**NOTE**: The “*Reload*” column displays the amount of ammo the weapon can expend before needing a Reload action to fire again; most weapons fire one piece of ammunition per attack. There are exceptions however, and these are denoted accordingly.

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| **Ballistic Onehanded (3 AP)** | | | | | | | |
| Name | Damage | Reload | Range | Properties | Ammo | Weight | Cost |
| 9mm Pistol | 1d6 | 13 | (40/80) ft. | Finesse, Light | 9mm | 1.5 | 21 |
| 9mm SMG | 3d6 | 30 | (30/60) ft. | Automatic, Finesse, Light | 9mm | 4 | 33 |
| 10mm Pistol | 2d6 | 12 | (40/80) ft. | Light | 10mm | 3.5 | 45 |
| 10mm SMG\* | 4d6 | 30 | (30/60) ft. | Automatic | 10mm | 5 | 57 |
| .357 Revolver\* | 3d6 | 6 | (50/100) ft. | Finesse, Light | .357 cal | 2 | 55 |
| .44 Revolver\* | 4d6 | 6 | (60/120) ft. | Finesse | .44 cal | 4 | 99 |
| 12.7mm Pistol\*\* | 6d6 | 7 | (40/80) ft. |  | .50 cal | 3.5 | 250 |
| Pipe Pistol | 1d4 | 12 | (20/40 ft. | Finesse, Junk, Light | .38 cal | 2 | 8 |
| Pipe Revolver\* | 2d4 | 6 | (30/60) ft. | Finesse, Junk | .45 cal | 4 | 15 |
| Sawn-Off\*\*\* | 4d6 | 2 | (15/30) ft. | Light | 12 Ga | 7 | 39 |

\*When a damage die for this weapon lands on a 1 or 2, you treat it as a 3.

\*\*This weapon costs 4 AP to fire.

\*\*\*If this weapon has 2 shells loaded, it can fire both as part of one attack for a total of 8d6 damage. You must decide to do this *before* you make your attack roll.

**Critical Hit Modifier: x3**

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| **Non-Ballistic Onehanded (3 AP)** | | | | | | | |
| Name | Damage | Reload | Range | Properties | Ammo | Weight | Cost |
| Alien Blaster | 3d12 | 42 | (60/120) ft. | Finesse, Special | ??? | 2 | ??? |
| Hand Flamer | 3d8 fire | 12 | 10 ft. cone | Automatic, Light, Special | Fuel | 3 | 118 |
| Hand Incinerator | 1d8 fire | 8 | (40/80) ft. | Light, Special | Fuel | 3 | 109 |
| Gamma Gun | 3d10 radiation | 8 | (40/80) ft. |  | Gamma Round | 3 | 156 |
| Plasma Pistol | 3d10 plasma | 30 | (40/80) ft. |  | Plasma Cartridge | 4 | 123 |
| Laser Pistol | 2d8 energy | 30 | (50/150) ft. |  | MF Cell | 4 | 66 |

**Critical Hit Modifier: x3**

Alien Blaster: This weapon ignores Damage Threshold and Damage Resistance. It deals damage of an unknown type and cannot use weapon mods.

Hand Flamer: Targets hit by this weapon take an additional 1d8 fire damage at the start of each of their turns until they spend 2 AP to put out the flames.

Hand Incinerator: Targets hit by this weapon take an additional 1d8 fire damage at the start of each of their turns until they spend 2 AP to put out the flames.

