun (three white balls about the size of baseballs waiting in a rack). Each is a small hover-bot with an explosive charge in it. SADD drones are a hazard in many ruins areas and are detailed in the Monsters section (Robots). In these cases, the weapons launched from the gun will not track those painted by the "signify friend" laser—and can be given instructions on what kinds of targets to seek (vehicular, insignia, people in a certain area, non-human profiles, etc.)



Falcon HE Blast Missile	Cost	Dam	ROF	Control	Range	Clip
Blast Rocket LVL 1 U	1200	40 X	1	--	-1/100y	4
The Falcon HE Blast Missile is launched from a wrist-glove unit. It has a 2 yard RAD explosive radius and is self-tracking. If the target is not within 1 yard of another target, it will hit on a 15- (the user simply points and depresses the fire stud). If the target is hard to make out (GM's call, the missile has a Perception of 12-) then it can be fired with no aim (no sights) and -1/10y Range mod. It's not quiet but there is no recoil (the user feels a blast of hot air after ignition). The rocket travels at 100y/sec so it may take several seconds to reach the target.						

Shrike I Missile	Cost	Dam	ROF	Control	Range	Clip
Blast Rocket LVL 2 U	600c	40 X	1	--	-1/60y	1
The Shrike 1 Missile is a blast rocket. It's very light (essentially a portable grenade launcher) but comes in two less common configurations: • Series 2: 80 X (improved blast, red stripe) • ULAV: 30 HEAP (ultra-light anti-vehicle). Two red stripes. HEAVY WEAPON						

Shrike 2 Missile Launcher	Cost	Dam	ROF	Control	Range	Clip
Blast Rocket LVL 3 U	1800c	120 X	1	--	-1/60y	4
The shrike 2 is a more powerful blast rocket. The Shrike 2 can take a re-fit of three types: • Block 2: 200 X (improved Blast). Green Stripe • Type AV: 100 HEAP (anti-vehicular). White stripe. • Block 2A: Improved Range and radar tracking. 250 X, -1/300 yards. Requires Long Aim action to lock on. Anti-Aircraft. Will not lock ground targets. Blue Stripe HEAVY WEAPON						

Portable Rocket Pod "Big Gun"	Cost	Dam	ROF	Control	Range	Clip
Blast Rocket LVL 4 U	9000c	40 X	6x [6]	--	-1/80y	24
The portable Rocket Pod is a massive weapon with six barrels, each containing a Shrike 1 rocket, well 4, actually. Each trigger pull fires 4 of them. They all get fired at the same target but their control systems are designed to vary slightly: roll on a 12- for anyone within 6 yards of the target person—they may be hit by a rocket. It is said the original one was made as a "hunting rifle" for a warlord. HEAVY WEAPON						

Shrike 5 Heavy Rocket	Cost	Dam	ROF	Control	Range	Clip
HEAP Rocket LVL 8 U	9000c	300 HEAP	1	--	-1/80y	1
The shrike 5 Heavy rocket is a shoulder launched unit that is designed to destroy armored vehicles. HEAVY WEAPON						

Snark Hunter Rocket			Cost	Dam	ROF	Control	Range	Clip
Disintegrator	LVL 8	A	9000c	3000 D	1	--	-1/80y	1

The Snark rocket is a portable robot battle-buddy: it is just under a yard in length and floats about 1.5 yards above the ground. Its front is flanged like a manta-ray and its back is a hover engine. Its warhead is a "disintegration" charge. It is unleashed by a neural programming halo (fits like a headband) and flies at 150y/sec. It "detonates" for 2000 damage in an 8 yard radius—there is no noise, save for a sound like a soap bubble popping. There is no 'reduction in damage'—everything from the missile to 8 yards out takes 2000 damage through armor. Structures within the area are neatly carved out unless made of pure Neonium or some other wonder-material (no effect on *Have* domes).



Unusual Weapons

Plasma Grenade			Cost	Dam	ROF	Control	Range	Clip
Grenade	LVL 1	A	100c	40 IMP X	-	-	Thrown	-

The Plasma Grenade is a smart-weapon. It knows how far it has gone and won't detonate in the hands of the person who arms it. It has a timer up to 200 minutes but if thrown under normal combat circumstances goes off as soon as it hits something. They appear as small off-white balls the size of ping-pong balls (but weighted for throwing). There are five depression studs around the top with symbols on them. These are used to set timers and remove the "safety." In practice you press a stud (any stud) and when it beeps you throw it. If the throw is good (more than 10 yards) it goes off. If not it makes a "shutting down noise" and becomes inert.



Vulcan Flechette Rifle			Cost	Dam	ROF	Control	Range	Clip
Needle Gun	LVL 2	A	50c / 2c	8 PEN	6x[24]	-.25	-1/15y	480

The Vulcan Flechette Rifle is a light (cheaply manufactured) plastic rifle that fires a hail of tungsten steel needles. The PEN value of these is 16 (double the damage). It is fairly quiet and easy to control. That makes up for it's poor sights (there is no 8 REA Long Aim action due to poor sights).



Chinese Dragon Flamethrower			Cost	Dam	ROF	Control	Range	Clip
Flame Thrower	LVL 0	Y	28/4c	16 Fire	1	--	-1/3y	10

A light urban flame thrower (scary!). It's favored by gangs and enforcers who ... well ... want to make a statement. The tanks weigh 8lbs (two tanks hold 20 shots). It's decidedly short range. After a hit, the target will burn next turn for the same damage—and after that, one more turn for half damage. Rolling on the ground or diving into water will put it out. The extra damage happens on Initiative +0. A target on fire must make a WIL roll at -4 or panic and do nothing but try to put out the fire (8 REA action and a RES roll at -2 to do it *effectively*).



Nerv Gun			Cost	Dam	ROF	Control	Range	Clip
E-Mag Stunner	LVL 2	A	1100	SPECIAL	1	--	-1/10y	20
A purple, plastic hand gun with smooth curves. It fires a light indigo carrier wave of neural impulses that shocks the target into a gran-mal seizure. It's non lethal, but decidedly unpleasant. It acts as a PWR 14- Resisted Attack against CON. For each 5 BLD above 30 (each Mass above 6) the PWR is at -1. It does no t work through power fields or against Powered Armor (it ignores other armor)—but will not penetrate vehicles.								
Minor Effect			Target is Dazed.					
Standard Effect			Target is Dazed for 2 seconds.					
Major Effect			Target is Dazed for 2 seconds and then drops unconscious.					
Critical Effect			Target is unconscious.					
Catastrophic Effect			Target is unconscious.					

Lightning Gun (Pistol)			Cost	Dam	ROF	Control	Range	Clip
Electro Stun	LVL 2	Y	1100c	Special	1	--	-1/15	20
Electro Kill	LVL 1	Y		15 IMP	4x	-1	-1/15y	
The Lightning gun is a particle beam style weapon that delivers a debilitating shock on low-amp/high voltage and an eviscerating burst of "heavy leptons" on the higher setting. Since it fires a steady beam, when fired in kill mode, each shot that hits a given target <i>adds together</i> so if all 4 shots land on target, armor only applies once.								
Stun Setting (PWR 14 vs. CON)								
On the stun setting it does 8pts of Impact damage (electrical) and has an additional effect as a Resisted attack. The target must take 1pt of damage or more for the Resisted attack to have an effect.								
Minor Effect			Target feels a hard shock (no effect other than damage)					
Standard Effect			Target is Stunned					
Major Effect			Target is Dazed and knocked down, Recovers at -1					
Critical Effect			Target is Dazed, knocked down, and recovers at -2					
Catastrophic Effect			Target is paralyzed for 3 seconds and then makes another CON roll at -2 or go unconscious.					

