

# Weapons Tables

## *Part of the 4ternity Project*

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### *New Weapon Properties*

**Atmosphere:** The weapon cannot be used in a vacuum.

**Autofire:** The weapon can be used to make autofire attacks.

**Bulky:** This weapon must be set down in adjacent square, requiring a move action, to be fired accurately. Firing the weapon while carrying it gives a -2 penalty on attack rolls.

**Burst:** The weapon can be used to make burst attacks.

**Disrupting:** The weapon does an additional +1[W] damage to machines and characters with cybergear scores exceeding their cyber tolerance.

**Energized:** The weapon does energy damage. Basic attacks with an energized, non-stunning weapon target Reflex.

**Envenomed (n):** The target takes ongoing (n) bleed damage (save ends). Basic attacks with an envenomed weapon target Fortitude.

**Explosion (n):** Explodes in an area burst (n) within weapon range.

**Grenade:** Basic attacks made with this weapon use the *grenade attack* power and the Athletic—*throw* skill, or Heavy Weapons—*indirect* when fired from a grenade launcher.

**Igniting (n):** The target takes ongoing (n) energy damage (save ends).

**Multifire only:** The weapon can only make attacks that are burst or autofire.

**Obscuring:** The weapon's effect creates a zone of heavily obscured squares that lasts until the end of the encounter.

**Oversized:** Characters without the *oversized* racial trait receive a -2 penalty on attack rolls with this weapon.

**Piercing (n):** The weapon ignores up to (n) points of resistance.

**Scatter:** The weapon does +1[W] damage at short range, half damage at long range.

**Shielding:** Wielding this weapon in two hands gives a +1 shield bonus to AC and Reflex.

**Smart:** Attacks made with this weapon automatically gain combat advantage against the target.

**Stable:** The weapon reduces the penalty for zero-g combat by 2.

**Stunning:** A target reduced to 0 hit points or fewer by a stunning weapon is knocked unconscious, not killed or dying. Basic attacks with a stunning weapon target Fortitude.

**Unarmed:** You can attack with this weapon using either Unarmed Attack—*brawl* or Unarmed Attack—*power martial arts* instead of Melee Weapons.

## Melee Weapons

| Weapon       | PL | Skill                   | Accuracy | 1[W] Damage | Type                | Availability | Range | Properties                        |
|--------------|----|-------------------------|----------|-------------|---------------------|--------------|-------|-----------------------------------|
| Club         | 0  | Melee — <i>bludgeon</i> | -1       | 1d6         | One-handed bludgeon |              |       |                                   |
| Dagger       | 0  | Melee — <i>blade</i>    | +0       | 1d4         | One-handed blade    |              |       | Thrown, off-hand                  |
| Quarterstaff | 0  | Melee — <i>bludgeon</i> | -1       | 1d8         | Two-handed bludgeon |              |       |                                   |
| Spear        | 0  | Melee — <i>blade</i>    | -1       | 1d8         | One-handed blade    |              |       | Versatile                         |
| Unarmed      | 0  | Unarmed Attack          | +0       | 1d4         | One-handed unarmed  |              |       |                                   |
| Gauntlet     | 1  | Unarmed Attack          | +0       | 1d6         | One-handed unarmed  |              |       | Off-hand                          |
| Hand Ax      | 1  | Melee — <i>blade</i>    | -1       | 1d6         | One-handed blade    |              |       | Thrown, off-hand                  |
| Mace         | 1  | Melee — <i>bludgeon</i> | -1       | 1d8         | One-handed bludgeon |              |       | Versatile                         |
| Short Sword  | 1  | Melee — <i>blade</i>    | +0       | 1d6         | One-handed blade    |              |       | Off-hand                          |
| Broad Sword  | 2  | Melee — <i>blade</i>    | -1       | 1d10        | One-handed blade    |              |       | Versatile                         |
| Flail        | 2  | Melee — <i>bludgeon</i> | -1       | 1d10        | One-handed bludgeon |              |       | Versatile                         |
| Great Ax     | 2  | Melee — <i>blade</i>    | -1       | 1d12        | Two-handed blade    |              |       | High crit                         |
| Nunchaku     | 2  | Melee — <i>bludgeon</i> | -1       | 1d8         | One-handed bludgeon |              |       |                                   |
| Polearm      | 2  | Melee — <i>blade</i>    | -1       | 2d4         | Two-handed blade    |              |       | Reach                             |
| Cutlass      | 3  | Melee — <i>blade</i>    | +0       | 1d8         | One-handed blade    |              |       | Versatile                         |
| Katana       | 3  | Melee — <i>blade</i>    | +0       | 1d10        | One-handed blade    |              |       | Versatile                         |
| Rapier       | 3  | Melee — <i>blade</i>    | +0       | 1d8         | One-handed blade    |              |       |                                   |
| Saber        | 3  | Melee — <i>blade</i>    | -1       | 1d8         | One-handed blade    |              |       | High crit                         |
| Bayonet      | 4  | Melee — <i>blade</i>    | +0       | 1d6         | One-handed blade    |              |       |                                   |
| Combat Knife | 5  | Melee — <i>blade</i>    | +0       | 1d6         | One-handed blade    |              |       | Off-hand, high crit               |
| Stun Baton   | 5  | Melee — <i>powered</i>  | -2 *     | 1d8         | One-handed powered  |              |       | Energized, stunning               |
| Chainsword   | 6  | Melee — <i>powered</i>  | -1       | 2d6         | One-handed powered  |              |       | Versatile, high crit              |
| Pulse Baton  | 6  | Melee — <i>powered</i>  | -2 *     | 1d10        | One-handed powered  |              |       | Energized                         |
| Gravmace     | 7  | Melee — <i>powered</i>  | +0       | 2d6         | One-handed powered  |              |       | Versatile                         |
| Power Cestus | 7  | Melee — <i>powered</i>  | +0       | 2d4         | One-handed powered  |              |       | Off-hand, unarmed                 |
| Star Sword   | 8  | Melee — <i>powered</i>  | -2 *     | 2d8         | One-handed powered  |              |       | Energized, piercing 10, versatile |
| Tri-Staff    | 8  | Melee — <i>powered</i>  | -1 *     | 2d8         | Two-handed powered  |              |       | Energized, shielding, reach       |