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| **Ballistic Twohanded (4 AP)** | | | | | | | |
| Name | Damage | Reload | Range | Properties | Ammo | Weight | Cost |
| Anti-Material Rifle\* | 6d8 | 8 | (300/900) ft. |  | .50 cal | 20 | 550 |
| Assault Carbine | 3d8 | 24 | (40/120) ft. | Automatic | 5mm | 6 | 133 |
| Combat Shotgun | 3d8 | 8 | (25/50) ft. | Spread | 12 Ga | 11 | 117 |
| Combat Rifle (CR-74L) | 3d8 | 12 | (50/150) ft. |  | .308 cal | 12 | 110 |
| Gauss Rifle | 4d8 | 7 | 100 ft. | Special | 2mm EC | 16 | 600 |
| Hunting Shotgun | 2d8 | 6 | (25/50) ft. | Spread | 12 Ga | 6 | 79 |
| Lever-Action Rifle | 1d8 | 13 | (50/150) ft. |  | .308 cal | 11 | 74 |
| Lever-Action Shotgun | 2d8 | 5 | (20/40) ft. | Finesse, Spread | 12 Ga | 11 | 65 |
| Light Machine Gun | 6d8 | 90 | (40/120) ft. | Automatic, Spray | 5mm | 15 | 210 |
| Marksman Carbine | 2d8 | 20 | (70/210) ft. | Special | 5.56mm | 6 | 185 |
| Pipe Assault Rifle | 3d4 | 15 | (25/45) ft. | Automatic, Finesse, Junk, Light | 5.56mm | 4 | 17 |
| Pipe Rifle | 1d4 | 12 | (30/90) ft. | Finesse, Junk, Light | .38 cal | 3 | 10 |
| Pipe Shotgun | 2d4 | 1 | (15/45) ft. | Junk | 12 Ga | 4 | 13 |
| Hunting Rifle\* | 2d8 | 5 | (60/180) ft. |  | .308 cal | 10 | 108 |
| Railway Rifle | 3d8 | 5 | (40/80) ft. | Special | Spike | 13 | 190 |
| Service Rifle | 1d8 | 20 | (50/150) ft. | Special | 5.56mm | 9 | 90 |
| Sniper Rifle\* | 3d8 | 8 | (150/450) ft. |  | .308 cal | 8 | 177 |
| Submachine Gun | 4d8 | 50 | (30/90) ft. | Automatic, Spray | .45 cal | 13 | 58 |

\*When a damage die for this weapon lands on a 1-3, you treat it as a 4.

**Critical Hit Modifier: x2**

Gauss Rifle: Once you spend the AP to attack with this weapon, you can choose to charge it first for an additional 2 AP. This increases the weapon’s damage by another 4d8 and gives it the ability to pierce through and hit all targets in a 100-foot line starting from you. You make only one attack roll for this, against which each individual target’s AC is compared.

The next turn, you can release the attack for 0 AP. Releasing the attack this way deals an additional 5d8 damage.

Marksman Carbine: This weapon costs 3 AP to fire.

Railway Rifle: If a creature hit by this weapon is within 5 feet of another creature or object directly behind it (from the direction it was hit), it is pinned to that creature or object for one turn (restrained).

Service Rifle: This weapon costs 3 AP to fire.

Spread: Firing this weapon while engaged in melee does not impose disadvantage on the attack roll.

Spray: You can spend an additional 2 AP on an attack with this weapon, along with double the ammunition, to make one attack roll against every creature in a 15-foot radius of a point you can see.

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| **Non-ballistic Twohanded (4 AP)** | | | | | | | |
| Name | Damage | Reload | Range | Properties | Ammo | Weight | Cost |
| Alien Blaster Rifle | 6d12 | 21 | (120/360) ft. | Finesse, Special | ??? | 7 | ??? |
| Cryolator | 5d8 cold | 25 | 15 ft. cone | Automatic, Special | MF Cell | 13 | 302 |
| Gamma Rifle | 4d12 radiation | 12 | (50/150) ft. |  | Gamma Round | 6 | 237 |
| Grenade rifle | Special | 1 | 60 ft. | Twohanded, Special | Grenades | 5 | 125 |
| Laser Musket | 2d10 energy | Special | (70/150) ft. | Junk, Special | N/A | 13 | 57 |
| Laser Rifle | 3d10 energy | 24 | (70/150) ft. |  | MF Cell | 8 | 140 |
| Plasma Rifle | 4d12 plasma | 12 | (60/180) ft. |  | Plasma Cartridge | 8 | 281 |
| Tesla Rifle | Special | 10 | (40/120) ft. |  | MF Cell | 8 | 90 |

**Critical Hit Modifier: x2**

Alien Blaster Rifle: This weapon ignores Damage Threshold and Damage Resistance. It deals damage of an unknown type and cannot use weapon mods.

Cryolator: On a critical hit, the target is paralyzed until the start of their next turn.

Grenade Rifle: This weapon fires grenades (listed in “Consumable Equipment”). Damage and radius are dependent on the grenade fired. This weapon cannot fire mines, Hallucigen and Hyperfrequency grenades, or satchel charges. This weapon costs 3 AP to fire and 0 AP to reload.