Death Caster			Cost	Dam	ROF	Control	Range	Clip
Death Ray	LVL 8	A	8000	SPECIAL	1	--	-1/10y	6
The death caster is a bulky, ugly gun whose beam causes the cells in a living being to lyse at once (go into a self-destruct shutdown). Incredibly deadly, they are thankfully rare. They will not penetrate vehicles or energy fields but worn material armor is no use against them.								
Minor Effect		Target is Stunned, Roll on Minor Wound table, Suffer Minor Wound.						
Standard Effect		Target is Dazed, Roll on Major Wound Table, Suffer Major Wound.						
Major Effect		Target is Unconscious, roll on Critical Wound table, suffer Critical Wound						
Critical Effect		Target is Dying						
Catastrophic Effect		Target is Dead						

Californium Rifle	Cost	Dam	ROF	Ctrl	Range	Clip
Nuclear Rifle LVL 8 A		1000K X	1	--	-1/500y	6
Using stasis-stabilized Californium (atomic number 98) for ultra-low critical mass, the Californium Rifle is the <i>ultimate</i> anti-material rifle. The bullet results in a nuclear detonation for some 1000-Thousands points of damage. These are ultra, ultra rare and they leak radiation at 4 RAD per day. They were created as doomsday weapons. Damage is lethal out to 1000 yards radius from the blast point. There is no safety. The Rad flash is 2000K, leaving targets lethally irradiated even further out. HEAVY WEAPON						

Brilliant Gun ("Smart Gun")	Cost	Dam	ROF	Ctrl	Range	Clip
Bullets (sorta) LVL 2 A	12000c	18 PEN	24x [92]	-.25	-1/10y	9200
The smart gun is the ultimate executive defense device. You don't have to be skilled or accurate to be devastating with it. In the Age of War, these were often warlord toys when they were available. It looks like a cell phone and hits like a minigun. The smart gun fires a blizzard of "shards" – ionized molecules accelerated to near-light-speed by a magnetic field. These shards are stored in tightly coiled rolls of microscopic fibers. They are "smart" fibers: when they hit someone or something the user has targeted (considers an enemy), they hit like a 7.62 round. When they hit something neutral or friendly, they are no more dangerous than snowflakes.						

Apocalypse Cults

Even before the domes when dark there were charismatic groups with apocalyptic philosophies anticipating and even calling for the end of the world. Many of them never dreamed their calls might be answered, but when the darkness came it was both their greatest dream and their worst nightmare, but they were ready.

Flame Pistol	Cost	Dam	ROF	Control	Range	Clip
Flame Weapon LVL 1 U	150c/1c	32	1	--	short	4
The flame pistol is a hand-held flamethrower. It looks a bit like a heavy flare-gun, with cartages carried under its wide mouth. Flame pistols were traditionally used to inspire terror and mass casualties in crowds of people; they are both terrifying and effective. Once they have been fired, the end of the barrel burns for several minutes. Flame pistols work like shotguns, receiving all range modifiers to accuracy and damage. Due to their nature (a ridiculously short barrel for a flame weapon) they effective ranges for them are <i>half</i> of regular shotgun ranges The cartridges (metal cylinders marked with warnings in all languages) are expensive—both difficult and dangerous to manufacture—at 1c per cartridge! Flame Pistols were often issued to Suicide Acolytes and Enforces in the end-of-the-world sects. Their ugly, black form was a symbol of rank and privilege.						

Incendiary Shotgun	Cost	Dam	ROF	Control	Range	Clip
Flame Weapon LVL 3 A	200c/1c	64	1	--	standard	16

The incendiary shotgun is the ultra-heavy version of the flame pistol. It is slightly larger (about the size of a submachine gun) and its 'rack' of cartridges is about as long as it is (extending nearly 18" below the barrel of the gun). It has a folding stock and flame shield to provide the user some protection against the massive gout of fire it projects. These guns look and feel intimidating.

The Incendiary Shotgun was meant to give the unbelievers (or heretics or whomever) a taste of damnation in this life. They were not really designed to be used extensively; users take 4pt attack with a "to hit" roll of 8- with each pull of the trigger from "blowback." Unless the gun is maintained by a L3 gunsmith and serviced after every 16 rounds, it will misfire and may explode (64 damage, radius of 0.50 yards) when fired (base chance 4-)

As with the flame pistol, the i-shotgun burns intimidating after use.

Inferno Grenades	Cost	Dam	ROF	Control	Range	Clip
Flame Weapon LVL4 U	20c	128	na	--	thrown	na

Finishing the fire theme, the apocalypse cults built highly flammable grenades that use a fuel-air mixture to ignite terrifying fire-storms. They not only burn very hot (hot enough to incinerate brick at the heart of the inferno), but the FAE mix gives them an unusually large blast radius (6m).

Range from detonation	Damage
0-6 yards	128
7-12 yards	32
13-18 yards	14
19-24 yards	8

These devices are large black, industrial looking spheres with machined fuses and complex safety/trigger mechanisms. While fairly heavy for a thrown weapon (they weigh about 1.5 lbs) they make excellent blackmail/intimidation weapons—particularly if the user has nothing left to live for.

These were manufactured in great numbers, but they were also used in great numbers. The ones that remain are sought after as art objects and curiosities by collectors. They are remarkably stable.

Lepton Lasers

Lepton Lasers (also “hard light”) are not *lasers* at all—they are energy weapons that create swarms of high-velocity sub-atomic particles and radiant energy along a path from the projector to the target (until the beam’s cohesion is disrupted). Although poorly understood, they originate as weapons as modifications of industrial cutting tool technology (some of the processes used to work Neonium). They function as ultra-sharp weapons, doing more damage when scoring a vital hit.

Many of the Lepton Lasers produce a steady beam functioning as having a high rate of fire (a 3x ROF indicates a 1/3 of a second burst).

Lepton Lasers

- Do +1.5x Base Damage when they score a hit by 4+
- Have no control modifier
- Tends to have high-rates of fire.
- The beam propagation effect (glowing energy) travels at several hundred yards per second—but far slower than a laser.

Lux Dagger	Cost	Dam	ROF	Control	Range	Clip
Hard-Light Laser LVL0 A 120c 8 / 20 U-Sh 3x [8] -0 -1/3y 1A/24						
The Lux Dagger is a vicious short range hold-out weapon. It fits in the palm of one’s hand and has almost no aiming mechanism at all (and few safeties—many people lose fingers or worse to carrying them). The beam is effective out to 20 yards or so—and it isn’t really a dagger at all—but a very short range energy cutting tool. It lasts only 1.3 seconds before the battery needs to be replaced—but that’s enough time to really open someone up with it (it will fire 4x)						

Lepton Rifle	Cost	Dam	ROF	Ctrl	Range	Clip
Hard Light Laser LVL 2 A 950c 24/60 U-Sh 3x [8] -0 -1/25y 1B/32						
A heavy (SAW sized) rifle with under-carriage battery pack, the Lepton Rifle is in use by robotic forces in the Great Ruins. Firing .3 second bursts, it can fire 36 times before needing a re-charged.						