## Specialty Melee Weapons (Arms & Equipment Guide)

| Weapon                      | PL | Skill          | Accuracy | 1[W] Damage | Type                | Availability | Range | Properties                       |
|-----------------------------|----|----------------|----------|-------------|---------------------|--------------|-------|----------------------------------|
| Samurai 300 Ion Blade       | 7  | Melee—powered  | -2 *     | 2d4         | One-handed powered  | Military     | --    | Energized, disrupting            |
| Nighthawk A5 Pulse Baton    | 7  | Melee—powered  | -2 *     | 2d6         | One-handed powered  | Controlled   | --    | Energized                        |
| PunkThumper 6000 Stun Baton | 7  | Melee—powered  | -2 *     | 1d10        | One-handed powered  | Common       | --    | Energized, stunning              |
| AX2 Chainsword              | 7  | Melee—powered  | -1       | 2d6         | One-handed powered  | Military     | --    | Versatile, high crit, piercing 5 |
| Viper D Filament Blade      | 7  | Melee—powered  | +0       | 1d12        | One-handed powered  | Controlled   | --    | Reach                            |
| T-Bar TN Blade              | 7  | Melee—blade    | +0       | 1d8         | One-handed blade    | Common       | --    | Piercing 10                      |
| Thunder 150 Gravmace        | 7  | Melee—powered  | +0       | 2d6         | One-handed powered  | Controlled   | --    | Versatile                        |
| HeadBuster Power Cestus     | 7  | Melee—powered  | +0       | 2d4         | One-handed powered  | Controlled   | --    | Off-hand, unarmed                |
| K-3 Zero-G Axe              | 7  | Melee—powered  | -1       | 1d10        | One-handed powered  | Military     | --    | Versatile, stable                |
| Churrkhna (weren)           | 3  | Melee—blade    | +0       | 2d6         | One-handed blade    | Common       | --    | Versatile, reach, oversized      |
| Dait'sya, paired (t'sa)     | 4  | Melee—blade    | +0       | 2d4         | Two-handed blade    | Common       | --    | High crit                        |
| Dait'sya, single (t'sa)     | 4  | Melee—blade    | +0       | 1d4         | One-handed blade    | Common       | --    | Off-hand, high crit              |
| Tong fe                     | 3  | Melee—bludgeon | +1       | 1d8         | One-handed bludgeon | Common       | --    | Off-hand, defensive              |

