

## Weapon Comparison Chart (changes) - Revised Ranged Weapons (LIVE)

		Change List: <a href="https://docs.google.com/document/d/1a9Y_JPeOpgXDj-birrzWvb2JAi8Nr7tRj8TPdFqHwmg/edit">https://docs.google.com/document/d/1a9Y_JPeOpgXDj-birrzWvb2JAi8Nr7tRj8TPdFqHwmg/edit</a>													
		Previous versions can also be found on another tab													
	<b>Tier 0</b>														
	Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special			
	Silenced .22 Pistol	8+	15	-	16	.22LR	3	10	1	Short	Pistol	Silent			
	9mm Pistol	10+	15	-	13	9mm Round	1.5	10	2	Short	Pistol				
	.32 Revolver	15+	20	-	5	.32 Round	2	15	3	Short	Pistol	Revolver			
	Flare Pistol	5+(++)*	25	-	1	Flare Round	3	15	1	Medium	Pistol	Magic, Bright			
	Red Racer BB Gun	5+	20	-	6	BB	3	20	1	Long	Rifle	Silent			
	.32 Rifle	20+	30	-	5	.32 Round	6	30	5	Long	Rifle				
Moved weapon	Single Shotgun	50++ (25+ past Short)	45	-	1	Shotgun Shell	7	30	5	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3			
												*reflects Low Burn ammo			
	<b>Tier 1</b>														
	Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special			
	10mm Pistol	15+	15	-	12	10mm Round	3	75	4	Short	Pistol				
	.357 Revolver	25+	25	-	6	.357 Round	2	75	3	Short	Pistol	Revolver			
	Dart Gun	5+	25	-	1	Dart	3	Made	1	Short	Pistol	Silent, End check (at -2) or limbs count as crippled			
	Magical Energy Pistol	10+	15	-	30	Spark Cell	3	75	1	Med	Pistol	Magic, -2 DT (Spark Cell)			
	Recharger Rifle	15+	20	-	7	---	15	100	5	Long	Rifle	Magic, recharging ammo, -2 DT			
	Varmint Rifle	22+	25	-	5	5.56mm Round	5.5	50	3	Long	Rifle				
	Service Rifle	12+	15	-	20	5.56mm Round	8.5	100	2	Med	Rifle				
	Silenced .22 SMG	6+	30	4	180	.22LR	8	125	2	Short	SMG	Silent			
	Caravan Shotgun	40++ (20+ past Short)	30	-	2	Shotgun Shell	3	75	3	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3			
New weapon	Lever-Action Shotgun	30++ (15+ past Short)	25	-	5	Shotgun Shell	3	100	4	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3			
	Anti-Pony Grenade Rifle	30++AoE (Direct hit)	30	-	4	25mm Grenade	8	100	5	Med	Rifle	AoE (5)			
	Crossbow	20+	20	-	1	Bolt	6	150	3	Med	Rifle	Rare, Silent			
	<b>Tier 2</b>														
	Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special			
	Police Pistol	28+	20	-	6	.357 Round	3	200	4	Short	Pistol	Revolver			
	.44 Revolver	35+	25	-	6	.44 Round	3.5	250	5	Short	Pistol	Revolver			
Gauss rul	Gauss Pistol	18+	20		20	Spark Cell	4	250	3	Med	Pistol	Magic, Gauss, -4DT (Gauss Spark Cell)			
	Plasma Pistol	25++	25	-	16	Spark Cell	3	250	2	Short	Pistol	Magic, -2 DT (Spark Cell), +2% Crit chance			
	Recharger Pistol	10++	15	-	20	---	7	250	2	Med	Pistol	Magic, recharging ammo, -2 DT			
	Hunting Rifle	42++	35	-	6	.308 Round	6	300	6	Long	Rifle				
	Cowboy Repeater	32+	25	-	5	.357 Round	5	225	4	Long	Rifle	Tube loaded			
	Lever-action Rifle	40+	30	-	10	10mm Round	8	300	6	Long	Rifle				
	Assault Rifle	15+	35	3	24	5.56mm Round	7	300	4	Med	Automatic Rifle				

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	Infiltrator	12+	35	3	24	5.56mm Round	7	300	4	Med	Automatic Rifle	Silent, Scoped			
	Magical Energy Rifle	20+	20	-	24	MFC	8	250	3	Long	Rifle	Magic, -2DT (MFC)			
	9mm SMG	10+	30	4	30	9mm Round	4	250	3	Short	SMG				
	10mm SMG	12+	30	4	30	10mm Round	5	300	4	Short	SMG				
Was T1	Sawed-off Shotgun	2x60++ (2x30+ past Point Blank)	55	-	2*	Shotgun Shell(2)	4	200	4	Short	Shotgun, Pistol	Shotgun Shell: remaining Target DT x 3			
Was T3	Double-barrel Shotgun	66++ (33+ past Short)	35	-	2	Shotgun Shell	6	250	6	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3			
	Grenade Launcher	50++AoE(Direct hit)	35	-	4	40mm Grenade	12	250	5	Med	Rifle	AoE (10)			
	Light Machine Gun	15+	35	4	90	5.56mm Round	15	350	8	Med	Automatic, Heavy				
	Zebra Special	8+(++ for 3 turns)	15	3	12	.22LR	2	500	5	Short	Pistol	Rare, Enchanted			
	<b>Tier 3</b>														
	Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special			
	Colt .45 Auto Pistol	25+	15	-	7	.45 Auto	1.5	1000	3	Short	Pistol				
Was T2	5.56mm Pistol	28++	20	-	5	5.56mm Round	5	1100	6	Med	Pistol	Revolver			
	Battle Rifle	48+	25	-	8	.308 Round	9.5	1000	6	Med	Rifle				
	Sniper Rifle	38++	25	-	5	.308 Round	8	1200	6	Sniper	Rifle	Sniper, Scoped			
	Trail Carbine	50++	30	-	8	.44 Round	5.5	1100	5	Long	Rifle	Carbine, Tube Loaded			
Was T4	Assault Carbine	12+	25	3	24	5mm Round	6	1500	3	Short	Automatic Rifle	Armor Piercing (5mm Round), Carbine			
	Zebra Rifle	20+ (++ for 3 turns)	35	Burst Only	24	5.56mm Round	7	1200	5	Med	Automatic Rifle	Rare, Enchanted, Silent, Scoped			
	Bronco Auto Rifle	28++	35	2	20	.308 Round	16	1200	8	Short	Automatic, Heavy	Unwieldy, Fires 2 round Bursts (not 3)			
	Magic Energy Repeater	12++	35	3	60	Spark Cell	4	1200	4	Med	Automatic Rifle	Magic, -2DT (Spark Cell)			
<b>Gauss Rule</b>	Gauss Carbine	30+	20	-	20	MFC	8	1000	4	Med	Rifle	Magic, Gauss, -4DT (Gauss MFC), Carbine			
<b>New Weapon</b>	MASR [1]	45++	30	-	20	MFC	4	1200	4	Long	Rifle	Magic, -2DT (MFC)			
	Plasma Rifle	35++	25	-	12	MFC	8	1000	3	Med	Rifle	Magic, -2DT (MFC), +2% Crit chance			
	Tri Prism Rifle [2]	3x15+ [3]	25	-	16*	MFC (2)	9	1200	4	Short	Rifle	Magic, -2DT (MFC)			
Was T4	.45 Auto SMG	20+	30	3	30	.45 Auto	11	1400	6	Short	SMG				
Was T3	Riot Shotgun	40++ (20+ past Short)	20	-	12	Shotgun Shell	5	1200	5	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3			
	Hunting Shotgun	50++ (25+ past Short)	25	-	5	Shotgun Shell	7.5	1000	5	Short	Shotgun, Rifle	Shotgun Shell: remaining Target DT x 3			
	Flamer	18++ (+++ for 3 turns)	30	Burst	60	Flamer Fuel	15	1200	8	Short	Heavy	Short Range only, always does damage but a 'miss' causes half damage			
Was T4	Missile Launcher	150++ (direct hit AoE)	60	-	1	Missile	20	1200	6	Long	Heavy	AoE (15), -10 to hit dodging targets (Missile)			
	Enchanted Crossbow	20+(++ for 3 turns)	20	-	1	Bolt	6	1000	3	Med	Rifle	Rare, Enchanted, Silent			
	<b>Tier 4</b>														
	Name	DAM	AP	Rate of Fire	Mag Size	Ammo	Wg	Value	Str Req	Range	Type	Special			
	12.7mm Pistol	35+	15	-	7	12.7mm Round	3.5	2500	7	Short	Pistol				

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Sniper class	Hunting Revolver	50++	30	-	5	.45-70 Govt	4	2200	6	Sniper	Pistol	Revolver, Sniper, Scoped			
	Ranger Sequoia	55+	25	-	5	.45-70 Govt	4	2000	6	Med	Pistol	Revolver			
	Plasma Defender	32++	20	-	32*	Spark Cell (2)	2	2000	2	Short	Pistol	Magic, -2DT (Spark Cell), +2% Crit chance			
	Brush Gun	60++	30	-	6	.45-70 Govt	5	3000	6	Long	Rifle				
	Anti-Material Rifle	100++	45	-	8	.50 MG	20	4000	8	Sniper	Rifle, Heavy	Sniper, Scoped			
	Markspoon Carbine	22++	15	-	20	5.56mm Round	6	2500	4	Sniper	Rifle	Sniper, Carbine, Scoped			
	Multiplas Rifle	3x20++ [4]	35	-	60*	MFC (3)	7	2000	4	Short	Rifle	Magic, -2DT (MFC), +2% Crit chance			
	Gauss Rifle	100++	45	-	5*	MFC (5) [5]	7	2500	4	Sniper	Rifle	Magic, -2DT (MFC), Sniper, Scoped			
New weapon	P9T 12.7mm SMG	25+	30	3	30	.45 Auto	11	2800	6	Short	SMG				
New weapon	Combat Shotgun	60++ (30+ past Short)	25	-	12	Shotgun Shell	7	2500	7	Short	Shotgun, Rifle	Shotgun Shell (Combat Shotgun): -5DT at Point Blank, remaining Target DT x 3			
	Minigun	15+	35	3 or 6	240	5mm Round	25	4000	10	Short	Automatic, Heavy	Armor Piercing (5mm Rounds)			
	Shoulder Mounted MG	30+	35	3	60	10mm Round	17	4000	6*	Short	Automatic, Heavy				
	Gatling Caster	18+	35	3 or 6	240	ECP	18	4000	8	Short	Automatic, Heavy	Magic, -2DT (SC Pack), Full Auto Only			
	Plasma Caster	50++	25	-	10	MFC	20	3300	9	Short	Heavy	Magic, -2DT (MFC), +2% Crit chance			
	Thunder Cannon [6]	80++(++Dot for 2 turns)	40	-	20*	ECP (5)	8	4500	9	Med	Heavy	Rare, Magic, Target's AP is halved unless END check is passed			
	Grenade Machine Gun	30++ (direct hit AoE)	35	Burst	30	25mm Grenade	15	3500	9	Med	Heavy	AoE (5), Can fire Single Shot or Burst			
	Balefire Egg Launcher	500+10d10 (AoE)	60	-	1	Balefire Egg	20	5000	9	Med	Heavy	Rare, Massive AoE (it's hard not to kill yourself), Rads			

## Weapon Comparison Chart (changes) - \*\*New T1\*\*

[illegible]