Laser Musket: The weapon does not use ammo; it is charged by a hand crank; a single crank is needed to make a standard attack (this process costs the normal AP for an attack). Two additional AP can be spent to perform a second crank, increasing the damage dealt on a hit by 2d10. This weapon can only use “Crank” capacitor mods from the ranged energy weapon mod list.

Tesla Rifle: On a hit, this weapon deals 2d10 lightning damage. If the attack roll was high enough to hit a second creature of your choice within 10 feet of the original creature (and still within the weapon’s normal range) the lightning leaps over to that second creature and deals its normal damage to them.

The “Reload” column displays the amount of ammo the weapon can expend before needing a Reload action to fire again; most weapons fire one piece of ammunition per attack. There are exceptions however, and these are denoted accordingly.

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| **Heavy Weapons (5 AP)** | | | | | | | |
| Name | Damage | Reload | Range | Properties | Ammo | Weight | Cost |
| .444 Bear-Killer | Special | 4 | 120 ft. | Onehanded, Special | .444 HEAP | 10 | ??? |
| Alien Gatling-Blaster | 12d12 | Special | 150 ft. | Automatic, Finesse, Special, Spray | ??? | 12 | ??? |
| Fatman | Special | 1 | 100 ft. | Twohanded | Mini Nuke | 31 | 1000 |
| Flamer | 5d10 fire | 100 | 20 ft. cone | Automatic, Special, Twohanded | Fuel | 16 | 137 |
| Gatling laser | 10d10 energy | Special | 150 ft. | Automatic, Special, Spray, Twohanded | Fusion Core | 19 | 804 |
| Grenade Machinegun | Special | 15 | 120 ft. | Twohanded, Special | Grenades | 15 | 450 |
| Incinerator | 5d10 fire | 24 | 80 ft. | Twohanded, Special | Fuel | 15 | 131 |
| Minigun | 12d8 | N/A | 100 ft. | Automatic, Special, Spray, Twohanded | 5mm | 27 | 382 |
| Missile Launcher\* | 8d8 | 1 | 100 ft. | Twohanded | Missile | 21 | 314 |
| Plasma Caster | 10d12 plasma | 10 | 100 ft. | Twohanded | Plasma Cartridge | 20 | 401 |
| Tesla Cannon | 8d10 lightning | 4 | 120 ft. | Twohanded | MF Cell | 8 | 512 |

**Critical Hit Modifier: x2**

.444 Bear-Killer: On a hit, this weapon deals 8d8 ballistic damage to the target and half as much to all creatures within 5 feet of the target. Attacks with this weapon ignore the target's Damage Resistance and Damage Threshold.

Alien Gatling-Blaster: This weapon ignores Damage Threshold and Damage Resistance. It deals damage of an unknown type and cannot use weapon mods. It uses strange energy cores as its ammo supply which, at full capacity, can fire 500 rounds before emptying. After which, the weapon must be reloaded. Shots are expended like normal ammunition for the purposes of the Automatic property.

Fatman: This weapon deals 12d8 ballistic and 12d8 radiation damage; it affects creatures and objects within a 30-foot radius. There is no save.

Flamer: Targets hit by this weapon take an additional 2d10 fire damage at the start of each of their turns until they spend 3 AP to put out the flames.

Gatling Laser: This weapon has 100 shots per fusion core charge; shots are expended like normal ammunition for the purposes of the Automatic property. Once all charges are expended, the weapon must be reloaded.

Grenade Machinegun: This weapon fires grenades (listed in “Consumable Equipment”). Damage and radius are dependent on the grenade fired. This weapon cannot fire mines, Hallucigen and Hyperfrequency grenades, or satchel charges. This weapon costs 2 AP to fire.

Incinerator: Targets hit by this weapon take an additional 2d10 fire damage at the start of each of their turns until they spend 3 AP to put out the flames.

Missile Launcher: This weapon does not need to make an attack roll against a target and can instead target a location. When fired, the projectile explodes and deals its damage to all creatures and objects within a 20 ft. radius. Any creature that succeeds a DC 15 Agility save reduces the damage by half.

Spray: You can spend an additional 2 AP on an attack with this weapon, along with double the ammunition, to make one attack roll against every creature in a 15-foot radius of a point you can see.