## Ranged Weapons (PL 0 to 6)

| Weapon                  | PL | Skill                       | Accuracy | 1[W] Damage | Type                 | Availability | Range     | Properties   |
|-------------------------|----|-----------------------------|----------|-------------|----------------------|--------------|-----------|--|
| Short Bow               | 0  | Primitive— <i>bow</i>       | -1       | 1d8         | Two-handed bow       |              | 10/20/50  | Load free, small                                       |
| Sling                   | 0  | Primitive— <i>sling</i>     | -1       | 1d6         | One-handed sling     |              | 5/10/30   | Load free  |
| Javelin                 | 1  | Athletics— <i>throw</i>     | -1       | 1d6         | One-handed blade     |              | 6/12/20   | Thrown   |
| Long Bow                | 2  | Primitive— <i>bow</i>       | -1       | 1d10        | Two-handed bow       |              | 20/40/100 | Load free  |
| Crossbow                | 2  | Primitive— <i>bow</i>       | -1       | 1d8         | Two-handed bow       |              | 25/50/150 | Load minor   |
| Shuriken                | 2  | Athletics— <i>throw</i>     | 0        | 1d4         | One-handed blade     |              | 6/12/20   | Thrown   |
| Flintlock musket        | 3  | Primitive— <i>flintlock</i> | -2       | 1d12        | Two-handed flintlock |              | 10/20/50  | High crit, load standard                               |
| Flintlock musket, weren | 3  | Primitive— <i>flintlock</i> | -2       | 2d8         | Two-handed flintlock |              | 10/20/50  | High crit, load standard, oversized                    |
| Flintlock pistol        | 3  | Primitive— <i>flintlock</i> | -2       | 1d10        | One-handed flintlock |              | 2/4/8     | High crit, load standard                               |
| Flintlock pistol, weren | 3  | Primitive— <i>flintlock</i> | -2       | 2d6         | One-handed flintlock |              | 2/4/8     | High crit, load standard, oversized                    |
| Long Rifle              | 3  | Primitive— <i>flintlock</i> | -1       | 1d10        | Two-handed flintlock |              | 15/30/75  | High crit, load standard                               |
| Derringer               | 4  | Modern— <i>pistol</i>       | -1       | 1d6         | One-handed pistol    |              | 1/3/6     | High crit, load minor                                  |
| Pistol, .32 rev         | 4  | Modern— <i>pistol</i>       | -1       | 1d8         | One-handed pistol    |              | 2/4/15    | High crit, load minor, off-hand                        |
| Pistol, .45 rev         | 4  | Modern— <i>pistol</i>       | -1       | 1d10        | One-handed pistol    |              | 2/5/10    | High crit, load minor, off-hand                        |
| Rifle, .30 bolt         | 4  | Modern— <i>rifle</i>        | +0       | 1d10        | Two-handed rifle     |              | 25/50/150 | High crit, load minor                                  |
| Rifle, .44 lever        | 4  | Modern— <i>rifle</i>        | -1       | 1d12        | Two-handed rifle     |              | 20/40/120 | High crit, load minor                                  |
| Shotgun, 12 gauge       | 4  | Modern— <i>rifle</i>        | +0       | 1d6         | Two-handed rifle     |              | 3/6/15    | High crit, scatter, load minor                         |
| SMG, .45 cal            | 4  | Modern— <i>SMG</i>          | -2       | 1d10        | Two-handed SMG       |              | 4/8/20    | Autofire, burst, multifire only, high crit, load minor |
| Pistol, .38 rev         | 5  | Modern— <i>pistol</i>       | +0       | 1d8         | One-handed pistol    |              | 3/6/20    | High crit, load minor, off-hand                        |
| Pistol, .44 magnum      | 5  | Modern— <i>pistol</i>       | +0       | 1d12        | One-handed pistol    |              | 3/6/25    | High crit, load minor, off-hand                        |
| Pistol, 9mm             | 5  | Modern— <i>pistol</i>       | +0       | 1d10        | One-handed pistol    |              | 3/6/25    | High crit, load minor, off-hand                        |
| Rifle, 7.62mm           | 5  | Modern— <i>rifle</i>        | +0       | 2d6         | Two-handed rifle     |              | 35/70/175 | High crit, load minor                                  |
| Rifle, assault          | 5  | Modern— <i>rifle</i>        | +0       | 1d12        | Two-handed rifle     |              | 30/60/150 | Autofire, burst, high crit, load minor                 |
| SMG, 9mm                | 5  | Modern— <i>SMG</i>          | -1       | 1d10        | Two-handed SMG       |              | 5/10/40   | Autofire, burst, multifire only                        |
| Pistol, 9mm ch          | 6  | Modern— <i>pistol</i>       | +0       | 1d10        | One-handed pistol    |              | 4/8/30    | High crit, load minor, off-hand                        |
| Pistol, 9mm zero-g      | 6  | Modern— <i>pistol</i>       | +0       | 1d10        | One-handed pistol    |              | 2/5/20    | High crit, load minor, stable, off-hand                |
| Pistol, 11mm ch         | 6  | Modern— <i>pistol</i>       | +0       | 1d12        | One-handed pistol    |              | 5/10/40   | High crit, load minor, off-hand                        |
| Rifle, 11mm ch          | 6  | Modern— <i>rifle</i>        | +0       | 2d6         | Two-handed rifle     |              | 40/80/200 | Autofire, burst, high crit, load minor                 |
| Rifle, 11mm zero-g      |    | Modern— <i>rifle</i>        | +0       | 2d6         | Two-handed rifle     |              | 15/30/100 | High crit, load minor, stable                          |
| Shotgun, autoflec       | 6  | Modern— <i>SMG</i>          | +0       | 1d8         | Two-handed SMG       |              | 5/10/20   | High crit, load minor, scatter                         |
| SMG, 9mm ch             | 6  | Modern— <i>SMG</i>          | -1       | 1d12        | Two-handed SMG       |              | 10/20/50  | High crit, load minor, autofire, burst, multifire only |