# Weapon Comparison Chart (changes) - \*\*New T1\*\*

Weapon	Damage	Accuracy	Range	Weight	Cost	Availability	Upgrade	Notes
AK-47	30	70	400	4.5	100	Common	1.0	
M16	20	80	500	3.0	120	Common	1.0	
M4	15	90	600	2.5	150	Common	1.0	
MP5	10	95	300	2.0	180	Common	1.0	
StG 44	25	75	450	3.5	110	Common	1.0	
FN MAG	40	60	800	12.0	200	Common	1.0	
Barrett	100	50	1200	15.0	300	Common	1.0	
AT Rocket	50	40	600	8.0	150	Common	1.0	
Flamethrower	30	50	300	6.0	120	Common	1.0	
Sniper Rifle	50	90	1000	10.0	250	Common	1.0	
Machine Gun	20	70	700	5.0	180	Common	1.0	
Handgun	10	80	200	1.0	100	Common	1.0	
Shotgun	40	60	100	3.0	120	Common	1.0	
Light Machine Gun	15	75	500	4.0	150	Common	1.0	
Anti-Aircraft Gun	60	50	1500	18.0	350	Common	1.0	
Anti-Tank Gun	80	40	1000	12.0	280	Common	1.0	
Sniper Rifle (New T1)	60	95	1100	11.0	260	Common	1.0	
Machine Gun (New T1)	25	75	750	5.5	190	Common	1.0	
Handgun (New T1)	12	85	220	1.2	110	Common	1.0	
Shotgun (New T1)	45	65	110	3.2	130	Common	1.0	
Light Machine Gun (New T1)	18	80	550	4.5	160	Common	1.0	
Anti-Aircraft Gun (New T1)	65	55	1600	19.0	360	Common	1.0	
Anti-Tank Gun (New T1)	85	45	1100	13.0	290	Common	1.0	
Sniper Rifle (New T1)	65	98	1150	11.5	270	Common	1.0	
Machine Gun (New T1)	28	80	800	6.0	200	Common	1.0	
Handgun (New T1)	14	90	240	1.4	120	Common	1.0	
Shotgun (New T1)	50	70	120	3.5	140	Common	1.0	
Light Machine Gun (New T1)	20	85	600	5.0	170	Common	1.0	
Anti-Aircraft Gun (New T1)	70	60	1700	20.0	370	Common	1.0	
Anti-Tank Gun (New T1)	90	50	1200	14.0	300	Common	1.0	
Sniper Rifle (New T1)	70	100	1200	12.0	280	Common	1.0	
Machine Gun (New T1)	30	85	850	6.5	210	Common	1.0	
Handgun (New T1)	16	95	260	1.6	130	Common	1.0	
Shotgun (New T1)	55	75	130	3.8	150	Common	1.0	
Light Machine Gun (New T1)	22	90	650	5.5	180	Common	1.0	
Anti-Aircraft Gun (New T1)	75	65	1800	21.0	380	Common	1.0	
Anti-Tank Gun (New T1)	95	55	1300	15.0	310	Common	1.0	
Sniper Rifle (New T1)	75	105	1250	12.5	290	Common	1.0	
Machine Gun (New T1)	32	90	900	7.0	220	Common	1.0	
Handgun (New T1)	18	100	280	1.8	140	Common	1.0	
Shotgun (New T1)	60	80	140	4.0	160	Common	1.0	
Light Machine Gun (New T1)	24	95	700	6.0	190	Common	1.0	
Anti-Aircraft Gun (New T1)	80	70	1900	22.0	390	Common	1.0	
Anti-Tank Gun (New T1)	100	60	1400	16.0	320	Common	1.0	
Sniper Rifle (New T1)	80	110	1300	13.0	300	Common	1.0	
Machine Gun (New T1)	35	95	950	7.5	230	Common	1.0	
Handgun (New T1)	20	105	300	2.0	150	Common	1.0	
Shotgun (New T1)	65	85	150	4.2	170	Common	1.0	
Light Machine Gun (New T1)	26	100	750	6.5	200	Common	1.0	
Anti-Aircraft Gun (New T1)	85	75	2000	23.0	400	Common	1.0	
Anti-Tank Gun (New T1)	105	65	1500	17.0	330	Common	1.0	
Sniper Rifle (New T1)	85	115	1350	13.5	310	Common	1.0	
Machine Gun (New T1)	38	100	1000	8.0	240	Common	1.0	
Handgun (New T1)	22	110	320	2.2	160	Common	1.0	
Shotgun (New T1)	70	90	160	4.5	180	Common	1.0	
Light Machine Gun (New T1)	28	105	800	7.0	210	Common	1.0	
Anti-Aircraft Gun (New T1)	90	80	2100	24.0	410	Common	1.0	
Anti-Tank Gun (New T1)	110	70	1600	18.0	340	Common	1.0	
Sniper Rifle (New T1)	90	120	1400	14.0	320	Common	1.0	
Machine Gun (New T1)	40	105	1050	8.5	250	Common	1.0	
Handgun (New T1)	24	115	340	2.4	170	Common	1.0	
Shotgun (New T1)	75	95	170	4.8	190	Common	1.0	
Light Machine Gun (New T1)	30	110	850	7.5	220	Common	1.0	
Anti-Aircraft Gun (New T1)	95	85	2200	25.0	420	Common	1.0	
Anti-Tank Gun (New T1)	115	75	1700	19.0	350	Common	1.0	
Sniper Rifle (New T1)	95	125	1450	14.5	330	Common	1.0	
Machine Gun (New T1)	42	110	1100	9.0	260	Common	1.0	
Handgun (New T1)	26	120	360	2.6	180	Common	1.0	
Shotgun (New T1)	80	100	180	5.0	200	Common	1.0	
Light Machine Gun (New T1)	32	115	900	8.0	230	Common	1.0	
Anti-Aircraft Gun (New T1)	100	90	2300	26.0	430	Common	1.0	
Anti-Tank Gun (New T1)	120	80	1800	20.0	360	Common	1.0	
Sniper Rifle (New T1)	100	130	1500	15.0	340	Common	1.0	
Machine Gun (New T1)	45	115	1150	9.5	270	Common	1.0	
Handgun (New T1)	28	125	380	2.8	190	Common	1.0	
Shotgun (New T1)	85	105	190	5.2	210	Common	1.0	
Light Machine Gun (New T1)	34	120	950	8.5	240	Common	1.0	
Anti-Aircraft Gun (New T1)	105	95	2400	27.0	440	Common	1.0	
Anti-Tank Gun (New T1)	125	85	1900	21.0	370	Common	1.0	
Sniper Rifle (New T1)	105	135	1550	15.5	350	Common	1.0	
Machine Gun (New T1)	48	120	1200	10.0	280	Common	1.0	
Handgun (New T1)	30	130	400	3.0	200	Common	1.0	
Shotgun (New T1)	90	110	200	5.5	220	Common	1.0	
Light Machine Gun (New T1)	36	125	1000	9.0	250	Common	1.0	
Anti-Aircraft Gun (New T1)	110	100	2500	28.0	450	Common	1.0	
Anti-Tank Gun (New T1)	130	90	2000	22.0	380	Common	1.0	
Sniper Rifle (New T1)	110	140	1600	16.0	360	Common	1.0	
Machine Gun (New T1)	50	125	1250	10.5	290	Common	1.0	
Handgun (New T1)	32	135	420	3.2	210	Common	1.0	
Shotgun (New T1)	95	115	210	5.8	230	Common	1.0	
Light Machine Gun (New T1)	38	130	1050	9.5	260	Common	1.0	
Anti-Aircraft Gun (New T1)	115	105	2600	29.0	460	Common	1.0	
Anti-Tank Gun (New T1)	135	95	2100	23.0	390	Common	1.0	
Sniper Rifle (New T1)	115	145	1650	16.5	370	Common	1.0	
Machine Gun (New T1)	52	130	1300	11.0	300	Common	1.0	
Handgun (New T1)	34	140	440	3.4	220	Common	1.0	
Shotgun (New T1)	100	120	220	6.0	240	Common	1.0	
Light Machine Gun (New T1)	40	135	1100	10.0	270	Common	1.0	
Anti-Aircraft Gun (New T1)	120	110	2700	30.0	470	Common	1.0	
Anti-Tank Gun (New T1)	140	100	2200	24.0	400	Common	1.0	
Sniper Rifle (New T1)	120	150	1700	17.0	380	Common	1.0	
Machine Gun (New T1)	55	135	1350	11.5	310	Common	1.0	
Handgun (New T1)	36	145	460	3.6	230	Common	1.0	
Shotgun (New T1)	105	125	230	6.2	250	Common	1.0	
Light Machine Gun (New T1)	42	140	1150	10.5	280	Common	1.0	
Anti-Aircraft Gun (New T1)	125	115	2800	31.0	480	Common	1.0	
Anti-Tank Gun (New T1)	145	105	2300	25.0	410	Common	1.0	
Sniper Rifle (New T1)	125	155	1750	17.5	390	Common	1.0	
Machine Gun (New T1)	58	140	1400	12.0	320	Common	1.0	
Handgun (New T1)	38	150	480	3.8	240	Common	1.0	
Shotgun (New T1)	110	130	240	6.5	260	Common	1.0	
Light Machine Gun (New T1)	44	145	1200	11.0	290	Common	1.0	
Anti-Aircraft Gun (New T1)	130	120	2900	32.0	490	Common	1.0	
Anti-Tank Gun (New T1)	150	110	2400	26.0	420	Common	1.0	
Sniper Rifle (New T1)	130	160	1800	18.0	400	Common	1.0	
Machine Gun (New T1)	60	145	1450	12.5	330	Common	1.0	
Handgun (New T1)	40	155	500	4.0	250	Common	1.0	
Shotgun (New T1)	115	135	250	6.8	270	Common	1.0	
Light Machine Gun (New T1)	46	150	1250	11.5	300	Common	1.0	
Anti-Aircraft Gun (New T1)	135	125	3000	33.0	500	Common	1.0	
Anti-Tank Gun (New T1)	155	115	2500	27.0	430	Common	1.0	
Sniper Rifle (New T1)	135	165	1850	18.5	410	Common	1.0	
Machine Gun (New T1)	62	150	1500	13.0	340	Common	1.0	
Handgun (New T1)	42	160	520	4.2	260	Common	1.0	
Shotgun (New T1)	120	140	260	7.0	280	Common	1.0	
Light Machine Gun (New T1)	48	155	1300	12.0	310	Common	1.0	
Anti-Aircraft Gun (New T1)	140	130	3100	34.0	510	Common	1.0	
Anti-Tank Gun (New T1)	160	120	2600	28.0	440	Common	1.0	
Sniper Rifle (New T1)	140	170	1900	19.0	420	Common	1.0	
Machine Gun (New T1)	65	155	1550	13.5	350	Common	1.0	
Handgun (New T1)	44	165	540	4.4	270	Common	1.0	
Shotgun (New T1)	125	145	270	7.2	290	Common	1.0	
Light Machine Gun (New T1)	50	160	1350	12.5	320	Common	1.0	
Anti-Aircraft Gun (New T1)	145	135	3200	35.0	520	Common	1.0	
Anti-Tank Gun (New T1)	165	125	2700	29.0	450	Common	1.0	
Sniper Rifle (New T1)	145	175	1950	19.5	430	Common	1.0	
Machine Gun (New T1)	68	160	1600	14.0	360	Common	1.0	
Handgun (New T1)	46	170	560	4.6	280	Common	1.0	
Shotgun (New T1)	130	150	280	7.5	300	Common	1.0	
Light Machine Gun (New T1)	52	165	1400	13.0	330	Common	1.0	
Anti-Aircraft Gun (New T1)	150	140	3300	36.0	530	Common	1.0	
Anti-Tank Gun (New T1)	170	130	2800	30.0	460	Common	1.0	
Sniper Rifle (New T1)	150	180	2000	20.0	440	Common	1.0	
Machine Gun (New T1)	70	165	1650	14.5	370	Common	1.0	
Handgun (New T1)	48	175	580	4.8	290	Common	1.0	
Shotgun (New T1)	135	155	290	7.8	310	Common	1.0	
Light Machine Gun (New T1)	54	170	1450	13.5	340	Common	1.0	
Anti-Aircraft Gun (New T1)	155	145	3400	37.0	540	Common	1.0	
Anti-Tank Gun (New T1)	175	135	2900	31.0	470	Common	1.0	
Sniper Rifle (New T1)	155	185	2050	20.5	450	Common	1.0	
Machine Gun (New T1)	72	170	1700	15.0	380	Common	1.0	
Handgun (New T1)	50	180	600	5.0	300	Common	1.0	
Shotgun (New T1)	140	160	300	8.0	320	Common	1.0	
Light Machine Gun (New T1)	56	175	1500	14.0	350	Common	1.0	
Anti-Aircraft Gun (New T1)	160	150	3500	38.0	550	Common	1.0	
Anti-Tank Gun (New T1)	180	140	3000	32.0	480	Common	1.0	
Sniper Rifle (New T1)	160	190	2100	21.0	460	Common	1.0	
Machine Gun (New T1)	75	175	1750	15.5	390	Common	1.0	
Handgun (New T1)	52	185	620	5.2	310	Common	1.0	
Shotgun (New T1)	145	165	310	8.2	330	Common	1.0	
Light Machine Gun (New T1)	58	180	1550	14.5	360	Common	1.0	
Anti-Aircraft Gun (New T1)	165	155	3600	39.0	560	Common	1.0	
Anti-Tank Gun (New T1)	185	145	3100	33.0	490	Common	1.0	
Sniper Rifle (New T1)	165	195	2150	21.5	470	Common	1.0	
Machine Gun (New T1)	78	180	1800	16.0	400	Common	1.0	
Handgun (New T1)	54	190	640	5.4	320	Common	1.0	
Shotgun (New T1)	150	170	320</					

## Weapon Comparison Chart (changes) - \*\*New T2\*\*

[illegible]

## 7

[illegible]

## 8

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## Weapon Comparison Chart (changes) - RoF tests

[illegible]



## 11

[illegible]

## Weapon Comparison Chart (changes) - Tiered List Comparison (Melee)

[illegible]

## 13

For Comparisons: <a href="https://docs.google.com/spreadsheets/dcc?key=0Ar_2YbBwHJdDMwQXNgT0dpRzVUUHRRNWU1m1ZONF8qjd-27">https://docs.google.com/spreadsheets/dcc?key=0Ar_2YbBwHJdDMwQXNgT0dpRzVUUHRRNWU1m1ZONF8qjd-27</a>										Previous versions can also be found on another tab																			
Tier 0										Special Attack [312]										Note: [313]									
Name		DAM	AP	(Comparison at Str7)	Wq	Value	Notes																						
Straight Razor		1xSTR +5 +	15	12+	1	10	Concealable	Shave and a haircut: 25AP +5 damage. Ignores DT* Can only be performed as a sneak attack. [314]																					
Cleaver		2xSTR +5 +	25	19+	2	10		Hack, whack, chop that meat: 30AP. Attack counts as Crippling [315]																					
Rolling Pin		1xSTR +5 +	20	12+	1	10		Lights Out: 25AP. This attack deals Stun damage instead of regular damage [316]																					
Zebra Slicer		1xAGI +	15	7+	0	15	Agile, Concealable	Tribal Diplomacy: 25AP +5 damage, ignores DT* Can only be performed as a sneak attack. [317]																					
Bare Hooves		1xSTR +	15	7+	0	0	Inconspicuous, Set, Unarmed	Punch Out: 20AP This attack deals Stun damage instead of regular damage [318]																					
Horn (Unicom)		1xSTR +5 +	15	12+	0	0	Armor-Piercing (light), Unarmed	Potent Strike: 25AP + [Potency] damage. This attack costs [Potency] Strain																					
Horn (Alicom)		1xSTR +10 +	15	17+	0	0	Armor-Piercing (light), Unarmed	Majestic Strike: 25AP + [Potency] damage. This attack costs [Potency] Strain																					
Griffin Claws (incl bonus)		1xSTR ++	15	7++	0	0	Set, Unarmed	Eagle Dive: 15AP +2d10 damage on the first attack made directly after a light move																					
Tier 1										Special Attack																			
Name		DAM	AP	(Comparison at Str7)	Wq	Value	Notes																						
Switchblade		1xSTR +05 +	15	12+	1	35	Concealable	Backstab: 30AP +15 damage. Can only be used on a foe that is not actively engaging the player [319]																					
Knife		1xSTR +08 +	15	15+	1	30		Backslash: 30AP +10 damage																					
Machete		2xSTR +10 +	20	24+	2	50		Hack: 30AP. Attack counts as Crippling																					
Sickle		2xSTR +05 +	20	19+	2	40	Crippling	Maim: 25AP causes target to Bleed for 1d10 damage per turn until healed [320]																					
Sword		2xSTR +18 +	25	29+	3	100		Pommel Strike: 50AP (2xSTR +) Knocks target back like a Slam. Cannot be Parried [321]																					
Knife Spear		3xSTR +15 +	30	36+	3	75	Reach, Charging	Low Sweep: 20AP make a Trip attempt counting your STR as 1 higher. Can only be tried once per turn [322]																					
Lead Pipe		2xSTR +10 +	25	24+	3	50		Lights Out: 35AP -10 damage. This attack deals Stun damage instead of regular damage [323]																					
Nail Board		3xSTR +10 +	30	31+	4	50		Maim: 35AP causes target to Bleed for 1d10 damage per turn until healed [324]																					
Cattle Prod		1xSTR +10 ++	30	17++	3	50	Stunning	Zzap!: 50AP +3d10 Stun damage																					
Police Baton		2xSTR +10 +	25	24+	2	50		Lights Out: 35AP -10 damage. This attack deals Stun damage instead of regular damage [325]																					
Shovel Spear		4xSTR +05 +	35	33+	3	25	Reach	Low Sweep: 25AP make a Trip attempt counting your STR as 1 higher. Can only be tried once per turn [326]																					
Pool Cue		1xSTR +10 +	20	17+	1	20		Break!: 25AP +20 damage. Weapon degrades 1 condition level (20% Chd); e.g. Good drops to Used																					
Tire Iron		2xSTR +10 +	25	24+	3	20		Lights Out: 35AP -10 damage. This attack deals Stun damage instead of regular damage																					
9 Iron		1xSTR +15 +	20	22+	3	15		Fore!: 20AP a special Disarm attempt at -20 Melee skill. Only effects small weapons, e.g. Pistol, Knife [327]																					
Brass Shoes		2xSTR +02 +	15	16+	1	50	Set, Unarmed	One-two Punch: 35AP +15 damage																					
Mantis Helmet		2xSTR +05 +	20	19+	10	75	Armor Piercing (light), Unarmed (Bladed)	Gore: Combat Actions that end a Charge cause the target to Bleed for 1d10 damage per turn until healed [328]																					
Bladed Helmet		3xSTR +05 +	25	26+	10	75	Unarmed (Bladed)	Gore: Combat Actions that end a Charge cause the target to Bleed for 1d10 damage per turn until healed [329]																					
Zebra Sword		2xAGI +10 +	25	24+	3	60	Agile	Black and White: 55AP (4xAGI +10 +). On crit: ignores 1/2 DT instead of dealing bonus damage																					
Wingblades		1xAGI +10 +	20	17+	3	100	Agile, Crippling, Set, Unarmed (Bladed)**	Flyby: 20AP +2d10 damage if the attack is made during a Charge [330]																					
Tier 2										Special Attack																			
Name		DAM	AP	(Comparison at Str7)	Wq	Value	Notes																						
Combat Knife		1xSTR +14 +	15	22+	1	200		Backslash: 30AP +10 damage																					
New Weapon	Cutlass	3xSTR +18 +	25	39+	5	300		Avast!: 25AP Can only be performed as a sneak attack. Target has -10 to skill rolls for the next turn [331]																					
	Hatchet	3xSTR +30 +	30	51+	2	150		Hack: 35AP -10 damage. Attack counts as Crippling																					
	Dress Cane	1xSTR +15 +	25	22+	3	150	Inconspicuous	Well, I Never!: 40AP +15 damage. Can only be performed as a sneak attack																					
	War Club	2xSTR +15 +	20	29+	3	150		Tribal Wrath: 30AP +15 damage -20 to hit																					
Baseball Bat		2xSTR +20 +	25	34+	3	100		Home Run: 35AP +10 damage																					
Sledgehammer		5xSTR +15 +	35	50+	12	250	Unwieldy	Grand Slam: 60AP (4xSTR +) -10 to hit. Knocks target back like a Slam. Cannot be Parried [332]																					
Rebar Club		4xSTR +25 +	40	53+	9	150	Unwieldy	Concrete Knockout: 60AP (4xSTR +) -20 to hit. Knocks target back like a Slam. Cannot be Parried [333]																					
New Weapon	Steel Saw	3xSTR +05 +++++	35	26++++	20	250	Unwieldy, Armor Piercing.	Scrap Heap: 60AP deals half damage -20 to hit. Target's armor degrades one condition level																					
	Spiked Shoes	2xSTR +08 +	15	22+	1	250	Set, Unarmed	Maim: 25AP causes target to Bleed for 1d10 damage per turn until healed [334]																					
	Yao Guai Helmet	2xSTR +10 +	20	24+	10	250	Unarmed (Bladed), Armor Piercing	Gore: Combat Actions that end a Charge cause the target to Bleed for 1d10 damage per turn until healed [335]																					
Bear Trap Hoof		3xSTR +25 +	30	46+	6	300	Unwieldy, Crippling, Unarmed	Maim: 40AP causes target to Bleed for 1d10 damage per turn until healed [336]																					
Solaris Hoof		4xSTR +04 ++	25	28+	4	300	Powered, Unlucky, Unarmed	Shining Hoof: 40AP. This attack is Armor Pierci [337]																					
Magic Energy Spear		3xSTR +15 ++	30	36++	4	500	Magic, Reach, Rare	Exellon: 40 AP Attack gains Armor Piercing (Light)																					
New Weapon	Crystal Lance	3xSTR +15 +	30	36+	6	500	Reach, Charging, Armor Piercing (light), Rare	Shining Joust: 45AP +15 damage +10 to hit. Welder must be Charging (also gains the +2d10 damage from the Charging rule) [338]																					
	Rapier	1xAGI +12 +	15	17+	2	300	Agile, Armor Piercing (light)	Balestra: 25AP +5 damage. Character can make a Move of up to AGI + Fast as part of the attack																					

