Ranged Weapon Mods

Weapon mods are broken down by weapon type, and again by mod type. A weapon cannot have more than one mod of each type at a time.

Next to a mod’s name, in parentheses, is the relevant perk rank necessary to craft it.

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| **Ranged Ballistic Weapon Mods** | | | | | |
| **Barrel** | | | | | |
| Name | Effect | Weight | Cost | Components | |
| Standard(0) |  | 0 | N/A | N/A | |
| Long(1) | +15 feet to normal range | +1 | +10 | 2 adhesive  3 steel | |
| Ported(1) | +10 feet to normal range | 0 | +5 | 1 aluminum, 2 adhesive | |
| Long, Ported(2) | +25 feet to normal range | +1 | +15 | 4 adhesive  1 aluminum  3 steel | |
| **Grip/Stock** | | | | | |
| Name | Effect | Weight | Cost | Components | |
| Standard(0) |  | 0 | N/A | | N/A |
| Comfort Grip(2) | Onehanded only  Ignore disadvantage at long range | +1 | +30 | | 2 adhesive  6 rubber |
| Marksman’s Stock(2) | Twohanded only  Ignore disadvantage at long range | +1 | +30 | | 2 adhesive  6 spring |
| **Magazine** | | | | | |
| Name | Effect | Weight | Cost | Components | |
| Standard(0) |  | 0 | N/A | N/A | |
| Quick-Eject(1) | -1 Reload AP | 0 | +25 | 5 oil  2 spring | |
| Extended(1) | Doubled ammo capacity | +2 | +25 | 1 adhesive  5 steel | |
| Extended Quick-Eject(2) | -1 Reload AP  Doubled ammo capacity | +2 | +50 | 1 adhesive  5 oil  2 spring  5 steel | |
| Drum(3) | Tripled ammo capacity  +1 Reload AP | +5 | +60 | 2 spring  10 steel | |
| Quick-Eject Drum(4) | Tripled ammo capacity | +5 | +100 | 2 adhesive  5 oil  4 spring  10 steel | |
| **Muzzle** | | | | | |
| Name | Effect | Weight | Cost | Components | |
| Standard(0) |  | 0 | N/A | N/A | |
| Bayonet(1) | Can be used as a melee weapon, dealing 1d6 ballistic on a hit | +1 | +10 | 1 adhesive  1 screw  1 steel | |
| Compensator(2) | +1 to attack rolls | +2 | +15 | 2 adhesive  3 aluminum  2 screws | |
| Muzzle Brake(3) | +2 to attack rolls | +3 | +25 | 2 adhesive  5 aluminum  2 screws | |
| Suppressor(4) | Silent weapon | +1 | +35 | 4 adhesive  5 aluminum  3 plastic  3 fiberglass  4 screws | |
| **Receiver** | | | | | |
| Name | Effect | Weight | Cost | Components | |
| Standard(0) |  | 0 | N/A | N/A | |
| Improved(1) | +1 damage die | +1 | +15 | 2 adhesive  2 gears  1 oil  3 screws  4 steel | |
| Automatic(2) | +2 damage dice  +Automatic Property | +1 | +20 | 2 adhesive  2 gears  3 oil  3 screws  4 steel | |
| Semiautomatic(2) | -half damage dice  -Automatic Property | -1 | -10 | 1 adhesive  1 gear  2 oil  2 screws  2 steel | |
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| Calibrated(3) | +1 damage die  +1 Critical Hit Multiplier | +2 | +25 | 3 adhesive  3 gears  2 oil  4 screws  5 steel | |
| Advanced(4) | +2 damage dice | +3 | +40 | 4 adhesive  4 gears  3 oil  5 screws  6 steel | |
| **Sight** | | | | | |
| Name | Effect | Weight | Cost | Components | |
| Standard(0) |  | 0 | N/A | N/A | |
| Glow | +1 to attack rolls at normal range | 0 | +5 | 2 adhesive  2 nuclear material | |
| Reflex | +2 to attack rolls at normal range | +1 | +15 | 2 adhesive  2 aluminum  1 glass  2 nuclear material  3 screws | |
| Scope(2) | +1 to attack rolls at long range | +2 | +15 | 2 adhesive  2 glass  3 screws  2 steel | |
| Night-Vision Scope(3) | +1 to attack rolls at long range  Attacks ignore dim light and darkness penalties | +2 | +25 | 2 adhesive  2 glass  2 nuclear material  3 screws  2 steel | |
| Recon Scope(4) | +2 to attack rolls at long range  Attacks ignore dim light and darkness penalties | +3 | +45 | 3 adhesive  2 circuitry  4 fiber optics  1 glass  2 nuclear material  2 steel | |