## Ranged Weapons (PL 7 and 8)

| Weapon              | PL | Skill           | Accuracy | 1[W] Damage | Type              | Availability | Range      | Properties  |
|---------------------|----|-----------------|----------|-------------|-------------------|--------------|------------|---|
| Pistol, 15mm sabot  | 7  | Modern – pistol | +0       | 2d6         | One-handed pistol |              | 5/10/50    | High crit, load minor, off-hand                                   |
| Pistol, laser       | 7  | Modern – pistol | -1 *     | 1d10        | One-handed pistol |              | 10/20/100  | Energized, load minor, off-hand                                   |
| Pistol, mass        | 7  | Modern – pistol | -2 *     | 1d12        | One-handed pistol |              | 1/3/6      | Energized, piercing 5, load minor, off-hand                       |
| Pistol, stutter     | 7  | Modern – pistol | -2 *     | 1d8         | One-handed pistol |              | 3/6/15     | Stunning, brutal 2, atmosphere, load minor, off-hand              |
| Rifle, laser        | 7  | Modern – rifle  | -1 *     | 1d12        | Two-handed rifle  |              | 50/200/500 | Energized, load minor   |
| Rifle, mass         | 7  | Modern – rifle  | -2 *     | 2d8         | Two-handed rifle  |              | 2/6/15     | Energized, piercing 10, load minor                                |
| Rifle, quantum      | 7  | Modern – rifle  | -2 *     | 2d8         | Two-handed rifle  |              | 40/100/250 | Energized, autofire, burst, load minor                            |
| Rifle, render       | 7  | Modern – rifle  | -2 *     | 2d4         | Two-handed rifle  |              | 25/50/125  | Energized, brutal 2, load minor                                   |
| SMG, laser          | 7  | Modern – SMG    | -2 *     | 1d12        | Two-handed SMG    |              | 10/40/100  | Energized, autofire, burst, multifire only, load minor            |
| SMG, stutter        | 7  | Modern – SMG    | -2 *     | 2d6         | Two-handed SMG    |              | 5/10/40    | Stunning, autofire, burst, multifire only, atmosphere, load minor |
| Automaser           | 8  | Modern – SMG    | -1 *     | 2d8         | Two-handed SMG    |              | 10/30/60   | Energized, autofire, burst, multifire only, load minor            |
| Pistol, heavy maser | 8  | Modern – pistol | -1 *     | 2d6         | One-handed pistol |              | 10/20/40   | Energized, piercing 5, load minor, off-hand                       |
| Pistol, maser       | 8  | Modern – pistol | +0       | 2d6         | One-handed pistol |              | 5/10/30    | Energized, load minor, off-hand                                   |
| Rifle, heavy maser  | 8  | Modern – rifle  | -1 *     | 2d10        | Two-handed rifle  |              | 20/100/250 | Energized, piercing 10, autofire, burst, load minor               |
| Rifle, maser        | 8  | Modern – rifle  | +0       | 2d8         | Two-handed rifle  |              | 30/60/200  | Energized, autofire, burst, load minor                            |

