Handgun/Pistol		Effv	Long	Ext	Shots	Attacks	Special
Mag Pistol		5	10	20	1×SV1	1×SV1	–
Plasma Pistol		5	10	20	1×SV2	1×SV2	–
Ship Pistol		5	10	15	1×SV0	1×SV0	Knockout
Slug Pistol (Pistol)		5	10	15	1×SV0	1×SV0	–
Stun Gun		5	10	15	1×SV1	1×SV1	Knockout Only
X-sling	*Direct*	5	10	20	1×SV1	–	Grenade
	Slingnet	5	10	20	Spec	–	+1 pin to target
Knockout/Knockout only: Weapon can use Knockout attack (p.25). Target unconscious on failed Res - unconscious and gain extra pin.							

Rifle/Carbine		Effv	Long	Ext	Shots	Attacks	Special
Assault Rifle		10	20	40	2×SV0	–	RF
Compression Carbine		(5)20	30	50	1×SV3/2/1	–	Var SV, No Cover
Mag Repeater		10	20	30	2×SV0	–	RF
Mag Gun		20	40	60	1×SV1	–	–
Phase Rifle	*Direct Fire*	20	30	80	1×SV2	–	Exploit SV4
	Phased	10	20	60	3×SV1	–	Phased Fire, Exploit SV3
Plasma Carbine	*Scatter*	10	20	30	2×SV0	–	RF
	Focussed	20	30	50	1×SV2	–	–
Plasma Rifle		20	30	60	1×SV2	–	Exploit SV4
Phased Fire: Fire order only, no RF penalty, can use Sniper & Marksman on shots.							
Exploit SVn: Stated SV vs enemy equipment, buddies, probes.							
No Cover: Damage from the weapon ignores the effects of cover bonuses on Res saves.							
2×, 3× : Multiple shots/attacks = -1 Acc/Str per extra shot/attack							

Heavy Personal (St 6+)		Effv	Long	Ext	Shots	Attacks	Special
Compressor Torus		10	20	30	2×SV3/2/0	1×SV4	RF, No Cover, Compound SV
Plasma Duocarb	*Scatter*	10	20	30	3×SV0	–	RF
	Focussed	20	30	50	1×SV3	–	–
Krasz Plasma Carbine							
	Scatter	10	20	30	2×SV0	–	RF
	Focussed	20	30	50	1×SV2	1×SV2	–
Krasz Plasma Lance	*Scatter*	10	20	30	2×SV0	–	RF
	Focussed	20	30	50	1×SV2	1×SV2	–
	Lance	10	20	30	1×SV4	–	Inaccurate
Tractor Maul		2	5	10	1×SV3	1×SV4	Inaccurate (Ranged), Breaching SV 6
Compound SV: Multiple hits on the same target combine into one hit at the total of all SV of the hits.							
Inaccurate: In the mode or at the ranges stated the shooter suffers a -1 Acc penalty.							
Breaching: Uses the SV stated (if any) in breaching attacks and ignores the targets armour value.							

Other Personal/Tools		Effv	Long	Ext	Shots	Attacks	Special
Askar Claw		–	–	–	–	2×SV1	Compound SV, Breaching
Distort Spinner	*Distort*	Hand-to-hand only		–		2×SV0	+2 Res, Algoryn Assault Troopers only
	Plasma Shell	Hand-to-hand only		–		2×SV2	Compound SV, Hazardous HtH
Machine Gun (Primitive)		20	30	50	3×SV0	–	RF
Lectro Lash		Hand-to-hand only		–		1×SV3	Knockout
Maglash		2	5	10	1×SV1	1×SV2	Knockout
Mass Compactor		5	10	20	1×SV3	1×SV3	No Cover, Breaching SV 5
Micro-X	*OH*	(10)20	30	40	1×SV1/Spec	–	Blast 3" or as special munitions, OH
	Direct/Slingnet	10	20	30	1×SV1	–	–
	Overload	5	10	20	1×SV3	–	Inaccurate
NuHu Stave	*Ranged*	5	10	20	1×SV3	–	Blast 3", No Cover, Knockout, +1 pin
	Close	Hand-to-hand only		–		2×SV3	Compound SV, No Cover, Knockout, +1 pin
Plasma Lance	*Scatter*	10	20	30	2×SV0	–	RF
	Focussed	20	30	50	1×SV2	–	–
	Lance	10	20	30	1×SV4	–	Inaccurate
Tool Appendages		Hand-to-hand only		–		2×SV1	Compound SV, Drones only
X-Sublauncher	*OH*	(5)10	20	30	1×SV1/Spec	–	Blast 2" or as special munitions 2", OH
Hazardous HtH: On a fumble (a natural 10 and a miss) the weapon hits the wielder.							
+1 Pin: On a hit, the stave inflicts an extra pin on the target per simultaneous hits (so two simultaneous hits only give +1 pin)							

Grenades	Effv	Long	Ext	Shots	Attacks	Special
Fractal Charges	Str	–	–	1×SV3	1×SV3	Breaching SV5, Compound SV, Hazardous HtH, Blast 2"
Implosion Grenade	Str	–	–	1×SV1	1×SV2	Breaching SV3, Compound SV
Plasma Grenade	Str	–	–	1×SV1	1×SV1	Compound SV
Solar Charge	Str	–	–	2×SV1	2×SV2	Blast 2", Compound SV, Hazardous HtH
X-Grenade	Str	–	–	1×SV0	1×SV0	Blast 1", Compound SV1, Hazardous HtH
Breaching: Ignore AV of an object and use the stated SV directly against its DP.						