HLSW (“Harvester”)	Cost	Dam	ROF	Ctrl	Range	Clip
Hard Light Laser LVL4 A 800c 50/125 U-Sh 9x [32] -0 -1/60 2C/						
The Harvester (Heavy Lepton Support Weapon) is a terrifying emplaced gun that can sweep the battlefield cutting things in half with its red energy beam. The beam’s fire is a full second long. If playing with the rules for extra hits from autofire, double the number of extra hits and give +3 to hit for each additional roll. CREW SERVED						

Bio Weapons

Natural Cyborgs were one of the stranger results of the Age of Wonders: organisms that incorporated metallic mechanical parts into their bio-structure. In the turbulence that was the Age of War, it was only natural that some of this technology would be used to build weapons.

Devourer Cannon	Cost	Dam	ROF	Control	Range	Clip
Bio slime thrower LVL2 U		30 Acid	4x	-2	-1/15	40

The Devourer Slime is an engineered hyper-acidic slime mold. When released, its outer surface vibrates making a loud, evil, laughing sound as it devours its prey. It's fired from a canister weapon like a Flame Thrower. When hit, it will begin to do 30 Damage each turn (same damage Modifier). It gets a +3 Large Weapon effect due to the hose result. Each second armor will be reduced by 15pts against it. The slime burns on Initiative phase +0, and lasts 10 turns. It is treated as IMPACT until the *second* turn the target takes damage. Then it is treated as *Penetrating* (so a naked target will suffer 1 turn of Impact damage and then 9 turns of PEN damage—same Damage modifier). The slime has a 12 Offensive Grapple for purposes of being forcibly removed (it's otherwise sticky enough not to fall off).

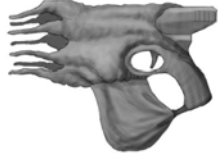


Squik Rifle	Cost	Dam	ROF	Control	Range	Clip
Parasite Gun LVL2 U		22 PEN*	1x	--	-1/30	8

The Squik Rifle looks like an old fashioned musket—and indeed many were actually made of wood. At the back is a small plant that looks a little like a cabbage. Its tendrils enter the firing chamber. When stimulated (the trigger is pulled) it fires a Squik with a small bio-explosive. The squik is a cork-screw shaped bio-weapon that will burrow into a target. It does 4 PEN damage with a 22 PEN factor. If the target takes any damage and is biological in nature, its bloodstream is infected with Squik. Sqicks regrow at 1 squik per 3 days (the plant needs plant food and water).



Result	Effect
Minor	Target becomes very ill within 20 minutes. All actions are at -3. Roll again at CON-1. This lasts 2 hrs (if roll result was NO EFFECT)
Standard	Target becomes incapacitated in 3 seconds. Roll again at CON-2. This lasts 4 hours (if the next CON roll yields NO EFFECT or MINOR)
Major	Target drops 1 second later (Initiative phase +0). Roll again at CON-3. This lasts 6 Hours if Roll Result was NO EFFECT, MINOR, or STANDARD.
Critical	Target is dying within 4 seconds (instant knockdown). See effect below after death.
Catastrophic	Target explodes in a shower of Sqik's! Within a 2 yard radius there's a 15- chance someone will be hit by a Squik. Within a 4 yard radius, 13-, and so on (+2 yards, -2 chance to be hit).

Octopus Thrower	Cost	Dam	ROF	Control	Range	Clip
Tangle Gun LVL1 U		17 Grapple	1x	--	-1/20	5
Each "octopus" is a light pink sphere the size of an egg. Each has a single eye at the small end. When fired, they unfold on impact into a stringy, <i>strong</i> tentacled mass. On a hit by +4, the Octopus shot will be a Takedown attempt, otherwise, just a Grapple. It will then immediately perform a Hold move and a Tie Up Limb move against the limb holding the largest object. It will then hold tightly (going for one better Hold each turn until reaching a Pin) or, if it is thrown off or misses, spasm miserably, having failed to consummate its one true joy in life. Once fired the "octopus" lives 300 seconds.						

Steel Tempest

Most automatic weapons fire single bullets in rapid succession—the ST weapon family fires *chains* of bullets in rapid succession (these weapons are based Information age weapons-system Metal Storm technology). In this case, they use expanded clips and comparatively light rounds. Each burst hits the target with not one, but 4 individual bullets.

Steel Tempest Rounds

- Do Penetrating damage.
- Apply 4 separate times per hit for the same damage each time (using the same damage modifier)
- Are applied against armor separately each time.
- Get +1 to hit (this does not effect damage mod).

Tempest Heavy Magnum	Cost	Dam	ROF	Control	Range	Clip
Bullets LVL 0 Y	80c/10c	8 PEN x4	S	-2	-1/8	6 (24)
The Tempest Heavy Magnum has the silhouette of a far larger gun—a massive pistol—despite the fact that the bullets are only 7mm. When fired it makes a ripping sound—a series of super-sonic reports as the rounds tear into the target.						

Wolverine Assault Rifle	Cost	Dam	ROF	Control	Range	Clip
Bullets LVL 1 Y	130c/18c	15 PEN x4	3x [8]	-2	-1/8	24(98)
The Wolverine takes four magazines slotted into the underside of the gun (they are encased completely when inserted). Each trigger pull arranges the rounds and propellant from each bullet (caseless propellant blocks are calibrated for proper space between the rounds) and then fires. The gun is heavy and many of them were given an outer anti-weather coating that had the odd effect of partially rusting and then stopping, giving them a junk-yard salvage appearance.						

Grav Effect Weapons

The *Haves* may've had weapons that rent time and space—even the Distro-Points didn't provide *those*—however, they did provide Grav Units (back in the days when you could get the makings of a tectonic nuke or a thermonuclear Californium Rifle out of them). A Grav unit consists of two very high tech devices: a Super-String Resonance Solenoid and a Singularity Projector. The effect, when fired is a “hyper-spheric gravity well propagated as a wave”—it is a region of space where things fall *inward*.

A car hit with a heavy Grav gun will appear fallen in on itself, wrapped around a new center of gravity that coursed through it—the damage done by the tidal forces on the steel and glass. In the human body, this is much the same.

The visual effect is that of a ghostly gray beam which air collapses into (for the tenths of a second it's on) and then explodes out of (the air at the center is *highly* compressed while the beam is in operation).

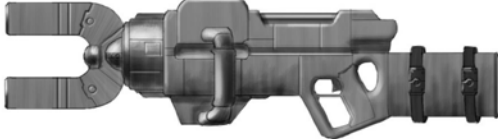
Grav Fire has the following properties:

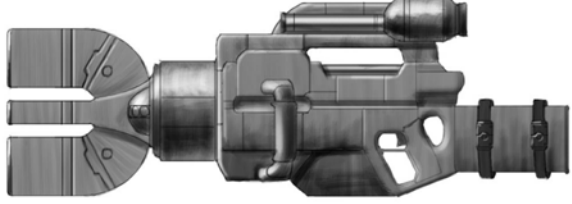
1. It ignores worn armor. It will do normal damage to force fields.
2. Damage is IMPACT.
3. Grav fire is hard to control due to gravitic pull of the gun itself.