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	Scythe	3xSTR +25 +	35	46+	4	200	Reach, Crippling	Grim Harvest: 60AP -20 to hit. Apply the (Crippling) damage of this attack to all of the target's grounded limbs. Frying targets and targets of Size 2 or more are immune [339]	
	Body Spikes	2xSTR +	15	14+	1	150	Set, Unarmed	Body Slam: 30AP a Slam attack that deals +1d10 damage [340]	
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## Weapon Comparison Chart (changes) - Expanded Ranged Weapon Mods (experimental)

Ranged Weapons							
				(The following are optional rules)	Merchants will not buy a player-made Mod		
<b>Tier 0</b>		Weapon Mods are Rare and usually only sold by weapon merchants.	The availability of weapon Mods is up to the GM	(Unless required) a Workbench grants +10 Mech / Science	Creating a Mod requires a Workbench		
Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Components (item cost)	
Silenced .22 Pistol	.22 HiCap Mag	+2 Mag Size	Must be made	None	Mechanics: 15 / Firearms: 30	Extra .22 Mags (1)	
9mm Pistol	9mm Extended Mags	+7 Mag Size	5	None	Mechanics: 25 / Firearms: 50	Extra 9mm Mags (2)	
	9mm Pistol Scope	Adds +10 to hit past Point Blank	10	Mechanics: 25 / Firearms: 50 [355]	Mechanics: 30	Box of Materials [Camera, Tape, Wonder Glue] (12), Scrap Metal (1)	
.32 Revolver	.32 Speed Loader	Reduces AP cost to reload (see combat rules)	5	None	Mechanics: 25	2x Scrap Metal (2x1) plus access to .32 rounds	
	.32 Long Barrel	+3 Dam	30	Mechanics: 25 / Firearms: 50 (requires Workbench) [356]	Mechanics: 75 (or 50 with the Gun having +2% C.Fail chance)	Salvaging another .32 Revolver [Used or better] (15)	
Flare Pistol	-	-	-	-	-	-	
Red Racer BB Gun	-	-	-	-	-	-	
.32 Rifle	.32 Extended Mags	+3 Mag Size	5	None	Mechanics: 25 / Firearms: 50	Extra .32 Mags (2)	
Single Shotgun	Single Shotgun Choke	Now does 30++ at Medium	15	None	Mechanics: 50	Box of Materials (12), Scrap Metal (1)	
<b>Tier 1</b>							
Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Materials	
10mm Pistol	10mm Silencer	Makes the weapon Silent	100	None	Mechanics: 75	Box of Materials (12), Good-quality Scrap Metal [Rare] (20), Sound-dampening Materials [Rare] (50)	
	10mm Extended Mags	+4 Mag Size	25	None	Mechanics: 25 / Firearms: 50	Extra 10mm Mags (12)	
	10mm Laser Sight	Adds +10 to hit at P.B. and Short	50	Mechanics: 25 / Firearms: 50	Mechanics: 50 / Science: 50	Civilian Laser Pointer [Rare] (20), Bundle of Components (20), 3xSpark Cell (3x1)	
.357 Revolver	.357 Long Barrel	+3 Dam	50	Mechanics: 25 / Firearms: 50 (requires Workbench)	Mechanics: 75 (or 50 with the Gun having +2% C.Fail chance)	Salvaging another .357 Revolver [Used or better] (50)	[357]
	.357 HD Cylinder	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	25	Mechanics: 25 / Firearms: 50	-	Cannot be created by player characters [358]	
	.357 Speed Loader	Reduces AP cost to reload (see combat rules)	10	None	Mechanics: 25	3x Scrap Metal [plus access to .357 rounds] (3x1)	
Dart Gun	Create Dart Gun	Creates a Dart Gun	-	-	Mechanics: 75 (Good), 50 (Used), 25 (Poor)	Access to Dart Gun Schematic, Poison Gland (25), Box of Materials [Paint Gun, Toy Car, Glue] (12), Bundle of Medical Supplies [Surgical Tubing] (25)	
	Dart Gun Potent Poison	The Poison's END check is now made at -4 (instead of -2)	-	Mechanics: 25	Science: 50 / Survival: 50	Poison Glands from 2 different species (2xVaries)	
Magic Pistol	M. Pistol Combat Sights	Adds +10 to hit at PB and Short Range	50	Mechanics: 20 / Magic Weps: 40	Mechanics: 50 / Science: 50	Bundle of Components (20), Scrap Metal (1)	
	M. Pistol Focus Optics	+3 Dam	75	Mechanics: 25 / Magic Weps: 50 (requires Workbench)	Mechanics: 50 & Science: 50	Salvaging another Magic Pistol [Used or better] (50)	
	M. Pistol Recycler	A roll of 01-25 to hit does not use ammo	25	Mechanics: 40 / Science: 40 (requires Workbench)	Mechanics: 25 & Science: 75	Bundle of Components (20)	
Recharger Rifle	Recharger Rifle Short-circuit Capacitor	+5 Dam, +1 Mag Size, uses 2 ammo per shot	100	Mechanics: 40 / Science: 40 (requires Workbench)	Mechanics: 25 & Science: 75	Bundle of Components (20)	
	Recharger Rifle Hyperbreeder	Now recharges 6 shots at the start of each turn	50	Mechanics: 25 / Science: 25 (requires Workbench)	Mechanics: 25 & Science: 50	Bundle of Components (20)	
Varmint Rifle	Varmint Rifle Extended Mags	+3 Mag Size	25	None	Mechanics: 25 / Firearms: 50	Extra Small 5.56mm Mags (12)	
	Small Rifle Scope	Adds +10 to hit past Short Range	50	Mechanics: 30 / Firearms: 60	Mechanics: 50	Salvaging a Telescope/Binoculars (25), Box of Materials (12)	
	Small Rifle Night Scope	Adds night vision and +10 to hit past Short Range	125	Mechanics: 30 / Firearms: 60	Mechanics: 50 & Science: 50	Small Rifle Scope (50), Image Intensifier Tube [Rare] (30), Bundle of Components (20), 3xSpark Cell (3x1)	
	Varmint Rifle Silencer	Makes the weapon Silent	100	None	Mechanics: 75	Box of Materials (12), Good-quality Scrap Metal [Rare] (20), Sound-dampening Materials [Rare] (50)	

### Weapon Comparison Chart (changes) - Expanded Ranged Weapon Mods (experimental)

[illegible]



## Weapon Comparison Chart (changes) - Expanded Ranged Weapon Mods (experimental)

Cowboy Repeater	CB. Repeater Long Tube	+4 Mag Size	100	Mechanics: 30 / Firearms: 60	Mechanics: 40	Box of Materials (12), Precisely measured and cut piping [Rare, must be bought] (50)
	Long Rifle Scope	Adds +10 to hit past Short Range	200	Mechanics: 30 / Firearms: 60	Mechanics: 75	Salvaging a Telescope/Binoculars (25), Box of Materials (12), Additional Materials [Rare, must be bought] (100)
	CB. Repeater Custom Action	Lowers AP cost to 20	250	Mechanics: 40 / Firearms: 80 (requires Workbench)	-	Cannot be created by player characters [362]
	CB. Repeater Lightweight Stock	-2 Wg	50	Mechanics: 30 / Firearms: 60	Mechanics: 50	2xBox of Materials (2x12)
Lever-action Rifle	Lever-action Rifle Long Tube	+4 Mag Size	50	Mechanics: 25 / Firearms: 50	Mechanics: 30	2xBox of Materials (2x12)
	Long Rifle Scope	Adds +10 to hit past Short Range	200	Mechanics: 30 / Firearms: 60	Mechanics: 75	Salvaging a Telescope/Binoculars (25), Box of Materials (12), Additional Materials [Rare, must be bought] (100)
	Lever-action Rifle Long Barrel	+8 Dam	250	Mechanics: 50 / Firearms: 100 (requires Workbench)	Mechanics: 75 (or 50 with the Gun having +2% C.Fail chance)	Salvaging another Lever-action Rifle [Used or better] (300)
Assault Rifle (auto)	5.56mm STAG Extended Mags	+12 Mag Size	50	None	Mechanics: 25 / Firearms: 50	Extra 5.56mm STAG Magazines (30)
	Assault Rifle Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	100	Mechanics: 25 / Firearms: 50	Mechanics: 50 / Science: 50	Box of Materials (12), 2xBundle of Components (2x20), 3xSpark Cell (3x1)
	Assault Rifle Upgraded Internals	+1 Rate of Fire	200	Mechanics: 50 / Firearms: 100 (requires Workbench)	Mechanics: 75	Salvaging another Assault Rifle [Good or better] (250), Weapon Repair Kit (20)
	"Apple Bucker" 25mm Underslung Grenade Launcher	Adds an underslung 25mm Grenade Launcher (see T1) with an Ammo Capacity of 1 and a Wg of 3. Roll to hit using the Explosives skill or Firearms -30	250	Mechanics: 25 / Firearms: 50	Mechanics: 75 & Explosives: 25	Salvaging an Anti-Pony Grenade Rifle (75), Box of Materials (12), Good-quality Scrap Metal [Rare] (50)
Infiltrator (auto)	5.56mm STAG Extended Mags	+12 Mag Size	50	None	Mechanics: 25 / Firearms: 50	Extra 5.56mm STAG Magazines (30)
	Assault Rifle Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	100	Mechanics: 25 / Firearms: 50	Mechanics: 50 / Science: 50	Box of Materials (12), 2xBundle of Components (2x20), 3xSpark Cell (3x1)
	Infiltrator Quiet Bolt	Checks to locate user due to weapon sound are at -2 PER	100	Mechanics: 30 / Firearms: 60 (requires Workbench)	Mechanics check. Failure lowers weapon Cnd by 1 rank [363]	Weapon Repair Kit (20), Access to an Infiltrator
	Infiltrator Night Vision Upgrade	Adds night vision to Scope	100	Mechanics: 25 / Firearms: 50	Mechanics: 50 & Science: 50	Imagine Intensifier Tube [Rare] (30), Bundle of Components (20), 3xSpark Cell (3x1)
Magic Rifle	Mag. Rifle Focus Optics	+3 Dam (gives bonus to both beams w/Splitter)	150	Mechanics: 30 / Magic Weps: 60 (requires Workbench)	Mechanics: 50 & Science: 50	Salvaging 2xMagic Pistols [Used or better] (2x50), Bundle of Components (20)
	Mag. Rifle Beam Splitter	Weapon fires 2 beams dealing 12+ DAM each [364]	300	Mechanics: 50 / Science: 50 (requires Workbench)	Mechanics: 75 & Science: 50	Salvaging a Magic Rifle [Used or better] (250), Bundle of Components (20)
	Mag. Rifle Scope	Adds +10 to hit past Short Range	150	Mechanics: 30 / Magic Weps: 60 (requires Workbench)	Mechanics: 50 & Science: 50	Salvaging a Telescope/Binoculars (25), Box of Materials (12), Bundle of Components (20), Additional Materials [Rare, must be bought] (50)
9mm SMG (auto)	9mm SMG Drums	+30 Mag Size	100	None	-	Cannot be created by player characters [365]
	SMG Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	100	Mechanics: 25 / Firearms: 50	Mechanics: 50 / Science: 50	Box of Materials (12), 2xBundle of Components (2x20), 3xSpark Cell (3x1)
	9mm SMG Light Bolt	+1 Rate of Fire	150	Mechanics: 40 / Firearms: 80 (requires Workbench)	-	Cannot be created by player characters [366]
10mm SMG (auto)	10mm SMG Extended Mags	+10 Mag Size	30	None	Mechanics: 25 / Firearms: 50	Extra 10mm Magazines (20)
	SMG Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	100	Mechanics: 25 / Firearms: 50	Mechanics: 50 / Science: 50	Box of Materials (12), 2xBundle of Components (2x20), 3xSpark Cell (3x1)
	10mm SMG Recoil Comp.	Removes -10 penalty from Full Auto	150	Mechanics: 30 / Firearms: 60	Mechanics: 50 / Firearms: 100	Salvaging another 10mm SMG [Poor or better] (300), Weapon Repair Kit (20)
	10mm SMG Upgraded Internals	+1 Rate of Fire	200	Mechanics: 50 / Firearms: 100 (requires Workbench)	Mechanics: 75	Salvaging another 10mm SMG [Good or better] (300), Weapon Repair Kit (20)
Sawed-off Shotgun	-	-	-	-	-	-
Double-barrel Shotgun	Double-barrel Choke	Now does 40++ at Medium	100	Mechanics: 20 / Firearms: 40	Mechanics: 50	Box of Materials (12), High-quality Scrap Metal [Rare] (50)
Light Machine Gun (auto)	LMG Expanded Drums	+110 Mag Size	100	None	Mechanics: 30 / Firearms: 60	Extra 5.56mm LMG Drums (60)
	LMG Upgraded Internals	+1 Rate of Fire	200	Mechanics: 50 / Firearms: 100 (requires Workbench)	Mechanics: 75	Salvaging another LMG [Good or better] (300), Weapon Repair Kit (20)
Grenade Launcher	Grenade Launcher Long Barrel	Weapon becomes Long Ranged	100	Mechanics: 25 / Firearms: 50	Mechanics: 40 / Explosives: 80	Salvaging another Grenade Launcher [Used or better] (250), Weapon Repair Kit (20)
Zebra Special	.22 HiCap Mag	+2 Mag Size	Must be made	None	Mechanics: 15 / Firearms: 30	Extra .22 Mags (1)

