

<b>KINETIC WEAPONS</b>	<b>Damage Value [Average]</b>	<b>Firing Modes</b>	<b>Ammo</b>	<b>Range</b>	<b>Complexity/GP</b>	<b>Notes</b>
Holdout	1d10 + 1d6 <b>[9]</b>	SA/BF	9 + 1	25	Min/R/1	Concealable
Medium Pistol	2d10 <b>[11]</b>	SA/BF/FA	15 + 1	30	Min/R/1	
Heavy Pistol	2d10 + 2 <b>[13]</b>	SA/BF/FA	9 + 1	35	Min/R/1	
Machine Pistol	1d10 + 1d6 <b>[9]</b>	SA/BF/FA	30 + 1	25	Min/R/1	
Submachine Gun	2d10 <b>[11]</b>	SA/BF/FA	30 + 1	50	Mod/R/2	Two-Handed
Assault Rifle	2d10 + 2 <b>[13]</b>	SA/BF/FA	45 + 1	100	Mod/R/2	Long, Two-Handed
Battle Rifle	2d10 + 4 <b>[15]</b>	SA/BF/FA	30 + 1	200	Mod/R/2	Long, Two-Handed
Light Machine Gun	2d10 + 4 <b>[15]</b>	BF/FA	50 + 1	300	Maj/R/3	Fixed, Long
Medium Machine Gun	2d10 + 6 <b>[17]</b>	BF/FA	50 + 1	400	Maj/R/3	Fixed, Long
Heavy Machine Gun	3d10 + 2 <b>[19]</b>	BF/FA	50 + 1	500	Maj/R/3	Fixed, Long
Sniper Rifle	3d10 + 10 <b>[26]</b>	SA	9 + 1	500	Maj/R/3	Fixed, Long
Polygun Pistol	As Pistol	As Pistol	As Pistol	As Pistol	Mod/R/1	As Pistol
Polygun Rifle	As Rifle/SMG	As Rifle/SMG	As Rifle/SMG	As Rifle/SMG	Maj/R/3	As Rifle/SMG
Railguns	As Above	As Above	x2	x1.5	As Above	As Above, Armor-Piercing