## Specialty Ranged Weapons (Arms & Equipment Guide)

| Weapon                        | PL | Skill                 | Accuracy | 1[W] Damage | Type              | Availability | Range      | Properties  |
|-------------------------------|----|-----------------------|----------|-------------|-------------------|--------------|------------|---|
| M9 9mm Charge Pistol          | 7  | Modern— <i>pistol</i> | +1       | 1d10        | One-handed pistol | Common       | 4/8/30     | High crit, load minor, off-hand   |
| Hammer 5 11mm Charge Pistol   | 7  | Modern— <i>pistol</i> | +1       | 1d12        | One-handed pistol | Common       | 5/10/40    | High crit, load minor, off-hand   |
| K-SAT 100 9mm Zero-g Pistol   | 7  | Modern— <i>pistol</i> | +0       | 1d10        | One-handed pistol | Common       | 2/5/20     | High crit, stable, load minor, off-hand                                     |
| ARZ 6mm Charge Autorifle      | 7  | Modern— <i>rifle</i>  | +1       | 1d10        | Two-handed rifle  | Military     | 30/75/200  | High crit, autofire, burst, multifire only, load minor                      |
| Bulldog 9mm Charge SMG        | 7  | Modern— <i>SMG</i>    | +0       | 1d12        | Two-handed SMG    | Military     | 10/25/50   | High crit, autofire, burst, multifire only, load minor                      |
| IF-3 11mm Charge Rifle        | 7  | Modern— <i>rifle</i>  | +0       | 2d6         | Two-handed rifle  | Military     | 45/90/300  | High crit, autofire, burst, load minor                                      |
| AGC-7 Autoflechette Shotgun   | 7  | Modern— <i>rifle</i>  | +0       | 1d8         | Two-handed rifle  | Military     | 5/10/25    | High crit, autofire, burst, scatter, load minor                             |
| Devastator Flechette Pistol   | 7  | Modern— <i>pistol</i> | +1       | 1d8         | One-handed pistol | Military     | 4/8/20     | High crit, scatter, load minor, off-hand                                    |
| Tornado 600 15mm Sabot Pistol | 7  | Modern— <i>pistol</i> | +0       | 2d6         | One-handed pistol | Controlled   | 5/10/50    | High crit, load minor, off-hand   |
| M5 15mm Sabot Rifle           | 7  | Modern— <i>rifle</i>  | +0       | 2d8         | Two-handed rifle  | Military     | 40/100/400 | High crit, load minor   |
| Nova 6 Mass Pistol            | 7  | Modern— <i>pistol</i> | -2 *     | 1d12        | One-handed pistol | Military     | 1/3/6      | Energized, piercing 5, load minor, off-hand                                 |
| AAMG-12 Mass Rifle            | 7  | Modern— <i>rifle</i>  | -1 *     | 2d8         | Two-handed rifle  | Military     | 2/6/15     | Energized, piercing 10, load minor  |
| Ninja 600 Laser Pistol        | 7  | Modern— <i>pistol</i> | -1 *     | 1d10        | One-handed pistol | Controlled   | 10/20/75   | Energized, load minor, off-hand   |
| CLR-19 Laser Rifle            | 7  | Modern— <i>rifle</i>  | -1 *     | 1d12        | Two-handed rifle  | Military     | 50/300/750 | Energized, load minor   |
| Valkyrie 9 Autolaser          | 7  | Modern— <i>SMG</i>    | -2 *     | 2d6         | Two-handed SMG    | Controlled   | 10/40/100  | Autofire, energized, burst, multifire only, load minor                      |
| Falcon T9 Stutter Pistol      | 7  | Modern— <i>pistol</i> | -2 *     | 1d8         | One-handed pistol | Common       | 2/4/10     | Stunning, brutal 2, atmosphere, load minor, off-hand                        |
| Condor X7 Stutter Pistol      | 7  | Modern— <i>pistol</i> | -2 *     | 1d10        | One-handed pistol | Common       | 4/8/20     | Stunning, brutal 2, atmosphere, load minor, off-hand                        |
| Cyclone 700 Stutter SMG       | 7  | Modern— <i>SMG</i>    | -2 *     | 1d8         | Two-handed SMG    | Controlled   | 5/20/40    | Stunning, autofire, burst, multifire only, brutal 2, atmosphere, load minor |
| Sirocco 100 Stutter Rifle     | 7  | Modern— <i>rifle</i>  | -1 *     | 1d10        | Two-handed rifle  | Controlled   | 10/20/100  | Stunning, brutal 2, atmosphere, load minor                                  |
| Tauri 9 Impact Pistol         | 7  | Modern— <i>pistol</i> | +0       | 2d4         | One-handed pistol | Controlled   | 2/6/18     | Burst, brutal 1, atmosphere, load minor, off-hand                           |
| Apache LX Reflex Bow          | 7  | Primitive— <i>bow</i> | +0       | 1d12        | Two-handed bow    | Common       | 25/50/125  | Load free   |
| Commando 3000 Crossbow        | 7  | Primitive— <i>bow</i> | +0       | 2d6         | Two-handed bow    | Controlled   | 30/60/10   | Load minor  |
| Cobra F77 Dart Gun            | 7  | Modern— <i>pistol</i> | -2 *     | 1d6         | One-handed pistol | Common       | 2/4/8      | Envenomed 5, load minor   |
| Blue Bolt Arc Gun             | 7  | Modern— <i>rifle</i>  | -1 *     | 2d6         | Two-handed rifle  | Military     | 10/20/50   | Energized, stunning, piercing 10, load minor                                |
| Demon 9 Hand Flamer           | 7  | Modern— <i>SMG</i>    | -1 *     | 1d6         | One-handed SMG    | Controlled   | 3/6/12     | Energized, igniting 5, autofire, burst, load minor                          |
| Z-LOK Render Rifle            | 7  | Modern— <i>rifle</i>  | -2 *     | 1d10        | Two-handed rifle  | Restricted   | 25/50/125  | Energized, brutal 4, load minor   |