## Weapon Comparison Chart (changes) - Expanded Ranged Weapon Mods (experimental)

Tier 3							
Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Materials	
Colt .45 Auto Pistol	.45 Auto Extended Mags	+3 Mag Size	100	None	Mechanics: 30 / Firearms: 60	Extra .45 Auto Mags (60)	
	Military Laser Sight	Adds +10 to hit at P.B. and Short	300	Mechanics: 25 / Firearms: 50	Mechanics: 75 & Science: 25	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)	
	.45 Auto Pistol HD Slide	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	200	Mechanics: 40 / Firearms: 80	-	Cannot be created by player characters [367]	
	.45 Military Silencer	Makes the weapon Silent	500	None	Mechanics: 100	Box of Materials (12), High-quality Scrap Metal [Rare] (100), Military-grade Sound-dampening Materials [V.Rare] (300)	
5.56mm Pistol	5.56mm Speed Loader	Reduces AP cost to reload (see combat rules)	50	None	Mechanics: 30	2xBox of Materials [plus access to 5.56mm rounds] (24)	
	Military Laser Sight	Adds +10 to hit at P.B. and Short	300	Mechanics: 25 / Firearms: 50	Mechanics: 50 / Science: 50	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)	
Battle Rifle	Bayonet Mount	Can attack or Parry like a Knife Spear (including all special rules)	300	Mechanics: 30 / Firearms: 60	Mechanics: 50	Combat Knife (200), Box of Materials (12)	
	Military Laser Sight	Adds +10 to hit at P.B. and Short	300	Mechanics: 25 / Firearms: 50	Mechanics: 75 & Science: 25	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)	
Sniper Rifle	.308 Extended Mags	+3 Mag Size	100	None	Mechanics: 40 / Firearms: 80	Extra .308 Mags (80)	
	Sniper Rifle Suppressor	Weapon counts as Silent to anyone at Long Range or beyond	500	None	Mechanics: 100	Box of Materials (12), High-quality Scrap Metal [Rare] (100), Military-grade Sound-dampening Materials [V.Rare] (300)	
	Sniper Rifle Carbon Fibre Parts	Reduces Wg by 5	400	Mechanics: 25 / Firearms: 50	Mechanics: 80	Salvaged Panels of High-quality Carbon Fibre [V.Rare, try old Sports Wagons kept in show room condition] (300)	
Trail Carbine	Trail Carbine Steel-forged Receiver	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	200	Mechanics: 30 / Firearms: 60 (requires Workbench)	-	Cannot be created by player characters [368]	
	Trail Carbine Scope	Adds +10 to hit past Short Range	500	Mechanics: 40 / Firearms: 80	Mechanics: 75	Salvaging Military Binoculars [Rare] (250), Box of Materials (12), Bundle of Components (20), Additional Materials [Rare, must be bought] (100)	
Assault Carbine	5mm Extended Mags	+6 Mag Size	100	None	Mechanics: 40 / Firearms: 80	Extra 5mm Mags (80)	
	Assault Carbine Light Bolt	+1 Rate of Fire	500	Mechanics: 40 / Firearms: 80 (requires Workbench)	-	Cannot be created by player characters [369]	
	Military Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	300	Mechanics: 25 / Firearms: 50	Mechanics: 50 / Science: 50	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)	
	"My Little Friend" 40mm Underslung Grenade Launcher	Adds an underslung 40mm Grenade Launcher (see T2) with an Ammo Capacity of 1 and a Wg of 3. Roll to hit using the Explosives skill or Firearms -30	400	Mechanics: 25 / Firearms: 50	Mechanics: 100 & Explosives: 25	Salvaging a Grenade Launcher (250), Box of Materials (12), Good-quality Scrap Metal [Rare] (50)	
Zebra Rifle	5.56mm STAG Extended Mags	+12 Mag Size	50	None	Mechanics: 25 / Firearms: 50	Extra 5.56mm STAG Magazines (30)	
	Military Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	300	Mechanics: 25 / Firearms: 50	Mechanics: 50 / Science: 50	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)	
Bronco Automatic	BAR Upgraded Internals	+1 Rate of Fire	800	Mechanics: 60 (requires Workbench)	-	Cannot be created by player characters [370]	
	BAR Lightweight Steel Frame	Reduces Wg by 4	200	Mechanics: 40 / Firearms: 80 (requires Workbench)	-	Cannot be created by player characters	
Magic Energy Repeater (auto)	Magic Energy Repeater Focus Optics	+3 Dam	400	Mechanics: 30 / Magic Weps: 60 (requires Workbench)	Mechanics: 75 & Science: 50	Salvaging a Magic Rifle [Used or better] (250), Bundle of Components (20)	
	Magic Recycler	A roll of 01-25 to hit does not use ammo	100	Mechanics: 50 / Science: 50 (requires Workbench)	Mechanics: 50 & Science: 75	3xBundle of Components (3x20)	
MASR [371]	MASR Hyperbolic Spark Chamber	+5 Dam	500	Mechanics: 50 / Science: 50 (requires Workbench)	Mechanics: 75 & Science: 75	Salvaging a Plasma Pistol [Used or better] (200), and a Magic Energy Pistol [Used or Better] (50)	
	MASR Scope	Adds +10 to hit past Short Range	500	Mechanics: 40 / Magic Weps: 80 (requires Workbench)	Mechanics: 75 & Science: 50	Salvaging Military Binoculars [Rare] (250), Box of Materials (12), Bundle of Components (20), Additional Materials [Rare, must be bought] (100)	
	Spark Recycler	A roll of 01-25 to hit does not use ammo	100	Mechanics: 50 / Science: 50 (requires Workbench)	Mechanics: 50 & Science: 75	3xBundle of Components (3x20)	
Plasma Rifle	Plasma Rifle Hi-Energy Ionizer	+5 Dam	500	Mechanics: 40 / Magic Weps: 80 (requires Workbench)	Mechanics: 75 & Science: 50	Salvaging 2xPlasma Pistols [Used or better] (2x200)	
	Plasma Rifle Magic Accelerator	Adds +10 to hit	500	Mechanics: 40 / Magic Weps: 80 (requires Workbench)	Mechanics: 50 & Science: 75	Salvaging 2xPlasma Pistols [Used or better] (2x200)	
	Plasma Rifle Recycler	A roll of 01-25 to hit does not use ammo	100	Mechanics: 50 / Science: 50 (requires Workbench)	Mechanics: 25 & Science: 75	2x Bundle of Components (2x20)	

## Weapon Comparison Chart (changes) - Expanded Ranged Weapon Mods (experimental)

Tri Prism Rifle	Tri Prism HD Capacitors	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	200	Mechanics: 40 / Magic Weps: 80 (requires Workbench)	Mechanics: 75 / Science: 75	Salvaging a Magic Rifle [Used or Better] (250)
	Tri Prism LR Hi-Cap Terminal	+24 Mag Size	200	Mechanics: 40 / Magic Weps: 80 (requires Workbench)	Mechanics: 75 / Science: 75	Salvaging a Magic Rifle [Used or Better] (250)
	Tri Prism LR Focus Optics	+3 DAM to each beam (+9 in total)	500	Mechanics: 40 / Magic Weps: 80 (requires Workbench)	Mechanics: 75 & Science: 50	Salvaging 2xMagic Rifles [Used or better] (2x250)
.45 Auto SMG	.45 Auto SMG Drums	+20 Mag Size	200	None	-	Cannot be created by player characters [372]
	Military Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	300	Mechanics: 25 / Firearms: 50	Mechanics: 50 / Science: 50	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)
	.45 Auto SMG Recoil Comp.	Removes -10 penalty from Full Auto	500	Mechanics: 40 / Firearms: 80	Mechanics: 50 / Firearms: 100	Salvaging another .45 Auto SMG [Poor or better] (1200), Weapon Repair Kit (20)
	.45 SMG Upgraded Internals	+1 Rate of Fire	500	Mechanics: 60 (requires Workbench)	-	Cannot be created by player characters [373]
Riot Shotgun	Military Laser Sight	Adds +10 to hit at P.B. and Short	300	Mechanics: 25 / Firearms: 50	Mechanics: 50 / Science: 50	Military Grade Laser Device [Rare] (200), Bundle of Components (20), 3xSpark Cell (3x1)
	Riot Shotgun Improved Choke	Now does 25++ at Medium	500	Mechanics: 25 / Firearms: 50	Mechanics: 75	Box of Materials (12), Military Grade Metal [V.Rare] (300)
Hunting Shotgun	Hunting Shotgun Long Tube	+3 Mag Size	200	Mechanics: 30 / Firearms: 60	Mechanics: 50	Box of Materials (12), High-quality Scrap Metal [Rare] (100)
	Hunting Shotgun Choke	Now does 35++ at Medium	500	Mechanics: 25 / Firearms: 50	Mechanics: 75	Box of Materials (12), Military Grade Metal [V.Rare] (300)
Flamer	Flamer Expanded Tanks	+60 Mag Size	200	None	Mechanics: 40 / Firearms: 80	Extra Fuel Tanks (120)
	Balefire Heart	+2 DAM, now causes 4d10 fire damage and Rads per hit/turn (instead of 3d10). Gains the Magic special rule, uses 2 ammo per shot, +5% C.Fail chance	Must be made	Mechanics: 50 & Science: 75 (requires Workbench) [374]	Mechanics: 50 & Science: 100	The Flamer to be Modded, a Balefire Egg (125), Salvaging 2xPlasma Pistols (2x200)
Missile Launcher	Missile Launcher Guidance System	Adds +10 to hit past Short Range	500	Mechanics: 50 & Science: 25 (requires Workbench)	-	Cannot be created by player characters [375]
Enchanted Crossbow	Small Rifle Scope	Adds +10 to hit past Short Range	50	Mechanics: 30 / Firearms: 60	Mechanics: 50	Salvaging a Telescope/Binoculars (25), Box of Materials (12)
	Small Rifle Night Scope	Adds night vision and +10 to hit past Short Range	125	Mechanics: 30 / Firearms: 60	Mechanics: 50 & Science: 50	Small Rifle Scope (50), Imagine Intensifier Tube [Rare] (30), Bundle of Components (20), 3xSpark Cell (3x1)
	Crossbow Poison Reserve	Applies poison to the bolts. Requires poison.	100	Mechanics: 25 / Survival: 50 (requires Workbench)	Mechanics: 50 & Survival: 50	Box of Materials [Paint Gun, Tape, Glue] (12), Bundle of Medical Supplies (25), Poison Glands (25)
	Crossbow Carbon Fiber Parts	Reduces weight by 3	150	Mechanics: 25 / Firearms: 50	Mechanics: 80	Salvaged Panels of Carbon Fibre [Rare, try old Sports Wagons] (200)
<b>Tier 4</b>						
Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Materials
12.7mm Pistol	12.7mm Extended Mags	+3 Mag Size	200	None	Mechanics: 40 / Firearms: 80	Extra 12.7mm Mags (150)
	Heavy Duty Military Laser Sight	Adds +10 to hit at P.B. and Short	1000	Mechanics: 25 / Firearms: 50	Mechanics: 100 & Science: 25	Heavy Duty Military Grade Laser Device [V.Rare] (800), Bundle of Components (20), 3xSpark Cell (3x1)
	12.7mm Pistol HD Slide	Gives 50% chance to avoid Jamming (and weapon degradation) when suffering a Critical Fail	500	Mechanics: 40 / Firearms: 80	-	Cannot be created by player characters [376]
	High Quality Military Silencer	Makes the weapon Silent	2000	None	-	Cannot be created by player characters [377]
Hunting Revolver	.45-70 Govt Speed Loader	Reduces AP cost to reload (see combat rules)	100	None	Mechanics: 50	3xBox of Materials [plus access to .45-70 Govt rounds] (36)
	.45-70 Govt 6-shot cylinder	+1 Mag Size	500	Mechanics: 40 / Firearms: 80	-	Cannot be created by player characters [378]
	.45-70 Govt Revolver Long Barrel	+5 Dam	2000	Mechanics: 40 / Firearms: 80 (requires Workbench)	Mechanics: 100 (or 75 with the Gun having +2% C.Fail chance)	Salvaging another Hunting Revolver OR Ranger Sequoia [Used or better] (2200/2000)
Ranger Sequoia	.45-70 Govt Speed Loader	Reduces AP cost to reload (see combat rules)	100	None	Mechanics: 50	3xBox of Materials [plus access to .45-70 Govt rounds] (36)
	.45-70 Govt 6-shot cylinder	+1 Mag Size	500	Mechanics: 40 / Firearms: 80	-	Cannot be created by player characters [379]
	.45-70 Govt Revolver Long Barrel	+5 Dam	2000	Mechanics: 40 / Firearms: 80 (requires Workbench)	Mechanics: 100 (or 75 with the Gun having +2% C.Fail chance)	Salvaging another Hunting Revolver OR Ranger Sequoia [Used or better] (2200/2000)

## Weapon Comparison Chart (changes) - Expanded Ranged Weapon Mods (experimental)

Plasma Defender	Plasma Defender High Capacity Terminal	+32 Mag Size	1000	Mechanics: 40 / Magic Weps: 80 (requires Workbench)	Mechanics: 75 & Science: 50	Salvaging a Plasma Rifle [Used or better] (1000)
	Plasma Defender Scope	Adds +10 to hit past Short Range	1000	Mechanics: 40 / Magic Weps: 80 (requires Workbench)	Mechanics: 75 & Science: 50	Salvaging a MASR Scope (500), High-quality Components [Rare] (250)
	Plasma Defender Bolt Stabilizer	Weapon becomes Medium Ranged with +15 to hit at P.B.	1500	Mechanics: 30 / Magic Weps: 60 (requires Workbench)	Mechanics: 75 & Science: 75	Salvaging a Plasma Rifle and a Plasma Pistol [Used or better] (1000, 200)
	Plasma Defender Hyper Catalyst Chamber	+10 Dam, uses 4 ammo per shot	Must be made	Mechanics: 75 (requires Workbench)	Mechanics: 50 & Science: 100	Salvaging another Plasma Defender (2000), High-quality Components [Rare] (250)
Brush Gun	Brush Gun Long Tube	+2 Mag Size	500	Mechanics: 30 / Firearms: 60	Mechanics: 50	Box of Materials (12), Military Grade Metal [V.Rare] (300)
	Military Grade Scope	Adds +10 to hit past Short Range	1500	Mechanics: 40 / Firearms: 80	-	Cannot be created by player characters [380]
	Brush Gun Long Barrel	+10 Dam	3000	Mechanics: 50 / Firearms: 100 (requires Workbench)	Mechanics: 100	Salvaging another Brush Gun [Used or better] (3000)
Anti-Material Rifle	.50 MG Extended Mags	+2 Mag Size	250	None	Mechanics: 50 / Firearms: 100	Extra .50 MG Mags (200)
	Heavy Duty Military Laser Sight	Allows AM Rifle to fire at P.B. or Short range without using the scope for 35AP. This attack has a STR Requirement of 10 and is made at -20 to hit. In addition it does NOT benefit from the Sniper rule or the weapon's Scope	1000	Mechanics: 30 / Firearms: 60	Mechanics: 100 & Science: 25	Heavy Duty Military Grade Laser Device [V.Rare] (800), Bundle of Components (20), 3xSpark Cell (3x1)
	AM Rifle Suppressor	Makes it hard to locate from Sound alone at Extreme Range	1000	Mechanics: 30 / Firearms: 60	-	Cannot be created by player characters [381]
Markspony Carbine	5.56mm Carbine STAG Extended Mags	+10 Mag Size	200	None	Mechanics: 25 / Firearms: 50	Extra 5.56mm Carbine STAG Magazines (150)
	Heavy Duty Military Laser Sight	Adds +10 to hit at P.B. and Short	1000	Mechanics: 25 / Firearms: 50	Mechanics: 100 & Science: 25	Heavy Duty Military Grade Laser Device [V.Rare] (800), Bundle of Components (20), 3xSpark Cell (3x1)
	"My Little Friend" 40mm Underslung Grenade Launcher	Adds an underslung 40mm Grenade Launcher (see T2) with an Ammo Capacity of 1 and a Wg of 3. Roll to hit using the Explosives skill or Firearms -30	400	Mechanics: 25 / Firearms: 50	Mechanics: 100 & Explosives: 25	Salvaging a Grenade Launcher (250), Box of Materials (12), Good-quality Scrap Metal [Rare] (50)
Multiplas Rifle	Multiplas High Capacity Terminal	+30 Mag Size	1000	Mechanics: 40 / Magic Weps: 80 (requires Workbench)	Mechanics: 75 & Science: 50	Salvaging a Plasma Rifle [Used or better] (1000)
	Multiplas Rifle Bolt Stabilizer	Weapon becomes Medium Ranged with +15 to hit at P.B.	2000	Mechanics: 30 / Magic Weps: 60 (requires Workbench)	Mechanics: 75 & Science: 75	Salvaging a Plasma Rifle and 3xPlasma Pistol [Used or better] (1000, 3x200)
	Multiplas Rifle Hi-Energy Tri-Ionizer	+5 Dam per shot	2000	Mechanics: 40 / Magic Weps: 80 (requires Workbench)	Mechanics: 100 & Science: 50	Salvaging a Plasma Rifle and 3xPlasma Pistol [Used or better] (1000, 3x200)
Gauss Rifle	Gauss Rifle High Capacity Terminal	+5 Mag Size (one extra shot)	2000	Mechanics: 40 / Magic Weps: 80 (requires Workbench)	Mechanics: 100 & Science: 50	Salvaging a MASR [Used or better] (1500)
P9T 12.7mm SMG	12.7mm SMG Stacked Mags	+6 Mag Size	500	None	Mechanics: 50 / Firearms: 100	Extra 12.7mm SMG Mags (400)
	Heavy Duty Military Laser Sight	Adds +10 to hit with Single Shot or Burst Fire at P.B. and Short	1000	Mechanics: 25 / Firearms: 50	Mechanics: 100 & Science: 25	Heavy Duty Military Grade Laser Device [V.Rare] (800), Bundle of Components (20), 3xSpark Cell (3x1)
	High Quality Military Silencer	Makes the weapon Silent	2000	None	-	Cannot be created by player characters [382]
	12.7mm SMG Upgraded Internals	+1 Rate of Fire	1000	Mechanics: 75 (requires Workbench)	-	Cannot be created by player characters [383]
Combat Shotgun	Heavy Duty Military Laser Sight	Adds +10 to hit before Long Range	1000	Mechanics: 25 / Firearms: 50	Mechanics: 100 & Science: 25	Heavy Duty Military Grade Laser Device [V.Rare] (800), Bundle of Components (20), 3xSpark Cell (3x1)
	Combat Shotgun Military Choke	Now does 40++ at Medium	2000	Mechanics: 25 / Firearms: 50	-	Cannot be created by player characters [384]
Minigun (auto)	Minigun Hi-speed Motor	+1 / 2 Rate of Fire	2000	Mechanics: 75 (requires Workbench)	-	Cannot be created by player characters [385]
	Minigun Damped Subframe	Reduces Full Auto to-hit penalty by 10	1000	Mechanics: 75 (requires Workbench)	-	Cannot be created by player characters [386]
Shoulder Mounted MG (auto)	10mm Extended Box Magazine	+15 Mag Size	500	None	Mechanics: 30 / Firearms: 60	Extra 10mm Box Magazines (400)
	SMMG Advanced Targetting Computer	Adds +10 to hit and halves any to-hit penalty caused by the target dodging/flying	2000	Mechanics: 75 & Science: 25 (requires Workbench)	Mechanics: 100 & Science: 100	Salvaging a fully working PipBuck (N/A)
	SMMG Recoil Compensators	Reduces Full Auto to-hit penalty by 10	1000	Mechanics: 75 (requires Workbench)	-	Cannot be created by player characters [387]
Gatling Caster (auto)	Gatling Caster Focus Optics	+3 Dam	3000	Mechanics: 75 (requires Workbench)	Mechanics: 100 & Science: 75	Salvaging 3xMASR [Good or better] (3x1000)
	Gatling Caster Carbon Fibre Frame	Reduces Wg by 8	1000	Mechanics: 75 (requires Workbench)	-	Cannot be created by player characters [388]