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| **Ranged Energy Weapon Mods** | | | | |
| **Barrel** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Improved(0) | +15 feet to normal range |  |  | 2 adhesive  2 asbestos  1 circuitry  1 copper  2 fiberglass  2 glass  3 plastic  3 screws  6 steel |
| Automatic(1) | +2 damage dice  +Automatic Property | +1 | +20 | 2 adhesive  2 circutry  3 crystal  2 fiber optics  4 gears  5 plastic  4 screws  2 silver  4 steel |
| Sniper(2) | +25 feet to normal range |  |  | 2 adhesive  3 circuitry  4 crystal  3 fiber optics  5 plastic  5 screws  2 silver  6 steel |
| **Capacitor** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Boosted(1) | +1 damage die | +1 | +15 | 2 adhesive  5 circuitry  4 crystal  4 nuclear material  4 plastic  3 screws  1 silver  2 steel |
| Beta Wave Tuner(2) | +1 fire damage die | +1 | +20 | 2 adhesive  2 circitry  2 crystal  2 nuclear material  3 plastic  3 screws  4 steel |
| Photon Exciter(3) | +1 damage die  +1 Critical Hit Multiplier | +2 | +25 | 3 adhesive  7 circuitry  6 crystal  6 nuclear material  4 plastic  3 screws  1 gold  2 steel |
| Maximized(4) | +2 damage dice | +3 | +40 | 4 adhesive  9 circuitry  8 crystal  6 nuclear material  7 plastic  5 screws  2 gold  3 steel |
| 3-Crank(1) | Can perform a third crank with the musket |  |  | 2 adhesive  4 gears  3 iol  4 screws  5 steel |
| 4-Crank(2) | Can perform a fourth crank with the musket |  |  | 3 adhesive  7 aluminum  5 gears  4 oil  5 screws |
| Well-Oiled 5-Crank(3) | Can perform a fifth crank with the musket  Each crank now only costs 1 AP |  |  | 4 adhesive  8 aluminum  6 gears  8 oil  6 screws |
| **Grip/Stock** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Comfort Grip(2) | Onehanded only  Ignore disadvantage at long range | +1 | +30 | 2 adhesive  6 rubber |
| Marksman’s Stock(2) | Twohanded only  Ignore disadvantage at long range | +1 | +30 | 2 adhesive  6 spring |
| **Muzzle** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Beam Focuser(1) | +1 to attack rolls | +2 | +15 | 2 adhesive  3 glass  2 plastic  2 screw  2 silver |
| Beam Splitter(2) | Weapon range halved  Ignore disadvantage while engaged in melee | +3 | +20 | 2 adhesive  4 glass  3 plastic  3 screw  2 silver |
| **Sight** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Glow | +1 to attack rolls at normal range | 0 | +5 | 2 adhesive  2 nuclear material |
| Reflex | +2 to attack rolls at normal range | +1 | +15 | 2 adhesive  2 aluminum  1 glass  2 nuclear material  3 screws |
| Scope(2) | +1 to attack rolls at long range | +2 | +15 | 2 adhesive  2 glass  3 screws  2 steel |
| Night-Vision Scope(3) | +1 to attack rolls at long range  Attacks ignore dim light and darkness penalties | +2 | +25 | 2 adhesive  2 glass  2 nuclear material  3 screws  2 steel |
| Recon Scope(4) | +2 to attack rolls at long range  Attacks ignore dim light and darkness penalties | +3 | +45 | 3 adhesive  2 circuitry  4 fiber optics  1 glass  2 nuclear material  2 steel |

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| **Ranged Radiation Weapon Mods** | | | | |
| **Barrel** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Deep Dish(3) | +15 feet to normal range  +1 damage die |  | +40 | 2 adhesive  10 aluminum  10 plastic  6 screws |
| **Grip/Stock** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Comfort Grip(2) | Onehanded only  Ignore disadvantage at long range | +1 | +30 | 2 adhesive  6 rubber |
| Marksman’s Stock(2) | Twohanded only  Ignore disadvantage at long range | +1 | +30 | 2 adhesive  6 spring |
| **Muzzle** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Electric Charge Capacitor(2) | +2d6 energy damage dice | +1 | +25 | 3 circuitry  2 copper  2 nuclear material  1 MF Cell |
| Additional Cell Space(2) | Double ammo capacity | +2 | +35 | 3 circuitry  3 nuclear material  4 plastic |