## Grenades

| Weapon                 | PL | Skill                   | Accuracy | 1[W] Damage | Type               | Availability | Range                 | Properties   |
|------------------------|----|-------------------------|----------|-------------|--------------------|--------------|-----------------------|--|
| Grenade, fragmentation | 4  | Athletics— <i>throw</i> | -1       | 1d8         | One-handed grenade |              | 2/5/10 or as launcher | Grenade, high crit, piercing 5, explosion 3, off-hand              |
| Grenade, concussion    | 5  | Athletics— <i>throw</i> | -1       | 1d8         | One-handed grenade |              | 2/5/10 or as launcher | Grenade, grenade, explosion 2, off-hand                            |
| Grenade, incendiary    | 5  | Athletics— <i>throw</i> | -3 *     | 1d6         | One-handed grenade |              | 2/5/10 or as launcher | Grenade, energized, piercing 5, igniting 5, explosion 2, off-hand  |
| Grenade, smoke         | 5  | Athletics— <i>throw</i> | -1       | n/a         | One-handed grenade |              | 2/5/10 or as launcher | Grenade, atmosphere, explosion 3, obscuring, off-hand              |
| Grenade, plasma        | 6  | Athletics— <i>throw</i> | -3 *     | 2d6         | One-handed grenade |              | 2/5/10 or as launcher | Grenade, explosion 2, energized, piercing 5, off-hand              |
| Grenade, stun          | 6  | Athletics— <i>throw</i> | -3 *     | 2d4         | One-handed grenade |              | 2/5/10 or as launcher | Grenade, energized, stunning, explosion 2, off-hand                |
| Grenade, pulse         | 7  | Athletics— <i>throw</i> | -3 *     | 1d12        | One-handed grenade |              | 2/5/10 or as launcher | Grenade, energized, piercing 10, explosion 2, disrupting, off-hand |
| Grenade, tracer        | 7  | Athletics— <i>throw</i> | -1       | 2d6         | One-handed grenade |              | 2/5/10 or as launcher | Grenade, high crit, piercing 10, explosion 1, smart, off-hand      |
| Grenade, mass          | 8  | Athletics— <i>throw</i> | -3 *     | 2d8         | One-handed grenade |              | 2/5/10 or as launcher | Grenade, energized, piercing 10, explosion 3, off-hand             |

## Bantams

| Weapon                | PL | Skill       | Accuracy         | 1[W] Damage | Type        | Availability | Range       | Properties                                 |
|-----------------------|----|-------------|------------------|-------------|-------------|--------------|-------------|--|
| Bantam, antiair       | 6  | As launcher | As launcher      | 2d4         | As launcher |              | As launcher | Smart, high crit, piercing 10, explosion 4 |
| Bantam, antipersonnel | 6  | As launcher | As launcher -2 * | 2d6         | As launcher |              | As launcher | Energized, explosion 4                     |
| Bantam, antivehicle   | 6  | As launcher | As launcher      | 2d6         | As launcher |              | As launcher | Smart, high crit, piercing 10, explosion 1 |
| Bantam, starload      | 8  | As launcher | As launcher -2 * | 2d10        | As launcher |              | As launcher | Smart, piercing 10, energized, explosion 6 |