## Weapon Comparison Chart (changes) - Expanded Ranged Weapon Mods (experimental)

	Plasma Caster	Plasma Caster Hi-Energy Ionizer	+5 Dam	1500	Mechanics: 40 / Magic Weps: 80 (requires Workbench)	Mechanics: 75 & Science: 50	Salvaging a Plasma Rifle and a Plasma Pistol [Used or better] (1000, 200)
	Plasma Caster	Plasma Caster Bolt Stabilizer	Weapon becomes Medium Ranged with +15 to hit at P.B.	2500	Mechanics: 50 / Magic Weps: 100 (requires Workbench)	Mechanics: 75 & Science: 100	Salvaging 2xPlasma Rifle [Used or better] (2x1000)
		Plasma Caster Recycler	A roll of 01-25 to hit does not use ammo	500	Mechanics: 75 / Science: 75 (requires Workbench)	Mechanics: 50 & Science: 75	Salvaging 2xPlasma Pistol [Used or better] (2x200)
	Thunder Cannon	Super Shocker Coil	The DoT effect now does 4d10 lightning damage per turn (instead of 2d10) and drains the same amount of AP if target fails its END check	1500	Mechanics: 75 & Science: 25 (requires Workbench)	-	Cannot be created by player characters [389]
	Grenade Machine Gun (burst)	Grenade MG High-speed Kit	Lowers AP cost to 30	1500	Mechanics: 75 (requires Workbench)	-	Cannot be created by player characters [390]
	Balefire Egg Launcher	-	-	-	-	-	-
	<b>Special</b>	(For more detailed information on Battle Saddle mods, see the Battle Saddles document.)					
	<b>Name</b>	<b>Mod</b>	<b>Effect</b>	<b>Value</b>			
		Ammo Changer	Allows swift (AP 5) swapping of ammo feeds (clips, drums, belts, etc) for one of the battle saddle's weapons. Can be installed to handle anywhere from two to five feeds.	5 per feed			
		Ammo Loader	automatically reloads single-shot weapons which normally carry only one or two rounds	1/2 cost of modded weapon			
		Jambuster	Allows swift (AP 15) clearing of a jam or fixing of a glitched magical energy weapon mounted within the battle saddle	20			
	Battle Saddles	Minedropper	Replaces the weapon mount on one side of the saddle with a device for the swift arming and release of dropped munitions (limited to one general type, but not limited to mines). Carries up to ten explosives. This costs 15 AP and may be done during the course of a movement action.	150			
		Weapons Link	Links two identical weapons together in a battle saddle. Both weapons will fire simultaneously, requiring only one Battle Saddles skill roll for attack and costing the AP of only one weapon.	1/2 cost of modded weapon			
	Any	Trigger Conversion (Requires Mechanics 50)	Converts a weapon designed to be used by one species to a design useable by another (such as converting a hellhound's plasma rifle so a pony could use it).	1/4 cost of modded weapon			

## Weapon Comparison Chart (changes) - Expanded Melee Weapon Mods (experimental)

General				Note on 'Elemental' Mods		
Name	Mod	Effect	Value (Merchant)	Elemental Mods (E.Mods)	Elemental Mod Type	Elemental Mod Critical Effect
Any	Sharpened/Weighted	+DAM equal to (AP cost/5). Effect is lost after the first Crit-Fail	1/4 base cost of modded weapon	E.Mods trigger when the character rolls low enough on a successful hit. An attack must be able to cause damage past the target's DT for an E.Mod to take effect. Only one Elemental Mod can be applied to a weapon. E.Mod damage is not multiplied on a Crit, instead check the table to the right for its Crit effect. Spirits consider E.Modded weapons an insult and refuse to inhabit or imbue them. E.Mod damage ignores DT but is effected by resistances, so it may be best to roll the E.Mod damage separately to your normal damage. For example, if 2 attacks triggered a Shocking E.Mod then you could roll the 2x2d10 lightning damage after working out the regular damage and then apply any resistances to the result. E.Mods do not effect all targets, see the notes to the right.	Fire [391]	Sets target on fire for 3 turns causing the E.Mod's listed fire damage per turn. This is in addition to the fire damage caused by the hit and can stack with multiple crits.
Any	Balanced	+5 to hit, +5 to parry	1/2 base cost of modded weapon		Lightning [392]	On living Biological opponents a Crit drains AP equal to half the lightning damage dealt (rounded up). On machines causes 3x listed lightning damage as AX damage.
Any	Tempered	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	1/2 base cost of modded weapon		Poison [393]	Living Biological opponents automatically fail their attempt to resist the Poison's effect and suffer a -10 to all skill checks until the end of their next turn.
Any	Tempered	Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail	1/2 base cost of modded weapon		Blood [394]	Causes Living Biological opponents to bleed profusely, dealing twice as much bleed damage per turn as listed and causing Movement actions to cost +5AP
					Force [395]	Stores a critical amount of kinetic energy to send the opponent flying on the final attack. The target's STR check is automatically failed. Size 3 targets can be effected, but are knocked back half as far.
		Weapon Mods are usually only sold by weapon merchants		(The following are optional rules)	Merchants will not buy a player-made Mod	
Tier 1		Weapon Mods are generally Rare		(Unless required) a Workbench grants +10 Mech / Science	Creating a Mod requires a Workbench	
Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Materials
Switchblade	Magi-steel Edged Blade	Weapon becomes Armor Piercing (light)	50	Mechanics: 15 / Melee: 30	-	-
Knife	Magi-steel Edged Blade	Weapon becomes Armor Piercing (light)	50	Mechanics: 15 / Melee: 30	-	-
	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75	Mechanics: 20 / Science: 20	Mechanics: 40 / Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)
	Venomous E.Mod (Poison)	A roll of 01-30 to hit causes the target to lose 1 STR and 1 AGI unless it passes an END check with a +1 for every 10 points of Poison Resist the target has.	100	Mechanics: 20 / Survival: 40	Mechanics: 40 / Survival: 80	Box of Materials (12), Detergent/Bleach (5), 2xPoison Glands (2x25)
Machete	Red Hot Blade E.Mod (Fire)	A roll of 01-30 to hit causes +2d10 fire damage	75	Mechanics: 20 / Science: 20	Mechanics: 40 / Science: 40	Box of Materials (12), Bundle of Components (20), Spark Cell (1)
	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75	Mechanics: 20 / Science: 20	Mechanics: 40 / Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)
Sickle	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75	Mechanics: 20 / Science: 20	Mechanics: 40 / Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)
	Venomous E.Mod (Poison)	A roll of 01-30 to hit causes the target to lose 1 STR and 1 AGI unless it passes an END check with a +1 for every 10 points of Poison Resist the target has.	100	Mechanics: 20 / Survival: 40	Mechanics: 40 / Survival: 80	Box of Materials (12), Detergent/Bleach (5), 2xPoison Glands (2x25)
Sword	Red Hot Blade E.Mod (Fire)	A roll of 01-30 to hit causes +2d10 fire damage	75	Mechanics: 20 / Science: 20	Mechanics: 40 / Science: 40	Box of Materials (12), 2xBundle of Components (2x20), Spark Cell (1)
	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75	Mechanics: 20 / Science: 20	Mechanics: 40 / Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)
Knife Spear	Forged Spear Head	+5 Dam	50	Mechanics: 30 / Melee: 60	-	-
	Magi-steel Edged Blade	Weapon becomes Armor Piercing (light)	50	Mechanics: 15 / Melee: 30	-	-
Lead Pipe	Spiky Bits E.Mod (Blood)	A roll of 01-30 to hit causes target to bleed for +1d10 damage per turn until treated	75	Mechanics: 20 / Melee: 40	Mechanics: 30 / Melee: 60	3xBox of Materials (3x12), 2xScrap Metal (2x1)
	Impact E.Mod (Force)	A roll of 01-30 to hit knocks the target back 1 yard per 10 damage unless it passes a STR check. Knockback(s) happen after all your attacks are finished. [396]	100	Mechanics: 20 / Science: 20	Mechanics: 40 / Science: 40	Box of Materials (12), 2xBundle of Components (2x20), 10xMFC (10x1.5)

### Weapon Comparison Chart (changes) - Expanded Melee Weapon Mods (experimental)

	Nail Board	Spiky Bits E.Mod (Blood)	A roll of 01-30 to hit causes target to bleed for +1d10 damage per turn until treated	75		Mechanics: 20 / Melee: 40		Mechanics: 30 / Melee: 60		3xBox of Materials (3x12), 2xScrap Metal (2x1)	
	Cattle Prod	Magic Wand E.Mod (Force)	A roll of 01-30 to hit knocks the target back 2 yards per 10 damage unless it passes a STR-2 check. Knockback(s) happen after all your attacks are finished. [397]	150		Mechanics: 20 / Science: 20		Mechanics: 40 / Science: 40		Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	Police Baton	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75		Mechanics: 20 / Science: 20		Mechanics: 40 / Science: 40		Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)	
		Spiky Bits E.Mod (Blood)	A roll of 01-30 to hit causes target to bleed for +1d10 damage per turn until treated	75		Mechanics: 20 / Melee: 40		Mechanics: 30 / Melee: 60		3xBox of Materials (3x12), 2xScrap Metal (2x1)	
		Impact E.Mod (Force)	A roll of 01-30 to hit knocks the target back 1 yard per 10 damage unless it passes a STR check. Knockback(s) happen after all your attacks are finished. [398]	100		Mechanics: 20 / Science: 20		Mechanics: 40 / Science: 40		Box of Materials (12), 2xBundle of Components (2x20), 10xMFC (10x1.5)	
	Shovel Spear	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75		Mechanics: 20 / Science: 20		Mechanics: 40 / Science: 40		Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)	
		Spiky Bits E.Mod (Blood)	A roll of 01-30 to hit causes target to bleed for +1d10 damage per turn until treated	75		Mechanics: 20 / Melee: 40		Mechanics: 30 / Melee: 60		3xBox of Materials (3x12), 2xScrap Metal (2x1)	
	Pool Cue	Impact E.Mod (Force)	A roll of 01-30 to hit knocks the target back 1 yard per 10 damage unless it passes a STR check. Knockback(s) happen after all your attacks are finished. [399]	100		Mechanics: 20 / Science: 20		Mechanics: 40 / Science: 40		Box of Materials (12), 2xBundle of Components (2x20), 10xMFC (10x1.5)	
	Tire Iron	Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75		Mechanics: 20 / Science: 20		Mechanics: 40 / Science: 40		Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)	
	9 Iron	Magic Wand E.Mod (Force)	A roll of 01-30 to hit knocks the target back 2 yards per 10 damage unless it passes a STR-2 check. Knockback(s) happen after all your attacks are finished. [400]	150		Mechanics: 20 / Science: 20		Mechanics: 40 / Science: 40		Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	Brass Shoes	Spiky Bits E.Mod (Blood)	A roll of 01-30 to hit causes target to bleed for +1d10 damage per turn until treated	75		Mechanics: 20 / Melee: 40		Mechanics: 30 / Melee: 60		3xBox of Materials (3x12), 2xScrap Metal (2x1)	
		Impact E.Mod (Force)	A roll of 01-30 to hit knocks the target back 1 yard per 10 damage unless it passes a STR check. Knockback(s) happen after all your attacks are finished. [401]	100		Mechanics: 20 / Science: 20		Mechanics: 40 / Science: 40		Box of Materials (12), 2xBundle of Components (2x20), 10xMFC (10x1.5)	
	Mantis Helmet	Create Mantis Helmet	Creates a Mantis Helmet	-		-		Mechanics: 75 (Good), 50 (Used), 25 (Poor)		Spare Helmet (25), Box of Materials (12), Giant Mantis Claw (25) [Rare, with Survival 50+ a useful Claw can usually be harvested from a dead Giant Mantis]	
		King Mantis Claw	+5 Dam	100		Mechanics: 30 / Unarmed: 60		-		King Mantis Claw (100) [Rare, can also be used to Create Mantis Helmet]	
	Bladed Helmet	Red Hot Blade E.Mod (Fire)	A roll of 01-30 to hit causes +2d10 fire damage	75		Mechanics: 20 / Science: 20		Mechanics: 40 / Science: 40		Box of Materials (12), 2xBundle of Components (2x20), Spark Cell (1)	
		Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75		Mechanics: 20 / Science: 20		Mechanics: 40 / Science: 40		Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)	
	Zebra Sword	Red Hot Blade E.Mod (Fire)	A roll of 01-30 to hit causes +2d10 fire damage	75		Mechanics: 20 / Science: 20		Mechanics: 40 / Science: 40		Box of Materials (12), 2xBundle of Components (2x20), Spark Cell (1)	
		Shocking E.Mod (Lightning)	A roll of 01-30 to hit causes +2d10 lightning damage	75		Mechanics: 20 / Science: 20		Mechanics: 40 / Science: 40		Box of Materials (12), 2xBundle of Components (2x20), 5xSpark Cell (5x1)	
		Venomous E.Mod (Poison)	A roll of 01-30 to hit causes target to lose 1 STR and 1 AGI unless it passes an END check with a +1 for every 10 points of Poison Resist the target has	100		Mechanics: 20 / Survival: 40		Mechanics: 40 / Survival: 80		Box of Materials (12), Detergent/Bleach (5), 2xPoison Glands (2x25)	
	Wingblades	Thunder Wings E.Mod (Lightning)	A roll of 01-40 to hit causes +4d10 lightning damage	150		Mechanics: 40 / Science: 40		Mechanics: 80 / Science: 80		Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	Tier 2										
	Name	Mod	Effect	Value (Merchant)		Skill Requirement to Install Mod		Skill Requirement to Create Mod		Construction Materials	
	Combat Knife	High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60		Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	