4. The beam effect will stop when the wave encounters matter of sufficient density (it penetrates about like a laser of equal power)
5. It is very effective against structures. It does 10x damage to stationary walls.
6. Because it fires a constant beam it acts like a higher ROF.

Collapsar (pistol)			Cost	Dam	ROF	Control	Range	Clip
Grav Effect	LVL1	A	200c	18 GRAV	4x [12]	-1	-1/10	2A/64
It looks like a pistol with some kind of TV screen on the end. It moves like it's got a gyroscope inside it (to get an effective wave they have to spin the solenoid—it <i>does</i> have a gyroscope inside it!). It's quite, quite deadly at close range if you can keep it on target.								

Grav "Goat" (SMG)			Cost	Dam	ROF	Ctrl	Range	Clip
Grav Effect	LVL2	A	1600c	35 GRAV	4x [12]	-2	-1/20y	1B/120
The G-Goat is an ugly, thick, heavy, midnight blue colored energy weapon with a glowing green indicator for the projector and the Solenoid. It comes with a good hand-grip so the user can steady themselves while firing (the gun will literally pull itself out of the firer's hands).								

Grav Rifle			Cost	Dam	ROF	Ctrl	Range	Clip
Hard Light Laser	LVL3	A	5500c	80 GRAV	4x [12]	-2	-1/60y	2C/120
Grav Rifles are heavy duty weapons that can sweep the battlefield. They are hard to control and are most effective at taking down structures (a sweep of the beam across a wall will often crumble it). They're still hard to control. Some came with mechanical harnesses (Cntrl -5)								

G-Cannon			Cost	Dam	ROF	Ctrl	Range	Clip
Hard Light Laser	LVL6	A	15000c	200 GRAV	4x [12]	-3	-1/90y	2V1/2400
Unless emplaced (-1 Ctrl) a G-Cannon is almost impossible to manage—they create a powerful wind followed by a thunderous roar of expanding air after they fire. Material hit often warps into compressed slugs of indeterminate mass wrapped around a quickly vanishing point of intense gravity.								

Armor

Armor is an important part of keeping yourself alive. Even if the stuff you can get won't stop a *laser rifle* even a decently thick piece of metal is better than nothing out there—and people can be killed just as easily by poisoned fangs as a Grav Beam.

Light Armor

Light armors are common in the Middle Ring. They're cheap and made out of available materials (scrap-metal, industrial byproducts, animal hides, etc.) They're better than nothing and actually useful against guns and small-caliber weapons. Do *not*, however, expect them to save your ass in a fire-fight. Even conventional weapons will tend to penetrate and inflict incapacitating or even lethal wounds.

Hide; Range Denim

Level 0

Some heavy weaves are useful against fists and knives. Range Denim is a kind of heavy cotton manipulated (genetically) to make it tough. Hides included boiled leather and some reptile-scale coats. This is day-wear in many heavy jobs, but not much use in a fight. On the upside, it's cheap and you can make it out of what's available.

Name	Coverage	Defense	Cost	STR	Stealth
Suit	Full	0/4	3.5c	--	-0
Jacket	5	0/4	1.5c	--	-0
Duster	8	0/4	3c	--	-0

Evolved Hide

Level 0

Evolved Hide comes from mutant animals (usually Hammerhead Cattle) that are able to stand up to serious incoming firepower. Evolved Hide is often favored by more... primitive cultures that make do without shipments of ballistic cloth from the sewing shops and factories of the Middle Ring. Working ultra-heavy hides is an intensive, manual process – armor of these materials tend to cost more than its utility would indicate.

The armor is stiff and hard—not like a leather jacket.

Name	Coverage	Defense	Cost	STR	Stealth
Suit	Full	2/16	7c	--	-0
Jacket	5	2/16	5c	--	-0



Range Denim

Suit	4
Roll	DAMAGE
20-	0 - 0
19-	0 - 0
18-	1 - 1
17-	1 - 1
16-	2 - 2
15-	2 - 2
14-	2 - 2
13-	2 - 2
12-	3 - 3
11-	3 - 3
10-	4 - 4
09-	4 - 4
08-	4 - 4
07-	5 - 5
06-	6 - 6
05-	7 - 7
04-	8 - 9
03-	10 - 11
02-	12 - 15
01-	16 - 19
00-	20 - or more

Evolved Hide

Suit	16
Roll	DAMAGE
20-	1 - 2
19-	3 - 3
18-	4 - 4
17-	5 - 7
16-	8 - 8
15-	9 - 9
14-	10 - 10
13-	11 - 11
12-	12 - 13
11-	14 - 15
10-	16 - 16
09-	17 - 18
08-	19 - 19
07-	20 - 23
06-	24 - 27
05-	28 - 31
04-	32 - 39
03-	40 - 47
02-	48 - 63
01-	64 - 79
00-	80 - or more

Ballistic Cloth

Level 0

Cheap, and readily available, ballistic cloth is used for its durability as much as for its protective qualities: if you work out on the range, you want clothes that'll hold up. Ballistic cloth holds up.

For "riot gear" you take Ballistic Cloth and place strong, heavy "plates" of padding in it. This gives 3pts of Damage Reduction (3/16) and gives a STR requirement of 11 (and is very hot and heavy in the sun).

Name	Coverage	Defense	Cost	STR	Stealth
Suit	Full	0/16		--	-0
Undershirt	4	0/16		--	-0
Jacket	5	0/16		--	-0
Duster	8	0/16		--	-0

Wasteland Plate

Level 1

Wasteland Plate is the general name for armor made out of strapping plates of scrap metal together. Although there's *significant* variance, here, most of the time this armor is bulky, heavy, and uncomfortable. It *will* save your life (which is why people put up with it), but you'll sweat a lot along the way.

On the plus side, Wasteland Plate looks *bad-ass*: bolted, weather-beaten plates, scared chrome. Spikes and jagged edges... Wasteland plate is often favored by raiders who appreciate it for its appearance as much as anything protective it might do for them.

Often Evolved hide will be worn as a secondary layer with a higher coverage.

Name	Coverage	Defense	Cost	STR	Stealth
Suit	Full	12/18	30c	13	-5
Breast Plate	3	12/18	11c	11	-2
Partial Plates	4	12/18	18c	12	-3
Battle Plating	5	12/18	23c	12	-4

Industrial Plastic

Level 0

There are a variety of high-impact plastics available for makeshift armor. Plastic plating is tough and light, and relatively un-encumbering (much sleeker than metal). Note that these plastics are usually industrial *byproducts* – not materials designed primarily for ballistic defense. This gives them an additional advantage: they're *cheap*.

Name	Coverage	Defense	Cost	STR	Stealth
Suit	Full	4/16	32c	--	-1
Torso & shoulders	6	4/16	20c	--	-0
Arms and Legs	+2	4/16	8c	--	-1

Battle Plastic Plate

Level 1

Industrial Plastic Armor was a cheap solution for masses of troops—but people who couldn't work Neonium could still work some of the super-plastics. Ferro-Plast and Armor-Plast are two of the standard materials for armor. It tends to be a blocky gray look.

