

SEEKER WEAPONS	Firing Modes	Ammo	Range	Complexity/GP	Notes
Disposable Launcher	SS	1 Standard	300 (includes missile)	Mod/R/2	No Close, Single-Use, Two-Handed
Seeker Armband	SS	4 Micro	75	Mod/R/2	No Point-Blank
Seeker Pistol	SA	8 Micro	75	Mod/R/2	No Point-Blank
Seeker Rifle	SA	12 Micro	75	Maj/R/3	No Close, Long, Two-Handed
	SA	6 Mini	150		
Underbarrel Seeker	SA	6 Micro	75	Mod/R/2	No Close, Two-Handed

BASELINE STATS ARE FOR MICROMISSILES AND MINIGRENADES.

SEEKER/GRENADE TYPE	Area-Effect Type (Radius)	Damage Value [Average]	Armor Used	Complexity/GP (per 5)	Notes
Dazzler	Uniform (50 m)	—	—	Mod/R/2	Blinding
EMP	Uniform (50 m)	2d10 + 5 [16] (nanoswarms only)	—	Maj/R/3	Disables radios
Gas/Smoke	Uniform (20 m)	—	—	Min/1	
HEAP	—	3d10 + 12 [29]	K	Maj/R/3	Armor-Piercing, Knockdown
Plasmaburst	Centered (–2 DV/m)	3d10 + 10 [27]	E	Maj/R/3	Armor-Piercing
Splash	Uniform (10 m)	—	—	As payload	
Stun	Uniform (10 m)	1d6 + 2 [5]	K	Mod/2	Blinding, Knockdown, Shock
Overload	Uniform (10 m)	—	—		Blinding, Pain
Tactical Multipurpose (TMP)				Mod/R/2	
Frag	Centered (–2 DV/m)	3d10 + 6 [23]	K		Knockdown (5 meter radius)
High-Explosive	Centered (–2 DV/m)	3d10 + 10 [27]	E		Knockdown (10 meter radius)
Thermobaric	Uniform (10 m)	2d10 + 5 [16]	E	Maj/R/3	Armor-Piercing, Knockdown

SIZE	Area-Effect Type (Radius)	Damage Value [Average]	Armor Used	Complexity/GP	Notes
Standard Grenade	x2 (Uniform)	+1d10 [+5] (Centered)	As above	Per 3	As above
Minimissile	x2 (Uniform)	+1d10 [+5] (Centered)	As above	Per 3	As above
Standard Missile	x2 (Uniform)	x2 (Centered)	As above	Per 1	As above