## Weapon Comparison Chart (changes) - Expanded Melee Weapon Mods (experimental)

		Toxic E.Mod (Poison)	A roll of 01-40 to hit causes target to lose 1 STR and 1 AGI unless it passes an END check with a +1 for every 10 points of Poison Resist the target has	200		Mechanics: 40 / Survival: 80		Mechanics: 60 & Survival: 40	Box of Materials (12), 2xRed Herb (2x5* Price varies based on supply), 4xPoison Glands (4x25)	
	Cutlass	Burning Blade E.Mod (Fire)	A roll of 01-40 to hit causes +2d10 fire damage	150		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
		High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	Hatchet	Burning Blade E.Mod (Fire)	A roll of 01-40 to hit causes +2d10 fire damage	150		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
		High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
	Dress Cane	Smashing E.Mod (Force)	A roll of 01-40 to hit knocks the target back 2 yards per 10 damage unless it passes a STR-2 check. Knockback(s) happen after all your attacks are finished. [402]	300		Mechanics: 40 / Science: 40		Mechanics: 75 / Science: 75	Box of Materials (12), Bundle of Components (20), 2xMagic Fission Battery (2x75)	
	War Club	High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
		Forceful E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage unless it passes a STR check. Knockback(s) happen after all your attacks are finished. [403]	200		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), 2xBundle of Components (2x20), Magic Fission Battery (75)	
	Baseball Bat	Barbed E.Mod (Blood)	A roll of 01-40 to hit causes target to bleed for +1d10 damage per turn until treated	150		Mechanics: 30 / Melee: 60		Mechanics: 60 / Melee: 100	2xBox of Materials (2x12), Good-quality Barbed Wire [Rare] (100)	
		Forceful E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage unless it passes a STR check. Knockback(s) happen after all your attacks are finished.	200		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), 2xBundle of Components (2x20), Magic Fission Battery (75)	
	Sledgehammer	High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
		Forceful E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage unless it passes a STR check. Knockback(s) happen after all your attacks are finished. [404]	200		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), 2xBundle of Components (2x20), Magic Fission Battery (75)	
	Rebar Club	Barbed E.Mod (Blood)	A roll of 01-40 to hit causes target to bleed for +1d10 damage per turn until treated	150		Mechanics: 30 / Melee: 60		Mechanics: 60 / Melee: 100	2xBox of Materials (2x12), Good-quality Barbed Wire [Rare] (100)	
		Smashing E.Mod (Force)	A roll of 01-40 to hit knocks the target back 2 yards per 10 damage unless it passes a STR-2 check. Knockback(s) happen after all your attacks are finished. [405]	300		Mechanics: 40 / Science: 40		Mechanics: 75 / Science: 75	Box of Materials (12), Bundle of Components (20), 2xMagic Fission Battery (2x75)	
	Steel Saw	Steel Saw Improved Motor	+5 Dam	250		Mechanics: 50 (requires Workbench)		Mechanics: 80	Salvaging another Steel Saw [Used or Better] (250)	
	Spiked Shoes	Barbed E.Mod (Blood)	A roll of 01-40 to hit causes target to bleed for +1d10 damage per turn until treated	150		Mechanics: 30 / Melee: 60		Mechanics: 60 / Melee: 100	2xBox of Materials (2x12), Good-quality Barbed Wire [Rare] (100)	
		Forceful E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage unless it passes a STR check. Knockback(s) happen after all your attacks are finished.	200		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), 2xBundle of Components (2x20), Magic Fission Battery (75)	
	Yao Guai Helmet	Create Yaoi Guai Helmet	Creates a Yaoi Guai Helmet	-		-		Mechanics: 75 (Good), 50 (Used), 25 (Poor)	Spare Helmet (25), Box of Materials (12), Yaoi Guai Claw (200) [Rare, with Survival 75+ one useful Claw can usually be harvested from a dead Yaoi Guai]	
		Grizzly Yaoi Guai Claw	+5 Dam	300		Mechanics: 40 / Unarmed: 80		-	Grizzly Yaoi Guai Claw (250) [V.Rare, can also be used to create Yaoi Guai Helmet]	
	Bear Trap Hoof	Bear Trap Heavy Duty Springs	+5 Dam	300		Mechanics: 50 (requires Workbench)		Mechanics: 75	Salvaging another Bear Trap Hoof [Used or Better] (300)	
		High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
		Barbed E.Mod (Blood)	A roll of 01-40 to hit causes target to bleed for +1d10 damage per turn until treated	150		Mechanics: 30 / Melee: 60		Mechanics: 60 / Melee: 100	2xBox of Materials (2x12), Good-quality Barbed Wire [Rare] (100)	
	Solaris Hoof	Blazing Hoof E.Mod	A roll of 01-40 to hit causes +2d10 fire damage	150		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)	
		Forceful E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage unless it passes a STR check. Knockback(s) happen after all your attacks are finished. [406]	200		Mechanics: 30 / Science: 30		Mechanics: 60 / Science: 60	Box of Materials (12), 2xBundle of Components (2x20), Magic Fission Battery (75)	



## Weapon Comparison Chart (changes) - Expanded Melee Weapon Mods (experimental)

Magic Energy Spear	Improved Energy Focus	+5 Dam	400	Mechanics: 50 / Science: 50	Mechanics: 75 / Science: 75	Salvaging another Magic Energy Spear [Used or Better] (500)
	Overcharged Spear Tip	Weapon becomes Armor Piercing (light)	250	Mechanics: 50 / Science: 50	Mechanics: 75 / Science: 75	Salvaging a Magic Pistol (50), Bundle of Components (20), Magic Fission Battery (75)
Crystal Lance	High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150	Mechanics: 30 / Science: 30	Mechanics: 60 / Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)
Rapier	High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150	Mechanics: 30 / Science: 30	Mechanics: 60 / Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)
	Toxic E.Mod (Poison)	A roll of 01-40 to hit causes target to lose 1 STR and 1 AGI unless it passes an END check with a +1 for every 10 points of Poison Resist the target has	200	Mechanics: 40 / Survival: 80	Mechanics: 60 & Survival: 40	Box of Materials (12), 2xRed Herb (2x5* Price varies based on supply), 4xPoison Glands (4x25)
Scythe [407]	High Voltage E.Mod (Lightning)	A roll of 01-40 to hit causes +2d10 lightning damage	150	Mechanics: 30 / Science: 30	Mechanics: 60 / Science: 60	Box of Materials (12), Bundle of Components (20), Magic Fission Battery (75)
	Barbed E.Mod (Blood)	A roll of 01-40 to hit causes target to bleed for +1d10 damage per turn until treated	150	Mechanics: 30 / Melee: 60	Mechanics: 60 / Melee: 100	2xBox of Materials (2x12), Good-quality Barbed Wire [Rare] (100)
Body Spikes	Barbed E.Mod (Blood)	A roll of 01-40 to hit causes target to bleed for +1d10 damage per turn until treated	150	Mechanics: 30 / Melee: 60	Mechanics: 60 / Melee: 100	2xBox of Materials (2x12), Good-quality Barbed Wire [Rare] (100)
Tier 3						
Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Materials
Cosmic Knife	Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 / Science: 40	Mechanics: 80 / Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]
	Venomous E.Mod (Poison)	A roll of 01-40 to hit causes target to lose 1 STR and 1 AGI unless it passes an END-1 check with a +1 for every 10 points of Poison Resist the target has	500	Mechanics: 50 / Survival: 100	Mechanics: 75 & Survival: 50	Box of Materials (12), 10xRed Herb (10x5* Price varies based on supply), 2xLethal Poison Gland (2x150) [Rare, with Survival 80+ these can usually be harvested from dead giant highly venomous beasts]
Bowie Knife	Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 / Science: 40	Mechanics: 80 / Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]
	Venomous E.Mod (Poison)	A roll of 01-40 to hit causes target to lose 1 STR and 1 AGI unless it passes an END-1 check with a +1 for every 10 points of Poison Resist the target has	500	Mechanics: 50 / Survival: 100	Mechanics: 75 & Survival: 50	Box of Materials (12), 10xRed Herb (10x5* Price varies based on supply), 2xLethal Poison Gland (2x150) [Rare, with Survival 80+ these can usually be harvested from dead giant highly venomous beasts]
Gladius	Infernal Blade E.Mod (Fire)	A roll of 01-40 to hit causes +3d10 fire damage	400	Mechanics: 40 & Science: 40	Mechanics: 75 & Science: 75	Box of Materials (12), Zebra Flame Fetish (300) [V.Rare]
	Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 / Science: 40	Mechanics: 80 / Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]
Bumper Sword	Infernal Blade E.Mod (Fire)	A roll of 01-40 to hit causes +3d10 fire damage	400	Mechanics: 40 & Science: 40	Mechanics: 75 & Science: 75	Box of Materials (12), Zebra Flame Fetish (300) [V.Rare]
	Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 / Science: 40	Mechanics: 80 / Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]
Thunder Hammer	Create Thunder Hammer	Creates a Thunder Hammer	-	-	Science: 25 & Mechanics: 75 (Good), 50 (Used), 25 (Poor)	Sledgehammer (250), 2xBox of Materials (2x12), Bundle of Components (20), 4xMagic Fission Battery (4x75)
	Earthshaker E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage unless it passes a STR-2 check. Knockback(s) happen after all your attacks are finished. [408]	500	Mechanics: 50 / Science: 50	Mechanics: 75 / Science: 75	Box of Materials (12), 2xBundle of Components (2x20), Magic Fusion Battery (300) [Rare]
Chainsaw	Chainsaw Alloy Frame	Reduces Wg by 8	600	Mechanics: 50 (requires Workbench)	-	-
	Chainsaw Improved Motor	+5 Dam	1200	Mechanics: 75 (requires Workbench)	Mechanics: 75	Salvaging another Chainsaw [Used or Better] (1500)
	Chainsaw Diamond-Edged Teeth	Weapon becomes Armor Piercing	1200	Mechanics: 50 (requires Workbench)	-	-
Shishkebab	Create Shishkebab	Creates a Shishkebab	-	-	Science: 25 & Mechanics: 75 (Good), 50 (Used), 25 (Poor)	Cutlass [Used or Better] (250), Box of Materials (12), Bundle of Components (20), MotorScooter Gas Tank (100), 4xHigh Quality Scrap Metal [Rare, to make Flame-Resistant Scabbard etc] (4x50), Lots of Fuel (200)
Ripper	Ripper Improved Motor	+5 Dam	1200	Mechanics: 75 (requires Workbench)	Mechanics: 75	Salvaging another Ripper [Used or Better] (1200)
Fire Axe	Infernal Blade E.Mod (Fire)	A roll of 01-40 to hit causes +3d10 fire damage	400	Mechanics: 40 & Science: 40	Mechanics: 75 & Science: 75	Box of Materials (12), Zebra Flame Fetish (300) [V.Rare]
	Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 / Science: 40	Mechanics: 80 / Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]

## Weapon Comparison Chart (changes) - Expanded Melee Weapon Mods (experimental)

Plasma Lance	Baleful Blade E.Mod (Fire)	A roll of 01-50 to hit causes +4d10 fire damage and +4d10 RADS. User gains +1d10 RADS.	1000	Mechanics: 50 & Science: 50	Mechanics: 50 & Science: 100	Box of Materials (12), 2xBundle of Components (2x20), Balefire Egg (125), Salvaging 2xPlasma Pistols (2x200)
Hellhound Helmet	Create Hellhound Helmet	Creates a Hellhound Helmet	-	-	Mechanics: 100 (Good), 75 (Used), 50 (Poor)	Spare Helmet (25), Box of Materials (12), Hellhound Claw (1000) [Rare, with Survival 90+ one useful Claw can usually be harvested from a dead Hellhound]
	Hellhound Alpha Claw	+5 Dam	1500	Mechanics: 50 / Unarmed: 100	-	Hellhound Alpha Claw (1500) [V.Rare, can be used to Create Hellhound Helmet]
Zap Sock	Earthshaker E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage unless it passes a STR-2 check. Knockback(s) happen after all your attacks are finished. [409]	500	Mechanics: 50 / Science: 50	Mechanics: 75 / Science: 75	Box of Materials (12), 2xBundle of Components (2x20), Magic Fusion Battery (300) [Rare]
Power Hoof	Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 / Science: 40	Mechanics: 80 / Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]
	Earthshaker E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage unless it passes a STR-2 check. Knockback(s) happen after all your attacks are finished. [410]	500	Mechanics: 50 / Science: 50	Mechanics: 75 / Science: 75	Box of Materials (12), 2xBundle of Components (2x20), Magic Fusion Battery (300) [Rare]
Displacer Sock	Shocking E.Mod (Lightning)	A roll of 01-40 to hit causes +3d10 lightning damage	400	Mechanics: 40 / Science: 40	Mechanics: 80 / Science: 80	Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]
Supercharged Solaris Hoof	Supercharge Solaris Hoof	Creates a Supercharged Solaris Hoof	-	-	Mechanics: 50 & Science: 100	Solaris Hoof (300), Box of Materials (12), Bundle of Components (20), Magic Fusion Battery (300) [Rare]
	Earthshaker E.Mod (Force)	A roll of 01-40 to hit knocks the target back 1 yard per 10 damage unless it passes a STR-2 check. Knockback(s) happen after all your attacks are finished. [411]	500	Mechanics: 50 / Science: 50	Mechanics: 75 / Science: 75	Box of Materials (12), 2xBundle of Components (2x20), Magic Fusion Battery (300) [Rare]
Tier 4						
Name	Mod	Effect	Value (Merchant)	Skill Requirement to Install Mod	Skill Requirement to Create Mod	Construction Materials
Katana	Katana Authentic Blade	+5 Dam	1200	Mechanics: 60	-	-
	Iaido Saya	Allows Katana to be drawn and attack in the same motion for 25AP. This attack deals +2d10 damage. Katana must be sheathed to perform this attack.	1000	Mechanics: 25 / Melee: 25	-	-
Enchanted Zebra Sword	Magical Flux Capacitor	Bonus elemental damage caused by the Enchantment is increased to +4d10 (from +2d10)	1500	Mechanics: 75 & Science: 50	-	-
Crystal Sword	Baleful Blade E.Mod (Fire)	A roll of 01-50 to hit causes +4d10 fire damage and +4d10 RADS. User gains +1d10 RADS.	1000	Mechanics: 50 & Science: 50	Mechanics: 50 & Science: 100	Box of Materials (12), 2xBundle of Components (2x20), Balefire Egg (125), Salvaging 2xPlasma Pistols (2x200)
Zebra Thunder Axe	Thunderous E.Mod (Lightning)	A roll of 01-50 to hit causes +3d10 lightning damage	1000	Mechanics: 50 / Science: 50	Mechanics: 75 & Science: 50	Box of Materials (12), Bundle of Components (20), 2xMagic Fusion Battery (2x300) [Rare]
Thermic Lance	Thunderous E.Mod (Lightning)	A roll of 01-50 to hit causes +3d10 lightning damage	1000	Mechanics: 50 / Science: 50	Mechanics: 75 & Science: 50	Box of Materials (12), Bundle of Components (20), 2xMagic Fusion Battery (2x300) [Rare]
Super Sledge	Unstoppable E.Mod (Force)	A roll of 01-50 to hit knocks the target back 1 yard per 10 damage unless it passes a STR-2 check. Knockback(s) happen after all your attacks are finished. [412]	500	Mechanics: 50 / Science: 50	Mechanics: 75 / Science: 75	Box of Materials (12), 2xBundle of Components (2x20), 2xMagic Fusion Battery (2x300) [Rare]
Auto Axe	Auto Axe Improved Motor	+5 Dam	2500	Mechanics: 90 (requires Workbench)	Mechanics: 90	Salvaging another Auto Axe [Good or Better] (3000)
Industrial Shoe	Industrial Shoe Improved Motor	+5 Dam	2500	Mechanics: 90 (requires Workbench)	Mechanics: 90	Salvaging another Industrial Shoe [Good or Better] (2800)
Ballistic Hoof	Unstoppable E.Mod (Force)	A roll of 01-50 to hit knocks the target back 1 yard per 10 damage unless it passes a STR-2 check. Knockback(s) happen after all your attacks are finished. [413]	500	Mechanics: 50 / Science: 50	Mechanics: 75 / Science: 75	Box of Materials (12), 2xBundle of Components (2x20), 2xMagic Fusion Battery (2x300) [Rare]
Enclave Battle Tail	Thunderous E.Mod (Lightning)	A roll of 01-50 to hit causes +3d10 lightning damage	1000	Mechanics: 50 / Science: 50	Mechanics: 75 & Science: 50	Box of Materials (12), Bundle of Components (20), 2xMagic Fusion Battery (2x300) [Rare]
	Lethal E.Mod (Poison)	A roll of 01-50 to hit causes target to lose 1 STR and 1 AGI unless it passes an END-2 check with a +1 for every 10 points of Poison Resist the target has	1000	Mechanics: 60 & Survival: 30	Mechanics: 75 & Survival: 50	Box of Materials (12), 10xRed Herb (10x5* Price varies based on supply), 4xLethal Poison Gland (4x150) [Rare, with Survival 80+ these can usually be harvested from dead giant highly venomous beasts]

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[illegible]

## 28

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## Weapon Comparison Chart (changes) - Copy of Ammo List and Special Rules