Name	Coverage	Defense	Cost	STR	Stealth
Suit	Full	15/30	80c	--	-1
Torso & shoulders	6	15/30	55c	--	-0
Arms and Legs	+2	15/30	20c	--	-1



Wasteland Plate

Suit	18
Roll	DAMAGE
20-	1 - 2
19-	3 - 3
18-	4 - 5
17-	6 - 8
16-	9 - 9
15-	10 - 11
14-	12 - 12
13-	12 - 13
12-	14 - 15
11-	16 - 17
10-	18 - 18
09-	19 - 20
08-	21 - 22
07-	23 - 26
06-	27 - 30
05-	31 - 35
04-	36 - 44
03-	45 - 53
02-	54 - 71
01-	72 - 89
00-	90 - or more

Plastic Battle Plate

Suit	30
Roll	DAMAGE
20-	3 - 5
19-	6 - 6
18-	7 - 9
17-	10 - 14
16-	15 - 16
15-	17 - 19
14-	20 - 20
13-	21 - 23
12-	24 - 26
11-	27 - 29
10-	30 - 32
09-	33 - 35
08-	36 - 38
07-	39 - 44
06-	45 - 51
05-	52 - 59
04-	60 - 74
03-	75 - 89
02-	90 - 119
01-	120 - 149
00-	150 - or more

Evolved Silk

Level 2

Evolved Silk is a wonder-material: a mecho-organic low-friction cloth inter-woven with strands of super-polymer that are designed to diffuse and transmit impact—as well as being very difficult to break. Evolved Silk is ultra-light, comfortable, available in many colors, and almost impossible to tear. It won't do anything against a punch but it won't tear from a .50-cal round either.

Name	Coverage	Defense	Cost	STR	Stealth
Suit	Full	0/200	250c	--	--
Shirt	4	0/200	150c	--	--
Long Coat/Robe	8	0/200	200c	--	--

Pilot Jacket

Level 2

Worn by the troops that drove open-cockpit flying machines, the Defense Jacket is, today, seen as a symbol of bravery and skill (you had to have both to fly even one mission). It's a Coverage 5 slick looking jacket (it buttons down the side and often has insignia). It appears as a fine leather—but under it is a gel that both holds its form (it doesn't collect at the bottom, even after centuries) and transmits shock as little else, dispersing it all over the jacket itself.

Name	Coverage	Defense	Cost	STR	Stealth
Jacket	5	24/60	700c	--	--

Commando Suit

Level 2

In the Age of War early insertion troops relied on 'human intel' and stealth as much as on satellite over-watch and recon-drones. Those soldiers who were sent in first went with as much protection as they could get: on a battlefield where the only really good protection was not being seen.

Active Camouflage: Changing color patterns give the suit a +3 to Camouflage and +2 to Stealth rolls for people beyond 15 yards.

Sound Dampers: An acoustic absorption grid on the outer surfaces give a further +1 to Stealth rolls.

Radar Invisibility: The suit is coated with materials to lock out heat and radar. This gives it a -4 to be detected by robotic non-visual sensors.

Name	Coverage	Defense	Cost	STR	Stealth
Suit	Full	21/42	850c	--	+3

Pilot Jacket

Suit 60

Roll	DAMAGE
20-	6 - 11
19-	12 - 14
18-	15 - 19
17-	20 - 29
16-	30 - 33
15-	34 - 39
14-	40 - 41
13-	42 - 47
12-	48 - 53
11-	54 - 59
10-	60 - 65
09-	66 - 71
08-	72 - 77
07-	78 - 89
06-	90 - 104
05-	105 - 119
04-	120 - 149
03-	150 - 179
02-	180 - 239
01-	240 - 299
00-	300 - or more

Commando Suit

Suit 42

Roll	DAMAGE
20-	4 - 7
19-	8 - 9
18-	10 - 13
17-	14 - 20
16-	21 - 23
15-	24 - 27
14-	28 - 28
13-	29 - 32
12-	33 - 36
11-	37 - 41
10-	42 - 45
09-	46 - 49
08-	50 - 53
07-	54 - 62
06-	63 - 72
05-	73 - 83
04-	84 - 104
03-	105 - 125
02-	126 - 167
01-	168 - 209
00-	210 - or more

Battle Dress Materials

Battle dress includes armors that are meant to provide real, if modest levels of protection on a high-tech battlefield. Battle dress materials are high-tech; they cannot be produced without industry and advanced materials engineering. They do not, however, require *Have* level technology; Battle Dress can be engineered and produced in the Middle Ring.

Advanced Filament

Level 1

Advanced filament is a tough, flexible fabric that's light, flexible, comfortable and *tough*. Advanced filament's objective is to prevent *penetration* by conventional light arms.

Military uniforms for light infantry (cheap, plentiful) was often made completely from advanced filament and was intended to provide a measure of protection against light rifle rounds and shrapnel.

Name	Coverage	Defense	Cost	STR	Stealth
Suit	Full	8/30	250c	--	-0
Field Jacket	5	8/30	200c	--	-0

Ceramic Plate

Level 2

Ceramic plate is a composite material. While it's possible (and it has been done) to build a full mail suit from ceramic plates, most of the common Age of War battle dress used plates sparingly (coverage 3 – helm and breast plate).

Ceramic plate is thin and light; thin enough to be woven *into* clothing (often advanced filament weave) without being overly encumbering.

Ceramic plate can fully absorb rounds from conventional assault rifles and is useful for preventing penetration by conventional light machine gun rounds and light-weight battlefield lasers.

Name	Coverage	Defense	Cost	STR	Stealth
Plate	Varies	25/45	Varies	--	-0

Advanced Filament

Suit	30
Roll	DAMAGE
20-	3 - 5
19-	6 - 6
18-	7 - 9
17-	10 - 14
16-	15 - 16
15-	17 - 19
14-	20 - 20
13-	21 - 23
12-	24 - 26
11-	27 - 29
10-	30 - 32
09-	33 - 35
08-	36 - 38
07-	39 - 44
06-	45 - 51
05-	52 - 59
04-	60 - 74
03-	75 - 89
02-	90 - 119
01-	120 - 149
00-	150 - or more

Ceramic Plate

Plate	45
Roll	DAMAGE
20-	4 - 8
19-	9 - 10
18-	11 - 14
17-	15 - 21
16-	22 - 24
15-	25 - 29
14-	30 - 30
13-	31 - 35
12-	36 - 39
11-	40 - 44
10-	45 - 48
09-	49 - 53
08-	54 - 57
07-	58 - 66
06-	67 - 77
05-	78 - 89
04-	90 - 111
03-	112 - 134
02-	135 - 179
01-	180 - 224
00-	225 - or more

Light Infantry Battle Dress: 300c

- Advanced filament with cover 3 ceramic plate.
- Battle dress is lightweight and un-encumbering. The plates are sewn inside the uniform (except for the helmet) and are not visible or overly intrusive.
- Light Infantry Battle Dress provides significant protection against pistol and assault rifle rounds; considerably less against machine gun munitions or advanced weapons.

Light Infantry Tactical Plate: 600c

- Advanced filament with cover 5 ceramic plate
- At coverage 5, the plates are visible and intrusive (think SWAT Team).

Light Infantry Full Plate: 1200c

- Coverage 8 ceramic plate gives almost full protection against light arms (including light machinegun and heavy rifle rounds) at the expense of a medieval appearance.
- You must have a full suit to purchase this level of protection (i.e. not just a field jacket)

Combat Mesh

Combat mesh is a hyper-intelligent composite fabric that makes significant use of nano-technology. The fabric is capable of self-healing (it won't *regenerate*, but it will close over damage) and react to damage *as it occurs*. Combat mesh makes use of several dozen layers (each no more than a few molecules thick) with a multitude of tiny plates that absorb and re-direct damage across a much larger area of the uniform.

