

	Area Damage	Value	Firing			Armor		
SPRAY WEAPONS	Effect	[Average]	Modes	Ammo	Range	Used	Complexity/GP	Notes
Buzzer	Cone	As swarm	SS	3	15	As swarm	As specialized hive	Long, Two-Handed
Freezer	Cone	—	SS	20	15	—	Mod/2	Entangling, Long, Two-Handed
Plasma Rifle	Cone	4d10 + 10 [32]	SA	6	25	E	Maj/R/3	Armor-Piercing, Long, Two-Handed
Shard Pistol	Cone	2d6 + 6 [13]	SA/BF/FA	100	15	K	Min/R/1	Concealable
Shredder	Cone	2d10 + 6 [17]	SA/BF/FA	100	25	K	Mod/R/2	Two-Handed
Sprayer	Cone	As payload	SS	20	15	As payload	Min/1	Long, Two-Handed
Torch	Cone	3d10 [16]	SS	20	15	E	Maj/R/3	Long, Two-Handed
Vortex Ring Gun	Cone	1d6 [3]	SA	20	15	E	Min/1	Knockdown, Long, Stun, Two-Handed