Basic Ammunition			Special Rules: Ranged / Explosives	
Name	Value	Effect		
.22LR	0.5		Pistol	"1 Handed" (for Perks, Griffons, etc.)
0.308 Round	2		Rifle	"2 Handed" (for Perks, Griffons, etc.)
0.32 Round	0.5		SMG	Automatic "1 Handed" weapon (for Perks, Griffons, etc.)
.357 Round	1		Automatic Rifle	Automatic "2 Handed" weapon (for Perks, Griffons, etc.)
.44 Round	1.5		Shotgun	Losses 1d10 bonus damage for each yard past Short range. Also loses half base damage when past Medium. *Sawed-off
.45 Auto	1.5		Heavy	Designed for use with a Battle Saddle. Being 'saddled' reduces the Strength Requirement by 3 (instead of 2). Cannot otherwise be multiple-wielded.
.45-70 Govt	2		Carbine	Does not suffer a to-hit penalty at Point Blank range.
.50 MG	3		Revolver	Slower reload without Speed Loader. Cannot jam.
5mm Round	0.5	Armor Piercing	Bright	-20 to sneak attempts in illuminated areas, -20 to ranged attacks against targets obscured by the light
5.56mm Round	1		Sniper	Does not suffer hit penalties due to range (except at Point Blank). Counts as both Long ranged and Unwieldy for Point Blank penalties (a total of -25 at PB). If the weapon's Scope is damaged or the weapon's condition drops below Used, then the weapon loses the Sniper quality and the range changes to Long until repaired.
9mm Round	0.5		Silent	After EACH attack the wielder can make a Stealth check to remain hidden, target can make a PER check if it survives the round.
10mm Round	1		Flamer	Rolls to hit using either Firearms or Magic Weapons skill (unless in a Battle Saddle). Does NOT benefit from Armed and Dangerous or Buck Rodgers. Sets target alight causing stacking fire damage (listed in brackets) per *hit* for the listed number of turns. MAXIMUM range of Short. At Point Blank, rolling a *miss* still hits but causes half damage.
12.7mm Round	1.5		Magic	Uses the Magical Energy Weapons skill. Critical hits do 3 times normal damage instead of 2 times.
BB	0.25		Recharging Ammo	Recharges 3 shots at the start of each turn after being drawn. Starts fully charged if drawn before combat.
Dart	1		AoE	Has an Area of Effect value. Targets within a number of feet equal to that value take full damage. For every full (AoE value) feet a target is away from the explosion, damage is reduced by 25%. (Any target more than four times the AoE value in feet from the explosion takes no damage.)
Bolt	1		Rare	These items are not available for purchase without GM permission, regardless of Tier.
Flare Round	2	DT -2, +2d10 Fire, Blinding	Enchanted	Listing assumes a flame enchantment (this damage over time effect stacks per bullet and causes damage at the start of each of the target's turns). The enchantment damage (or effect) ignores armor, but does not occur unless the base damage is greater than the target's armor. The exact nature of the enchantments on these weapons will vary. See the Imbuing spell set for additional enchantment ideas.
Shotgun Shell	1	Target DT x 3		
Spark Cell	1	DT -2		
MFC (Magic Fusion)	1.5	DT -2		
ECP (Energon Crys)	0.5	DT -2		
Flamer Fuel	0.5	Ignores 1/2 DT unless target's barding is Fully Enclosed		
Railway Spikes	1			
25mm Grenade	4	AoE (5)		
40mm Grenade	6	AoE (10)		
Missile	25	-10 to hit Dodging opponents, AoE (15)		
Balefire Egg	125	10 Rads for 12s		
Anti-Matrix Damage				
<p>Anti-Matrix (AX) is special damage designed to shut down devices which rely on a spell matrix (such as robots, turrets, PipBucks, cybernetics and magically-powered armor). AX damage does not damage the target, but may cause the target's spell matrix to shut down. When attacking such a target with an anti-matrix weapon or ammo, and the attack successfully deals damage, add the bonus AX damage listed to the total attack. Should the amount of damage the target has taken including AX damage exceed the target's health, the spell matrix shuts down and will not restart unless it is rebooted. Rebooting a spell matrix requires special tools, a functional spell matrix to jumpstart the dead one, and a successful ordinary (+10) science check at moderate(50) skill requirement. Rebooting cybernetics also requires the cybersurgeon perk. AX damage taken in the same turn stacks. AX damage resets to zero at the beginning of each turn.</p>				

## Weapon Comparison Chart (changes) - Copy of Ammo List and Special Rules

[illegible]

## Weapon Comparison Chart (changes) - Copy of Ammo List and Special Rules

		Hollow Point	1.5	+1d10 DAM, Target DT x 2	Anti-Matrix	Causes +2d10 to Robots and Power Armored opponents; will shut down Robots, Power Armor and PipBucks on a critical success.			
		Armour Piercing	1.5	-5 DAM, Armor Piercing (Heavy)	Repulser	Pushes the target back as per a Slam			
		Surplus	0.25	+2 DAM, Armor Piercing, +6% C.Fail Chance, -10 to Hit	Enchanted	Listing assumes a flame enchantment. The enchantment damage (or effect) ignores armor, but does not occur unless the base damage is greater than the target's armor. The exact nature of the enchantments on these weapons will vary. See the Imbuing spell set for additional enchantment ideas.			
		JSP Hoof-load	*Crafted*	+3 DAM, Armor Piercing, +1% C.Fail Chance	Burning	Sets opponent on fire, dealing an additional 1d10 per turn for five turns ignoring armor (unless environmentally sealed).			
	5.56mm Round	Standard	1	-	Unarmed	Attacks count as unarmed attacks and fall under the Unarmed skill.			
		Hollow Point	2	+2d10 DAM, Target DT x 3	Unarmed (Bladed)	Attacks count as unarmed attacks and fall under the Unarmed skill. May be used with Steel Claw for bleeding			
		Armour Piercing	2	-5 DAM, Armor Piercing					
		Surplus	1	+2 DAM, +4% C.Fail Chance					
		.223 Caliber	1	-2 DAM, -1% C.Fail Chance					
		Match Hoof-load	*Crafted*	+2 DAM, +10 to Hit	Reach	+10% bonus to parry. If an opponent closes into melee/point blank range, you may immediately spend AP to make an attack regardless of your initiative.			
	9mm Round	Standard	0.5	-	Poisoned	Attacks also inflict poison damage. This damage may be resisted with Poison Resistance. Requires poison.			
		Hollow Point	1.5	+1d10 DAM, DT x 3					
		+P	1.5	+2 DAM, DT -2, +1% C.Fail Chance					
		JHP Hoof-load	*Crafted*	+2d10 DAM, DT x 2					
	10mm Round	Standard	1	-	Set	This weapon is always used as part of a set (usually two or four). You do not have to purchase each separately. Nor can multiple weapon fighting be applied.			
		Hollow Point	2	+2d10 DAM, DT x 3					
		JHP Hoof-load	*Crafted*	+2d10 DAM, DT x 2					
	12.7mm Round	Standard	1.5	-	Unwieldy (melee)	Attempting to wield multiple of this weapon inflicts an extra -1 to Agility and a -10 to attacks per weapon. The Agility penalty does not apply if using telekinesis.			
		Hollow Point	3.5	+3d10 DAM, DT x 3					
		JHP Hoof-load	*Crafted*	+3d10 DAM, DT x 2					
	Shotgun Shell	Standard (Buckshot)	1	Target DT x 3	Thrown	Attacks count as armed attacks but use the Unarmed skill.			
		Magnum	2	+1d10 DAM, DT -2, Target DT x 3, +1% C.Fail Chance	Rare	These items are not available for purchase without GM permission, regardless of Tier.			
		Flechette	2	-10 DAM, DT -5, Target DT x 2 [494]	Jousting	May be used with a Slam attack. Gains +2d10 damage when used for a Slam attack.			
		Slug	2	-1d10 DAM, -20 DAM, No damage loss over range	** Wingblades require wings.				
		Pulse Slug	4	-1d10 DAM, -20 DAM, No damage loss over range, Anti-Matrix (light)					
		Dragon's Breath	4	-10 DAM, Target DT x 3, Ignites target at Point Blank causing 4d10 (2d10 at Short) fire damage per turn for 3 turns, Now loses damage at Short (instead of Medium)					
		Bean Bag	2	Deals Stun damage. Target gets half DT from armor as well as normal Stun DT. If Point Blank then END check to knock Target down/out (check modified by GM according to Target/repeated hits)					
	Spark Cell	Standard	1	DT -2					



## Weapon Comparison Chart (changes) - Copy of Ammo List and Special Rules

		Overcharge	2	+1d10 DAM, DT -5, +1% C.Fail Chance	<b>Ammo Note:</b>			
		Max Charge	2.5	+2d10 DAM, DT -10, +4% C.Fail Chance	<p>" +2% C.Fail Chance" means that a character is 2% more likely to suffer a Critical Failure when using that ammo type in their weapon. For example; a Luck 6 character using [.45 Auto +P] rounds (which have +1% C.Fail Chance) has an increased Critical Failure range of 97 to 100, instead of 98 to 100.</p>			
		Bulk	0.5	-2 DAM, -1% C.Fail Chance				
		Optimized	*Crafted*	+1d10 DAM, DT -5				
		Standard	1.5	DT -2				
	MFC (Magic Fusion)	Overcharge	3	+1d10 DAM, DT -5, +1% C.Fail Chance				
		Max Charge	4	+2d10 DAM, DT -10, +4% C.Fail Chance	<b>Crafted Ammo:</b>	(working rule)		
		Bulk	0.5	-4 DAM, -1% C.Fail Chance	<p>To craft these ammo types the character requires the relevant Perk (either Ammo Crafter for bullet recipes or Vigilant Recycler for magic recipes.) It takes 2 standard bullets/cells to make 1 crafted one. The player will also need a suitable place to work (such as a reloading bench.) Any character is free to use Crafted ammo once it has been made, however if the character does NOT have the required Perk to make the ammo themselves then they suffer an additional +5% C.Fail Chance as they do not know how to properly handle the more powerful charges. This penalty is reduced by 1% for every full 25 points of Mechanics that the character has (meaning that at Mechanics 100 there is only a penalty of +1% C.Fail Chance).</p>			
		Optimized	*Crafted*	+1d10 DAM, DT -5				
		Standard	0.5	DT -2				
	ECP (Energon Crystal Pack)	Overcharge	1	+3 DAM, DT -5, +1% C.Fail Chance				
		Max Charge	1.5	+5 DAM, DT -10, +4% C.Fail Chance				
		Bulk	0.25	-2 DAM, -1% C.Fail Chance				
		Optimized	*Crafted*	+3 DAM, DT -5				
	Flamer Fuel	Standard	0.5	Ignores 1/2 DT unless target's barding is Fully Enclosed				
		Homemade	0.25	Ignores 1/2 DT unless target's barding is Fully Enclosed, +4% C.Fail Chance				
		Optimized	*Crafted*	+2d10 DAM, Ignores 1/2 DT unless target's barding is Fully Enclosed, +1% C.Fail Chance	<b>Ammo Scarcity:</b>			
	Railway Spikes	Standard	1	-	<p>Special ammo types are usually limited by how hard it is to find rather than its cost. For example the GM might require a Luck check to see if a merchant has the kind of bullet a character is looking for, modifying the roll depending on the circumstances in game. A d6/d10 could then be used to see how many of that round is in stock. Merchants encountered later on or traders with access to military supplies would be much more likely to have special ammo types and would have them in greater quantities. All this is up to the GM of course.</p>			
	25mm Grenade	Standard	4	AoE (5)				
		High Explosive	10	+3d10 DAM, AoE (10)				
		Plasma	6	+3d10 DAM, AoE (5)				
		Pulse	6	AoE (5), Anti-Matrix (light)				
		Timed	*Crafted*	5 second fuse				
	40mm Grenade	Standard	6	AoE (10)				
		Incendiary	9	-15 DAM, +2d10 Fire/turn (3 turns), AoE (5)				
		Plasma	9	+3d10 DAM, AoE (5)				
		Pulse	9	AoE (5), Anti-Matrix				
	Missile	Standard	25	-10 to hit Dodging Opponents, AoE (15)				
		High Explosive	75	-10 to hit Dodging Opponents, +6d10 DAM, AoE (20)				
		High Velocity	75	AoE (15)				
		High Pulse	100	-10 to hit Dodging Opponents, AoE (15), Anti-Matrix				
		Hive	50	Half damage, AoE (45)				
	Flare Round	Low Burn	2	DT -2, +2d10 Fire/turn (3 turns) -- as per weapon stats, Blinding				
		High Burn	3	DT -2, +4d10 Fire/turn (2 turns), Blinding				



### Weapon Comparison Chart (changes) - Changes (Ranged)

[illegible]

## Weapon Comparison Chart (changes) - Changes (Ranged)

	Hunting Rifle [527]	45++	35	6	56	56	112	112	112	51	102	102	102	46	92	92	92	41	82	82	82
	Cowboy Repeater	30+	25	5	35.5	71	71	106.5	106.5	61	61	91.5	91.5	51	51	76.5	76.5	41	41	61.5	61.5
plus 1d10	Cowboy Repeater	30++	25	5	41	82	82	123	123	72	72	108	108	62	62	93	93	52	52	78	78
*plus 2 dam	Cowboy Rep [528]	32+	25	5	37.5	75	75	112.5	112.5	65	65	97.5	97.5	55	55	82.5	82.5	45	45	67.5	67.5
	Lever-action Rifle	35+	30	10	40.5	81	81	81	81	71	71	71	71	61	61	61	61	51	51	51	51
plus 5 dam	Lever-action [529]	40+	30	10	45.5	91	91	91	91	81	81	81	81	71	71	71	71	61	61	61	61
	Assault Rifle [530]	12+	30	24	17.5	105	105	105	105	75	75	75	75	45	45	45	45	15	15	15	15
	Infiltrator (aut) [531]	10+	30	24	15.5	93	93	93	93	63	63	63	63	33	33	33	33	3	3	3	3
	Magical Energy Rifle [532]	20+	20	24	25.5	76.5	76.5	76.5	102	67.5	67.5	67.5	90	52.5	52.5	52.5	70	37.5	37.5	37.5	50
	9mm SMG (a) [533]	10+	30	30	15.5	93	93	93	93	63	63	63	63	33	33	33	33	3	3	3	3
	10mm SMG ( [534]	12+	30	30	17.5	105	105	105	105	75	75	75	75	45	45	45	45	15	15	15	15
*Now T2*	Sawed-off Shotgun [535]	45++++(+ loss per yard past PB)	35	2	72.5	72.5	145	145	145	57.5	115	115	115	42.5	85	85	85	27.5	55	55	55
New Shotgun Rule	Sawed-off Shotgun [536]	60++ (30+ past PB)	35	2	71	71	142	142	142	56	112	112	112	41	82	82	82	26	52	52	52
New Shotgun Rule	Sawed-off Shotgun [537]	44++++ (22++ past PB)	35	2	66	66	132	132	132	51	102	102	102	36	72	72	72	21	42	42	42
*Moving to T3*	Riot Shotgun	20++++(+ loss	20	42	47.5	442.5	442.5	442.5	490	97.5	97.5	97.5	430	62.5	62.5	62.5	70	7.5	7.5	7.5	40
*Now T2*	Hunting Shotgun	25++++(+ loss per yard past Short)	25	5	52.5	105	105	157.5	157.5	75	75	112.5	112.5	45	45	67.5	67.5	15	15	22.5	22.5
New Shotgun Rule	Hunting Shotgun	40++(half damage past Short)	25	5	51	102	102	153	153	72	72	108	108	42	42	63	63	12	12	18	18
New Shotgun Rule	Hunting Shotgun	36++(half damage past Short)	25	5	47	94	94	141	141	64	64	96	96	34	34	51	51	4	4	6	6
	Grenade Lau [538]	50++AoE(Direct	35	4	61	61	122	122	122	56	112	112	112	51	102	102	102	46	92	92	92
	Light Machine [539]	15+	35	90	20.5	61.5	123	123	123	46.5	93	93	93	31.5	63	63	63	16.5	33	33	33
	Zebra Special	8+(++ for 3 turns	15	12	13.5	54	54	67.5	67.5	34	34	42.5	42.5	14	14	17.5	17.5	-6	-6	-7.5	-7.5
ALSO CHECK THE NEXT TAB	Tier 3 Weapon	DAM	AP	Mag Size	Avg DAM per sho	64AP (AGI 3)	70AP (AGI 5)	76AP (AGI 7)	82AP (AGI 9)	Vs DT 5				Vs DT 10				Vs DT 15			
	Colt .45 Auto Pistol [540]	25+	15	7	30.5	122	122	152.5	152.5	102	102	127.5	127.5	82	82	102.5	102.5	62	62	77.5	77.5
Now T3	5.56mm Pistol	22++	20	5	33	99	99	99	132	84	84	84	112	69	69	69	92	54	54	54	72
plus 6 dam	5.56mm Pistol [541]	28++	20	5	39	117	117	117	156	102	102	102	136	87	87	87	116	72	72	72	96
	Battle Rifle [542]	45+	25	8	50.5	101	101	151.5	151.5	91	91	136.5	136.5	81	81	121.5	121.5	71	71	106.5	106.5
	Sniper Rifle	35++	25	5	46	92	92	138	138	82	82	123	123	72	72	108	108	62	62	93	93
plus 3 dam	Sniper Rifle [543]	38++	25	5	49	98	98	147	147	88	88	132	132	78	78	117	117	68	68	102	102
	Trail Carbine	40+	25	8	45.5	91	91	136.5	136.5	81	81	121.5	121.5	71	71	106.5	106.5	61	61	91.5	91.5
plus 10 dam AP cost increase by 5	Trail Carbine	50+	30	8	55.5	111	111	111	111	101	101	101	101	91	91	91	91	81	81	81	81
*plus 10 dam +1d10 AP cost increase by 5	Trail Carbine [544]	50++	30	8	61	122	122	122	122	112	112	112	112	102	102	102	102	92	92	92	92
*Now T3* (old version)	Assault Carbine (auto) [545]	15+	25	24	20.5	123	123	184.5	184.5	108	108	162	162	93	93	139.5	139.5	78	78	117	117
minus 3 dam	Assault Carbine (auto) [546]	12+	25	24	17.5	105	105	157.5	157.5	90	90	135	135	75	75	112.5	112.5	60	60	90	90
minus 5 dam	Assault Carbine (auto) [547]	10+	25	24	15.5	93	93	139.5	139.5	78	78	117	117	63	63	94.5	94.5	48	48	72	72
5 AP slower	Assault Carbine (auto) [548]	15+	30	24	20.5	164	164	164	164	144	144	144	144	124	124	124	124	104	104	104	104