Combat Mesh is 80% advanced filament with the intelligent machine-networks woven into the fabric during production. The machine network fibers can be *spun* in industrial complexes, but the tiny components are only available from distro-points

Active Combat Mesh Battle Dress

- ACM was state-of-the-art martial dress during the Age of Wonders; while designed for civilian police, it was more than adequate against conventional arms and reasonably effective against light battlefield weaponry.
- Active Combat mesh provides a variety of advantages for its user including trauma control. The mesh interacts with the user's flesh to monitor vital signs and react to damage. This includes preventing bleeding and stimulating circulation and respiration (all key for avoiding shock), applying pressure to set bones, and so-forth.
- Active Combat mesh also administers tiny quantities of powerful medicines to wounded areas (coagulants, oxygen enhancers, etc.) These drugs are *manufactured* from the user's own biological material (sweat, skin, etc.)
- Active Combat mesh gives its wearer +30% toughness through preventative and reactive action – this increased toughness is *not* simply extra, ablative armor.

Combat Mesh

Level 2

Combat Mesh is lightweight, and has a distinctive feel to it. It has a dull, matt appearance (usually—it can *look* like almost anything), and feels distinctively *slick* to the touch—for the first instant of contact. After that, the surface material has *reconfigured* to allow a solid grip and it has a firmer, more cotton-like texture.

Name	Coverage	Defense	Cost	STR	Stealth
Suit	Full	30/60	1400c	--	-0

Polarized Shielding

Level 3

Polarized shielding is a neutral plastic alloy with metallic properties. Its molecular structure is highly stable and *geodesic* in nature. Polarized shielding collapses, deforms, and even shears, but recovers to the extent possible. While not as smart or *dynamic* as combat mesh (it does *not* include a tiny network of machines), it is still a very advanced material beyond the manufacture of non-Have technology

Name	Coverage	Defense	Cost	STR	Stealth
Plate	Varies	50/100	Varies	--	-0

Combat Mesh

- Full body suit, no plates

Reinforced Combat Mesh: 4500c

- Full body suit, coverage 3 polarized shielding

Active Combat Msh

Suit 60

Roll	DAMAGE
20-	6 - 11
19-	12 - 14
18-	15 - 19
17-	20 - 29
16-	30 - 33
15-	34 - 39
14-	40 - 41
13-	42 - 47
12-	48 - 53
11-	54 - 59
10-	60 - 65
09-	66 - 71
08-	72 - 77
07-	78 - 89
06-	90 - 104
05-	105 - 119
04-	120 - 149
03-	150 - 179
02-	180 - 239
01-	240 - 299
00-	300 - or more

Polarized Shield Plate

Plate 100

Roll	DAMAGE
20-	10 - 19
19-	20 - 24
18-	25 - 32
17-	33 - 49
16-	50 - 56
15-	57 - 65
14-	66 - 69
13-	70 - 79
12-	80 - 89
11-	90 - 99
10-	100 - 109
09-	110 - 119
08-	120 - 129
07-	130 - 149
06-	150 - 174
05-	175 - 199
04-	200 - 249
03-	250 - 299
02-	300 - 399
01-	400 - 499
00-	500 - or more

- Character looks like a cybernetic SWAT-team member (dull-gray uniform with matt-black helmet, ant chest plates). Load-out usually includes web-gear, bio-chem supplies, sensor array, etc. etc.

Knight Shell: 8000c

- Coverage 5 polarized plate
- Heavy plate was reserved for vehicle operators and was often worn within advanced devices. In this case, the polarized shell would be covered with I/O ports that battle-suit cybernetics could "jack into"

Neonium Wireframe

Neonium is one of the Wonders – a metal that, in its *unfinished* state is so malleable and workable it virtually responds to *thought* and once set, becomes virtually indestructible. Neonium is usually seen as an alloy—and as a solid metal or micro-thin electro-plate—but with the proper technology it could be worked at a microscopic or nanoscopic level to form fibers or tiny joints. This was used to make armor lattices called Neonium Wireframe.

Wireframe

Level 3

Wire frame is the lightest of the Neonium armors. It uses microscopic neonium fibers woven into combat mesh to provide unparalleled protection.

Name	Coverage	Defense	Cost	STR	Stealth
Suit	Full	45/90	6000c	--	-0

Neonium Alloy Plate

Level 4

Neonium alloy plate is a composite of thin layers of neonium mixed with other metals.

Name	Coverage	Defense	Cost	STR	Stealth
Plate	Varies	60/120	varies	--	-0

Wire Frame Battle Dress

- Full body suit, no plates
- Appears as a silvery suit of "chain-mail"

Partial Plate Neonium: 12,000c

- Coverage 3 Plates
- Appears as a suit of chain armor with plates covering the breast and shoulders and lower torso 'organically' attached to it.

Full Neo-Alloy Plate: 18,000c

- Coverage 5 Plates
- Appears as an advanced technology suit of medieval armor. In some cases the helmet and undershirt were as advanced as ACM. In others only the outer shell was worked Neonium and the wearer may as well have been an armored knight.

N-Wireframe

Suit 90

Roll	DAMAGE
20-	9 - 17
19-	18 - 21
18-	22 - 29
17-	30 - 44
16-	45 - 50
15-	51 - 59
14-	60 - 62
13-	63 - 71
12-	72 - 80
11-	81 - 89
10-	90 - 98
09-	99 - 107
08-	108 - 116
07-	117 - 134
06-	135 - 156
05-	157 - 179
04-	180 - 224
03-	225 - 269
02-	270 - 359
01-	360 - 449
00-	450 - or more

Neonium Alloy Plate

Plate 120

Roll	DAMAGE
20-	12 - 23
19-	24 - 29
18-	30 - 39
17-	40 - 59
16-	60 - 67
15-	68 - 79
14-	80 - 83
13-	84 - 95
12-	96 - 107
11-	108 - 119
10-	120 - 131
09-	132 - 143
08-	144 - 155
07-	156 - 179
06-	180 - 209
05-	210 - 239
04-	240 - 299
03-	300 - 359
02-	360 - 479
01-	480 - 599
00-	600 - or more

Neonium Cybershell

Cybershell is a fully-integrated neonium exoskeleton—plates of neonium alloy held together with a neonium-fiber "muscle structure" which is articulated by millions of microscopic machines. Visibly it appears threateningly organic – a dull gray metal skeleton of semi-biological origins. Disturbing in appearance, cybershell is often covered with less protective, but more decorative outer designs to conceal its nature.

Neonium Cybershell

Level 4

Cybershell is the lightest of what could be considered "powered armor." The suit's own muscles assist with lifting and absorption of damage. The suit increases Toughness by +50% and Strength by +5. For Endurance purposes, sprinting actions cost *running* endurance and *running actions* cost walking.

Name	Coverage	Defense	Cost	STR	Stealth
Suit	Full	90/150	18000c	--	-4

Thoroughbred Neo Plates

Level 5

Pure neonium is probably the hardest substance known to man. Molecularly, changes and adapts – in a stable for it is a diamondoid crystal, but as the ionic bonds break (due to, say, damage), instead of shearing or shattering, it becomes a metal fluid, re-locking into a viscous soup of strong covalent bonds. It resists ionization (it doesn't tarnish or rust) and its complex "turbulent" structures give it a molecular, holographic memory of its finished state.