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| **Ranged Plasma Weapon Mods** | | | | |
| **Barrel** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Improved(0) | +15 feet to normal range |  |  | 2 adhesive  2 asbestos  1 circuitry  1 copper  2 fiberglass  2 glass  3 plastic  3 screws  6 steel |
| Automatic(1) | +1 damage die  +Automatic Property | +1 | +20 | 2 adhesive  2 circutry  3 crystal  2 fiber optics  4 gears  5 plastic  4 screws  2 gold  4 steel |
| Flamer(2) | Exchanges range for 15. foot cone  +2 damage dice | 1 | +30 | 2 adhesive  3 circuitry  4 crystal  4 nuclear material  5 plastic  5 screws  2 gold  6 steel |
| **Capacitor** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Boosted(1) | +1 damage die | +1 | +15 | 2 adhesive  5 circuitry  4 crystal  4 nuclear material  4 plastic  3 screws  1 gold  2 steel |
| Photon Exciter(3) | +1 damage die  +1 Critical Hit Multiplier | +2 | +25 | 3 adhesive  7 circuitry  6 crystal  6 nuclear material  4 plastic  3 screws  2 gold  2 steel |
| Maximized(4) | +2 damage dice | +3 | +40 | 4 adhesive  9 circuitry  8 crystal  6 nuclear material  7 plastic  5 screws  3 gold  3 steel |
| **Grip/Stock** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Comfort Grip(2) | Onehanded only  Ignore disadvantage at long range | +1 | +30 | 2 adhesive  6 rubber |
| Marksman’s Stock(2) | Twohanded only  Ignore disadvantage at long range | +1 | +30 | 2 adhesive  6 spring |
| **Sight** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Glow | +1 to attack rolls at normal range | 0 | +5 | 2 adhesive  2 nuclear material |
| Reflex | +2 to attack rolls at normal range | +1 | +15 | 2 adhesive  2 aluminum  1 glass  2 nuclear material  3 screws |
| CONTINUED NEXT PAGE | | | | |
| Scope(2) | +1 to attack rolls at long range | +2 | +15 | 2 adhesive  2 glass  3 screws  2 steel |
| Night-Vision Scope(3) | +1 to attack rolls at long range  Attacks ignore dim light and darkness penalties | +2 | +25 | 2 adhesive  2 glass  2 nuclear material  3 screws  2 steel |
| Recon Scope(4) | +2 to attack rolls at long range  Attacks ignore dim light and darkness penalties | +3 | +45 | 3 adhesive  2 circuitry  4 fiber optics  1 glass  2 nuclear material  2 steel |

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| **Ranged Heavy Weapon Mods** | | | | |
| **Flamer** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Napalm Tank(4) | +3 damage dice  +10 ft. to cone | +5 | +50 | 4 adhesive  2 asbestos  8 aluminum  2 copper  6 screws  8 steel |
| **Gatling Laser** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Beta Wave Tuner(4) | +2 fire damage dice | +5 | +60 | 4 adhesive  4 circuitry  4 crystal  4 nuclear material  5 screws  8 steel |
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| **Grenade Machinegun** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| High-Speed Kit(4) | +50 ft. to range | +5 | +50 | 4 adhesive  3 circuitry  5 explosive material  6 screws  6 steel |
| **Minigun** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Shredder Barrel(3) | Can be used as a melee weapon, dealing 3d6 ballistic on a hit | +5 | +40 | 6 adhesive  5 screws  25 steel |
| **Missile Launcher** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Quad-Barrel(4) | +3 to ammo capacity (Relaod) | +20 | +100 | 10 adhesive  16 aluminum  8 screws |
| **Plasma Caster** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Additional Electrode(4) | +2 damage dice | +5 | +40 | 4 adhesive  4 circuitry  4 crystal  4 nuclear material  5 screws  8 steel |
| **Tesla Cannon** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
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| Chain Modulator(4) | On a hit, if the attack roll was high enough to hit a second creature of your choice within 20 feet of the original creature (and still within the weapon’s range), the attack hits them as well. | +5 | +80 | 4 adhesive  6 circuitry  6 crystal  6 nuclear material |

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| **Legendary Ranged Weapon Mods** | | |
| Name | Effect | Components |
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