Ghar Weapons		Effv	Long	Ext	Shots	Attacks	Special
Battle Claw		*Hand-to-hand only*		–		1×SV2	Battlesuit only (Dominator, Intimidator), Breaching
Disruptor Bomber		(10)30	60	120	1×SV1	–	Blast 3", Disruptor, Battlesuit only
Disruptor Dischargers		– HtH only –			3×SV1	–	Compound SV, Disruptor, Grenade
Gouger Gun		(5)10	20	30	1×SV2	–	Force Down, Inaccurate, Battlesuit only (Exterminator)
Lugger Gun		10	20	30	2×SV0	–	RF
Lugger Pistol		5	10	15	2×SV0	1×SV1	RF
Plasma Claw		*Hand-to-hand only*		–		1×SV4	Battlesuit only (Exterminator), Breaching
Scourer Cannon	*Disruptor*	10	20	30	1×SV1	–	Blast 3", Disruptor, Dominator only
	Scatter	10	20	30	3×SV2	–	RF, Compound SV
	Focused	10	20	40	1×SV4	–	Breaching
Off-table Disruptor Bomber (Ghar only)							
		– Extr (+6" on a miss) –				1×SV1	Blast 3", Disruptor, OH, (Res 12 as battlesuit)
Off-table Heavy Disruptor Bomber (Ghar only)							
		– Long (+4" on a miss) –				1×SV2	Blast 6", Disruptor, OH, (DP13/AV5)
Disruptor: +1 pin on a hit to non-Ghar, Breaching, No Cover							

Off-table/Support Weapon	Effv	Long	Extr	Shots	Special*
Mag Heavy Support	30	60	120	5×SV3	RF, Res 13[S] (DP13/AV5), PBS
Mag Light Support	30	50	80	3×SV2	RF, Res 11[S] (DP11/AV4), PBS
Plasma Light Support (PLS)	30	50	80	3×SV3	RF, Res 11[S] (DP11/AV4), PBS, Compound SV
Off-table x-howitzer	– Effv (+2" on a miss) –			1×SV2/Spec	Blast 5"/special 5", OH, (DP13/AV5)
Off-table X-launcher	– Extr (+6" on a miss) –			1×SV2/Spec	Blast 3"/special 3", OH, (DP11/AV4)
Off-table x-mortar/AI Mortar	– Long (+4" on a miss) –			1×SV3/Spec	Blast 6"/special 6", OH, (DP13/AV5)
*The Res listed here is if the weapons are in turrets or are an objective in a scenario.					
[S] If the turret/mount is not reduced to Res 10 or below by the SV of a hit, then the shot has no effect.					

Special Munitions	
Arc	LoF through rolls D10: 6-10, shot deflected. Also, negates other special munitions.
Blur	-2 Acc for each shot drawing LOF through
Grip	Move test moving into or through: Success = ½×Mv; Failure = stop moving
Scoot	Fear. Units within area can only receive Run or Down
Scramble	Messes Technology. Armour, buddies, probes, equipment do not function. Probes halt & do not function.
Slingnet	Direct Fire. +1 pin on target but no damage. No effect if total Res 11+.
Suspensor Net	Sets minimum pins to 3.

Damage Points & Armour Values	DP	AV
Standard Wall	10*	2
Standard Door	5	1
Armoured Door	10	4
Reinforced wall	15*	6
Building	20	2
Reinforced builded	30	6
* DP inflicted against the wall of a small building are also applied to the building as a whole.		

Probe/Buddy Stats	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Probe/Buddy drone	Var	10	10	5	1	3	–	–(–)	0	Tiny; suspensored

Gun Drone Stats	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Boromite gun drone	24	8	8	5	2	6	2	5(3)	0	Tiny, Suspensored, plasma carbine
Concord gun drone	33	10	10	5	1	6	3	6(3)	0	Tiny, Concord IMTel, Suspensored, plasma carbine
Freeborn gun drone	26	9	9	5	1	5	2	5(3)	0	Tiny, Suspensored, plasma carbine
Isorian gun drone	32	10	10	5	1	5	3	5(3)	0	Tiny, Senatex IMTel, Suspensored, plasma carbine
Mercenary gun drone	19	8	8	5	1	5	2	5(3)	0	Tiny, Suspensored, mag repeater