Pure neonium is a *wonder* – well beyond ordinary technological achievement.

Name	Coverage	Defense	Cost	STR	Stealth
Plate	Varies	120/200	Varies	--	-0

Ultra Light Cybershell

- Coverage 3 Plates

Light Cybershell: Ultra Light Cav Armor 54,000c

- Coverage 5 Plates

Cybershell Battle Plate: Light Cav: 81,000c

- Coverage 8 Plates

Neonium C-Shell

Suit 150

Roll	DAMAGE
20-	15 - 29
19-	30 - 36
18-	37 - 49
17-	50 - 74
16-	75 - 84
15-	85 - 99
14-	100 - 104
13-	105 - 119
12-	120 - 134
11-	135 - 149
10-	150 - 164
09-	165 - 179
08-	180 - 194
07-	195 - 224
06-	225 - 261
05-	262 - 299
04-	300 - 374
03-	375 - 449
02-	450 - 599
01-	600 - 749
00-	750 - or more

Thoroughbred N-Plate

Plate 200

Roll	DAMAGE
20-	20 - 39
19-	40 - 49
18-	50 - 65
17-	66 - 99
16-	100 - 113
15-	114 - 132
14-	133 - 139
13-	140 - 159
12-	160 - 179
11-	180 - 199
10-	200 - 219
09-	220 - 239
08-	240 - 259
07-	260 - 299
06-	300 - 349
05-	350 - 399
04-	400 - 499
03-	500 - 599
02-	600 - 799
01-	800 - 999
00-	1000 - or more

Power Battle Armor: Light Cavalry

But back in the day when the distro-points were *really* kicking out the good stuff you didn't settle for worked metal with some sort of semi-bio infrastructure—not if you got a good distro-point anyway: you could do better. Cavalry was always considered a group of elite mobile troops—and the powered Cavalry—the power-armored troopers who entered battle sometimes hovering with flight packs or walking through weapons fire as though it was raindrops embodied it.

Of course most of *them* died. But, hey—there's always one suit left *somewhere*.

Elements of Cavalry (Powered Armor)

Strong Nuclear Grid (Force Field)

Description: The really nice Powered Armor came with force fields called a Strong Nuclear Grid. These fields were projected pseudo-masses that could deflect or just absorb incoming fire. Although mostly transparent, if hit by a laser, they'd "polarize" and absorb the impact like a physical object. Otherwise they had a dim glow to them that announced their presence.

- Force Fields act as armor—they treat all incoming damage as IMPACT if the Base Damage is half or less than the remaining field
- Force Fields *degrade* when hit. If any damage *gets through* the field will drop by 1/5th the total value of the damage (not just what penetrated). If damage does not get through the field but the damage done was more than half the field's current value the field will drop by 1/10th the total damage done. This degradation happens after the attack's damage is calculated.
- Force Fields will *reinforce* +20% of Total Value every three turns after damage is sustained.
- If a field is reduced to zero, it is "shorted out" and must be repaired before it can be used again.

Quantum Dot Vector Shield (Power Field)

Description: Strong Nuclear Grids were poorly understood technology even in the Age of Wonders (by the masses, anyway)—projectors could be built and worked with to an extent—and they were used (power-bridges spanned cities)—but after the collapse the grid generators were sometimes too much to ask for. Vector Shields worked though—just not quite as well. Vector Shields are incandescent in operation (brighter than Force Fields) and they're brittle.

- Vector Shields are simply ablative damage. They exist outside of any Force Field or Armor. When damage is taken simply reduce the Vector Shield by that amount.
- The field will recharge once every 2 seconds by a listed amount (usually 10% of the field strength) unless reduced entirely—then it is shorted out and must be repaired.

Atmospheric Protection

Description: Battlefields of the Age of War were often hazards on the battle field like toxins, microbes, and radiation. Environmental protection gear shields the user from that.

A	B	C	D	E
Filter Mask: Gives a -4 to the POWER of any inhaled toxins or diseases.	Gas Mask: Gives a -8 to the POWER of any inhaled toxins or diseases.	Air Supply: Has the listed number of hours of internal oxygen.	RAD Lining: gives the listed armor against RAD.	PSI Shield: Gives listed number of points of Mind Shield.

Movement Form

Description: To truly be Cavalry, Powered Armor needs mobility—and while most of them were simply air-dropped from hover or heli-AAPC's many came with their own motive systems: Lift Fans, Hover Pods, or even Flight Packs were possible in some designs.

A	B	C	D
Jump Jet: Move POWER / Mass each 3 turns. Firing during jump is at -3.	VTOL Lift Fans: Fly at POWER / Mass yards/sec for listed number of hours. Firing from the air is at -2.	Hover Pod: Fly at listed yards/sec for listed number of hours. Firing from the air is at no negative.	Flight Pack: Accelerate to 60mph for listed number of hours. Acceleration is 10y/s.

Com-Gear

Description: Powered Armor was often a deciding factor in urban combat (and since most distro-points were located at the hearts of urban environments, this was key). Communications were of vital importance and most armor systems came with them.

A	B	C	D
Standard: Radio-control, 6 mile range, encrypted.	A/V Link: the suit outputs Audio-visual information (and other sensor gear). Command can see what you see and hear what you hear.	Locator: the suit transmits positional data back to the commander. The unit leader will know where all troops are and their condition.	Command Console: the suit can receive all data and process it and process it. Usually fed via cyber-jack (self installing) into the wearer's brain.

Sensor Gear

Description: Sensors are a very important part of battlefield operations. Knowing where the enemy is often becomes a requirement before attack.

A	B	C	D
Infrared Sensor: The unit can follow heat trails and detect unarmored beings behind up to 4" of interior wall.	Trace-Back Sensor: any incoming fire will be traced to its source on a 14- roll.	Mag-Vision Goggles: the wearer can zoom in (and do picture in a picture for their field of view). Up to 25x auto-tracking zoom.	

Sierra Powered Armor Light Cavalry

The Sierra Battle suit has a faint red glow from inside the face-plate, gleaming steel arms and legs, and the grim silhouette of a rocket-pod on the left arm. It's full on battlefield grade power armor, strong enough to give survivability against some of the heaviest man-portable weapons ever made. At one time there were thousands of them in armies streaming across the continent. Now, there may be a few left, power-cells discharged, rocket packs mostly expended, often damaged, lying silently where they failed ... and fell.

Mass (with human)	8
Fuel Cells	4 V1-Cells for 100hrs

Sierra Power Armor
Suit 200

Roll	DAMAGE
20-	20 - 39
19-	40 - 49
18-	50 - 65
17-	66 - 99
16-	100 - 113
15-	114 - 132
14-	133 - 139
13-	140 - 159
12-	160 - 179
11-	180 - 199
10-	200 - 219
09-	220 - 239
08-	240 - 259
07-	260 - 299
06-	300 - 349
05-	350 - 399
04-	400 - 499
03-	500 - 599
02-	600 - 799
01-	800 - 999
00-	1000 - or more

Sierra Power Armor
Plate 300

Roll	DAMAGE
20-	30 - 59
19-	60 - 74
18-	75 - 99
17-	100 - 149
16-	150 - 170
15-	171 - 199
14-	200 - 209
13-	210 - 239
12-	240 - 269
11-	270 - 299
10-	300 - 329
09-	330 - 359
08-	360 - 389
07-	390 - 449
06-	450 - 524
05-	525 - 599
04-	600 - 749
03-	750 - 899
02-	900 - 1199
01-	1200 - 1499
00-	1500 - or more

Name	Coverage	Defense	Cost	STR	Stealth
Suit (Neonium Lace)	Full	120/200		+5	-4
Bio-Field Reinforced Neonium Plate	5	160/300		--	--
Bio-Field Plate: Commander Configuration	8	160/300		--	--

Weapon

Raptor Missile Pod	Dam	ROF	Ctrl	Range	Clip
HEAP LVL6 U	200	1-6x	-1	-1/60y	12

The Raptor Missile Pod fires between 1 and six of its rockets (if fired at multiple targets, treat Ctrl as -2). It takes 30 seconds to load the next six missiles.

Strong Nuclear Grid	Vector Field	Atmospheric Protection	Movement Form	Com-Gear	Sensors
None	None	A	A 80 (10yard)	B or C	A

Gamma Powered Armor Medium Cavalry

The Gamma Powered Armor battle suit is a metallic gray/green with a menacing respirator system under the helm. When the force field is active there's a sickly green light surrounding it. The neonium battle dress is covered with a layer of super-polymer (which is bonded to it and somewhat self-repairing). The Plates are Neonium with micron-level weak-nuclear stabilizers. For very thin, very strong metal. The whole thing is wrapped in a Strong Nuclear Gird Force Field. The Hover Pod is optional (not all of them came with it, usually only commanders)

Mass (with human)	16
Fuel Cells	6 V1-Cells for 100hrs

Gamma Power Armor

Suit	300
Roll	DAMAGE
20-	30 - 59
19-	60 - 74
18-	75 - 99
17-	100 - 149
16-	150 - 170
15-	171 - 199
14-	200 - 209
13-	210 - 239
12-	240 - 269
11-	270 - 299
10-	300 - 329
09-	330 - 359
08-	360 - 389
07-	390 - 449
06-	450 - 524
05-	525 - 599
04-	600 - 749
03-	750 - 899
02-	900 - 1199
01-	1200 - 1499
00-	1500 - or more

Gamma Power Armor

Plate	500
Roll	DAMAGE
20-	50 - 99
19-	100 - 124
18-	125 - 165
17-	166 - 249
16-	250 - 284
15-	285 - 332
14-	333 - 349
13-	350 - 399
12-	400 - 449
11-	450 - 499
10-	500 - 549
09-	550 - 599
08-	600 - 649
07-	650 - 749
06-	750 - 874
05-	875 - 999
04-	1000 - 1249
03-	1250 - 1499
02-	1500 - 1999
01-	2000 - 2499
00-	2500 - or more

Name	Coverage	Defense	Cost	STR	Stealth
Suit (Neonium Lace with super-polymer)	Full	160/300		+8	-4
WN Reinforced Neonium Plate	5	240/500		--	--
WN Plate: Commander Configuration	8	240/500		--	--

Weapon

Dual Light Mass Drivers	Dam	ROF	Ctrl	Range	Clip
Gauss Gun LVL5 A	180 PEN	S (+2x)	-1	-1/60y	100
Affixed to the arm of the Gamma Suit is a twin battery of Light Mass Drivers. When fired (1 shot per REA action) they use two shells (and at the same target) but only one roll to hit (and the same Damage Modifier).					

Strong Nuclear Grid	Vector Field	Atmospheric Protection	Movement Form	Com-Gear	Sensors
300pt Field	None	C6,D5,E20	Hover 160	A	ABC

Omega Powered Armor: Heavy Cavalry

Omega Powered Armor was the heaviest mass production battle suit there was any reliable record of. Certainly the great warlords had custom designs and there were brief descriptions of what might be tac-nuke armed battle suits in other parts of the world—but the Omega Armor was assuredly built and used in mass battles.

It uses a form of Neonium that is reinforced by its own internal meshed nuclear grid for the plates. Beneath them is a finite-state-automata linked cell structure of 'cells' with pure-neonium exoskeletons.

Mass (with human)	30
Fuel Cells	6 V1-Cells for 100hrs

Omega Power Armor Suit 500		Omega Power Armor Suit 1000	
Roll	DAMAGE	Roll	DAMAGE
20-	50 - 99	20-	100 - 199
19-	100 - 124	19-	200 - 249
18-	125 - 165	18-	250 - 332
17-	166 - 249	17-	333 - 499
16-	250 - 284	16-	500 - 570
15-	285 - 332	15-	571 - 665
14-	333 - 349	14-	666 - 699
13-	350 - 399	13-	700 - 799
12-	400 - 449	12-	800 - 899
11-	450 - 499	11-	900 - 999
10-	500 - 549	10-	1000 - 1099
09-	550 - 599	09-	1100 - 1199
08-	600 - 649	08-	1200 - 1299
07-	650 - 749	07-	1300 - 1499
06-	750 - 874	06-	1500 - 1749
05-	875 - 999	05-	1750 - 1999
04-	1000 - 1249	04-	2000 - 2499
03-	1250 - 1499	03-	2500 - 2999
02-	1500 - 1999	02-	3000 - 3999
01-	2000 - 2499	01-	4000 - 4999
00-	2500 - or more	00-	5000 - or more

Weapon

Annihilator Cannon	Dam	ROF	Ctrl	Range	Clip
Anti-Plasma LVL8 A	900 Ann	4x*	-1	-1/30y	90
The anti-matter plasma beam, when deployed, covers the right hand (the glove locks into place and the cannon's barrel slides from the fore-arm around it. The maw of the weapon is some 14" across. After 1 second of fire, it requires two seconds to cool and recharge.					

Name	Coverage	Defense	Cost	STR	Stealth
Suit (Neonium Lace with super-polymer)	Full	240/500		+30	-8
SN Reinforced Neonium Plate	5	500/1000		--	--
SN Plate: Commander Configuration	8	500/1000		--	--

Strong Nuclear Grid	Vector Field	Atmospheric Protection	Movement Form	Com-Gear	Sensors
800pt Field	None	C6,D5,E20	Flight 600	C	ABC

Energy Shields

Of course the ultimate in high tech armor might be the Cav-Units but for sheer class nothing beats a personal energy shield. These ranged from moderately weak to extremely powerful and the best were prized by warlords (and thus, are exceedingly rare since when they were defeated the result was usually flash-incineration of the unit as well as the warlord wearing it).

Mirror Fields

Mirror Fields are energy-reflection grids. Using a poorly understood technology, radiant energy or even highly accelerated particles can be deflected. A mirror Shield works in a 2 yard sphere around the character and gives a -4 DM from any energy weapon.

Cost 1100c

Power Source: 1 C cell for 100 hours

Force Field Belt

A Force Field Belt hooks into the "morphic field" of the wearer and encases them in a skin-tight force field. This will transmit oxygen as though through a filter (+4 against toxins or diseases) and will give the appropriate protection. Force Fields work as Strong Nuclear Grids.

Grade	Level	Effect	Power Source	Cost
Grade Alpha	1	30	2 B	900c
Grade Beta	2	60	2 C	1500c
Grade Gamma	3	150	1 V1	4000c
Grade Delta	4	300	2 V1	12000c