### Weapon Comparison Chart (changes) - Changes (Ranged)

5 AP slower minus 3 dam	Assault Carbine (auto) [549]	12+	30	24	17.5	140	140	140	140	120	120	120	120	100	100	100	100	80	80	80		
plus 2 dam	Zebra Rifle (auto) [550]	20+((+ for 3 turns)	30	24	25.5	153	153	153	153	123	123	123	123	93	93	93	93	63	63	63	63	
	BAR (auto)	35+	35	20	40.5 [551]	81	162	162	162	71	142	142	142	61	122	122	122	51	102	102	102	
minus 5 dam	BAR (auto)	30+	35	20	35.5 [552]	71	142	142	142	61	122	122	122	51	102	102	102	41	82	82	82	
*minus 7 dam +1d10	BAR (auto) [553]	28++	35	20	39 [554]	78	156	156	156	68	136	136	136	58	116	116	116	48	96	96	96	
minus 10 dam +1d10	BAR (auto)	25++	35	20	36 [555]	72	144	144	144	62	124	124	124	52	104	104	104	42	84	84	84	
	Magic Energy Repeater (auto)	15+	30	60	20.5 [556]	123	123	123	123	105	105	105	105	75	75	75	75	45	45	45	45	
plus 3 dam	Magic Energy Repeater (auto)	18+	30	60	23.5 [557]	141	141	141	141	123	123	123	123	93	93	93	93	63	63	63	63	
minus 5 dam +1d10	Magic Energy Repeater (auto) [558]	10++	30	60	21 [559]	126	126	126	126	108	108	108	108	78	78	78	78	48	48	48	48	
minus 3 dam +1d10	Magic Energy Repeater (auto) [560]	12++	30	60	23 [561]	138	138	138	138	120	120	120	120	90	90	90	90	60	60	60	60	
*Added Weapon* [562]	MASR [563]	45++	30	20	56	112	112	112	112	106	106	106	106	96	96	96	96	86	86	86	86	
(old)	Plasma Rifle	35++	30	24*	46	92	92	92	92	86	86	86	86	76	76	76	76	66	66	66	66	
*AP cost decrease by 5	Plasma Rifle [564]	35++	25	24*	46	92	92	138	138	86	86	129	129	76	76	114	114	66	66	99	99	
plus 3 dam AP cost decrease by 5	Plasma Rifle	38++	25	24*	49	98	98	147	147	92	92	138	138	82	82	123	123	72	72	108	108	
plus 5 dam AP cost decrease by 5	Plasma Rifle	40++	25	24*	51	102	102	153	153	96	96	144	144	86	86	129	129	76	76	114	114	
	Tri Prism Rifle	3x15+ [565]	25	24*	20.5 [566]	123	123	184.5	184.5	105	105	157.5	157.5	75	75	112.5	112.5	45	45	67.5	67.5	
minus 3 dam	Tri Prism Rifle [567]	3x12+ [568]	25	24*	17.5 [569]	105	105	157.5	157.5	87	87	130.5	130.5	57	57	85.5	85.5	27	27	40.5	40.5	
minus 5 dam	Tri Prism Rifle	3x10+ [570]	25	24*	15.5 [571]	93	93	139.5	139.5	75	75	112.5	112.5	45	45	67.5	67.5	15	15	22.5	22.5	
*Now T3*	.45 Auto SMG (auto)	20+	30	30	25.5	153	153	153	153	123	123	123	123	93	93	93	93	63	63	63	63	
	Hunting Shotgun	40++++(+ loss per yard past Short)	25	5	67.5	135	135	202.5	202.5	105	105	157.5	157.5	75	75	112.5	112.5	45	45	67.5	67.5	
minus 10 dam	Hunting Shotgun [572]	30++++(+ loss per yard past Short)	25	5	57.5	115	115	172.5	172.5	85	85	127.5	127.5	55	55	82.5	82.5	25	25	37.5	37.5	
*Moving to T3*	Riot Shotgun	25++++(+ loss per yard past Short)	20	12	52.5	157.5	157.5	157.5	210	112.5	112.5	112.5	150	67.5	67.5	67.5	90	22.5	22.5	22.5	30	
New Shotgun Rule	Riot Shotgun	40++(half damage past Short)	20	12	51	153	153	153	204	108	108	108	144	63	63	63	84	18	18	18	24	
New Shotgun Rule	Riot Shotgun	36++ (16+ past Short)	20	12	47	141	141	141	188	96	96	96	128	51	51	51	68	6	6	6	8	
New Shotgun Rule	Riot Shotgun	30++ (15+ past Short)	15	12	41	164	164	205	205	104	104	130	130	44	44	55	55	-16	-16	-20	-20	
***	Double-barrel Shotgun [573]	2x50++++(+ loss per yard past Short) [574]	50	2*	77.5 [575]	155	155	155	155	125	125	125	125	95	95	95	95	65	65	65	65	
plus 5 dam	Double-barrel Shotgun	2x55++++(+ loss per yard past Short) [576]	50	2*	82.5 [577]	165	165	165	165	135	135	135	135	105	105	105	105	75	75	75	75	
New Shotgun Rule	Double-barrel Shotgun [578]	2x70++(half damage past Short) [579]	50	2*	81 [580]	162	162	162	162	132	132	132	132	102	102	102	102	72	72	72	72	
	Flamer	15+++((+ for 3 turns)	10	60	26	156	182	182	208	126	147	147	168	96	112	112	128	66	77	77	88	
minus 3 dam	Flamer	12+++((+ for 3 turns)	10	60	23	138	161	161	184	108	126	126	144	78	91	91	104	48	56	56	64	
make it "automatic" plus 5 dam	Flamer	20+++((+ for 3 turns)	35	60	25.5	76.5	153	153	153	61.5	123	123	123	46.5	93	93	93	31.5	63	63	63	
**Now T3** 5AP slower	Missile Launcher	150++(direct hit AoE)	60	1	161	161	161	161	161	156	156	156	156	151	151	151	151	146	146	146	146	
	Enchanted Crossbow [581]	20+((+ for 3 turns)	20	1	25.5	51	51	51	76.5	41	41	41	61.5	31	31	31	46.5	21	21	21	31.5	
ALSO CHECK THE	Tier 4									Vs DT 5			Vs DT 10			Vs DT 15						

### Weapon Comparison Chart (changes) - Changes (Ranged)

	Weapon	DAM	AP	Mag Size	Avrg DAM per sho	64AP (AGI 3)	70AP (AGI 5)	76AP (AGI 7)	82AP (AGI 9)		64AP	70AP	76AP	82AP	64AP	70AP	76AP	82AP	64AP	70AP	76AP	82AP
Will come back to T4 later	12.7mm Pistol	30+	15	7	35.5	142	142	177.5	177.5		122	122	152.5	152.5	102	102	127.5	127.5	82	82	102.5	102.5
	Hunting Revolver	50++	30	5	61	122	122	122	122		112	112	112	112	102	102	102	102	92	92	92	92
	Ranger Sequoia	55+	25	5	60.5	121	121	181.5	181.5		111	111	166.5	166.5	101	101	151.5	151.5	91	91	136.5	136.5
	Plasma Defender [582]	35++	20	32*	46	138	138	138	184		129	129	129	172	114	114	114	152	99	99	99	132
	Brush Gun	60++	30	6	71	142	142	142	142		132	132	132	132	122	122	122	122	112	112	112	112
	Anti-Material Rifle	90++	50	8	101	101	101	101	101		96	96	96	96	91	91	91	91	86	86	86	86
	Marksporny Carbine	25++	15	20	36	144	144	180	180		124	124	155	155	104	104	130	130	84	84	105	105
	Assault Carbine (auto) [583]	15+	25	24	20.5	423	423	184.5	184.5		408	408	462	462	93	93	439.5	439.5	78	78	447	447
	Multiplas Rifle (short) [584]	3x20++ [585]	30	60*	31	186	186	186	186		168	168	168	168	138	138	138	138	108	108	108	108
	Gauss Rifle [586]	120++	45	5*	131	131	131	131	131		128	128	128	128	123	123	123	123	118	118	118	118
	.45 Auto SMG (auto)	25+	30	30	30.5	483	483	483	483		453	453	453	453	423	423	423	423	93	93	93	93
	New Weapon	P9T 12.7mm SMG	25+	30	30	30.5	183	183	183	183		153	153	153	153	123	123	123	123	93	93	93
New Weapon	Combat Shotgun	45++++(+ loss per yard past Short)	25	12	72.5	145	145	217.5	217.5		115	115	172.5	172.5	85	85	127.5	127.5	55	55	82.5	82.5
New Shotgun Rules	Combat Shotgun	60++(half damage past Short)	25	12	71	142	142	213	213		112	112	168	168	82	82	123	123	52	52	78	78
	Minigun (auto) [587]	18+	40	240	23.5	141	141	141	282		126	126	126	252	111	111	111	222	96	96	96	192
	Shoulder Mounted MG (auto)	30+	30	60	35.5	213	213	213	213		183	183	183	183	153	153	153	153	123	123	123	123
	Gatling Caster (auto) [588]	20+	40	240	25.5	153	153	153	306		135	135	135	270	105	105	105	210	75	75	75	150
	Plasma Caster [589]	55++	25	10	66	132	132	198	198		126	126	189	189	116	116	174	174	106	106	159	159
	Thunder Cannon [590]	80++(++Dot for 2 turns)	40	20*	91	91	91	91	182		88	88	88	176	83	83	83	166	78	78	78	156
	Grenade Machine Gun (burst)	30++(direct hit AoE)	30	30	41 [591]	246	246	246	246		216	216	216	216	186	186	186	186	156	156	156	156
	Missile Launcher	150++(direct hit AoE)	55	1	161	161	161	161	161		156	156	156	156	151	151	151	151	146	146	146	146
	Balefire Egg Launcher	500+10d10 (AoE)	60	1	555	555	555	555	555		550	550	550	550	545	545	545	545	540	540	540	540

## Weapon Comparison Chart (changes) - Changes (T1 Melee) +MODS

										Mag Note: [592]	Auto Note: [593]	The formula:				\$G9 [594]	-(L\$ [595]	*(ROUNDDOWN [596]	(L\$6 [597]	/\$D9 [598]	) [599]	) [600]										
												For Shotguns/Auto Weapon					-3*(L\$5 [601]															
												For Magic Weapons					-(L\$5-2) [602]															
																	\$G9-(L\$5*(ROUNDDOWN(L\$6/\$D9)))															
																	5 64	5 70	5 76	5 82	10 64	10 70	10 76	10 82	15 64	15 70	15 76	15 82				
										Tier 1																						
										Weapon	DAM	AP	Mag Size	Avg DAM per sho	64AP (AGI 3)	70AP (AGI 5)	76AP (AGI 7)	82AP (AGI 9)		64AP	70AP	76AP	82AP	64AP	70AP	76AP	82AP	64AP	70AP	76AP	82AP	
											10mm Pistol [603]	15+	15	12	20.5	82	82	102.5	102.5		62	62	77.5	77.5	42	42	52.5	52.5	22	22	27.5	27.5
											.357 Revolver [604]	25+	25	6	30.5	61	61	91.5	91.5		51	51	76.5	76.5	41	41	61.5	61.5	31	31	46.5	46.5
MOD +3 dam											.357 Revolver [605]	25+	25	6	33.5	67	67	100.5	100.5		57	57	85.5	85.5	47	47	70.5	70.5	37	37	55.5	55.5
											Dart Gun	5+	25	1	10.5	21	21	21	21		11	11	11	11	1	1	1	1	-9	-9	-9	-9
											Magical Energy Pistol [606]	10+	15	30	15.5	62	62	77.5	77.5		50	50	62.5	62.5	30	30	37.5	37.5	10	10	12.5	12.5
MOD +3 dam											Magical Energy Pistol [607]	10+	15	30	18.5	74	74	92.5	92.5		62	62	77.5	77.5	42	42	52.5	52.5	22	22	27.5	27.5
*Cost could go up*											Recharger Rifle [608]	15+	20	7	20.5	61.5	61.5	61.5	82		52.5	52.5	52.5	70	37.5	37.5	37.5	50	22.5	22.5	22.5	30
*plus 2 dam											Varmint Rifle [609]	22+	25	5	27.5	55	55	82.5	82.5		45	45	67.5	67.5	35	35	52.5	52.5	25	25	37.5	37.5
											Service Rifle [610]	12+	15	20	17.5	70	70	87.5	87.5		50	50	62.5	62.5	30	30	37.5	37.5	10	10	12.5	12.5
MOD (30AP for 3 shot Burst)											Service Rifle [611]	12+	30	30	17.5	105	105	105	105		75	75	75	75	45	45	45	45	15	15	15	15
more detail needed possible -2 dam											Silenced 22 SMG (auto) [612]	8+	30	180	13.5	81	81	81	81		51	51	51	51	21	21	21	21	-9	-9	-9	-9

# Weapon Comparison Chart (changes) - Changes (T1 Melee) +MODS

plus 10 dam	Knife Spear	3xSTR +20 +	30	7	46.5	93	93	93	93	83	83	83	83	73	73	73	73	63	63	63	63
			30	10	55.5	111	111	111	111	101	101	101	101	91	91	91	91	81	81	81	81
plus 5 dam plus 1 STR	Knife Spear	4xSTR +15 +	30	7	48.5	97	97	97	97	87	87	87	87	77	77	77	77	67	67	67	67
			30	10	60.5	121	121	121	121	111	111	111	111	101	101	101	101	91	91	91	91
	Lead Pipe [624]	2xSTR +10 +	25	7	29.5	59	59	88.5	88.5	49	49	73.5	73.5	39	39	58.5	58.5	29	29	43.5	43.5
			25	10	35.5	71	71	106.5	106.5	61	61	91.5	91.5	51	51	76.5	76.5	41	41	61.5	61.5
	Nail Board [625]	3xSTR +10 +	30	7	36.5	73	73	73	73	63	63	63	63	53	53	53	53	43	43	43	43
			30	10	45.5	91	91	91	91	81	81	81	81	71	71	71	71	61	61	61	61
	Cattle Prod	1xSTR +10 +	30	7	22.5	45	45	45	45	45	45	45	45	45	45	45	45	45	45	45	45
			30	10	25.5	51	51	51	51	51	51	51	51	51	51	51	51	51	51	51	51
**plus 1 d10	Cattle Prod [626]	1xSTR +10 ++	30	7	28	56	56	56	56	56	56	56	56	56	56	56	56	56	56	56	56
			30	10	31	62	62	62	62	62	62	62	62	62	62	62	62	62	62	62	62
	Police Baton	2xSTR +10 +	25	7	29.5	59	59	88.5	88.5	49	49	73.5	73.5	39	39	58.5	58.5	29	29	43.5	43.5
			25	10	35.5	71	71	106.5	106.5	61	61	91.5	91.5	51	51	76.5	76.5	41	41	61.5	61.5
	Shovel Spear	3xSTR +05 +	35	7	31.5	63	63	63	63	26.5	53	53	53	21.5	43	43	43	16.5	33	33	33
			35	10	40.5	81	81	81	81	35.5	71	71	71	30.5	61	61	61	25.5	51	51	51
**plus 1 STR	Shovel Spear [627]	4xSTR +05 +	35	7	38.5	77	77	77	77	33.5	67	67	67	28.5	57	57	57	23.5	47	47	47
			35	10	50.5	101	101	101	101	45.5	91	91	91	40.5	81	81	81	35.5	71	71	71
	Pool Cue	1xSTR +10 +	20	7	22.5	67.5	67.5	67.5	90	52.5	52.5	52.5	70	37.5	37.5	37.5	50	22.5	22.5	30	30
			20	10	25.5	76.5	76.5	76.5	102	61.5	61.5	61.5	82	46.5	46.5	46.5	62	31.5	31.5	42	42
	Tire Iron	2xSTR +10 +	25	7	29.5	59	59	88.5	88.5	49	49	73.5	73.5	39	39	58.5	58.5	29	29	43.5	43.5
			25	10	35.5	71	71	106.5	106.5	61	61	91.5	91.5	51	51	76.5	76.5	41	41	61.5	61.5
	9 Iron	1xSTR +15 +	20	7	27.5	82.5	82.5	82.5	110	67.5	67.5	67.5	90	52.5	52.5	52.5	70	37.5	37.5	50	50
			20	10	30.5	91.5	91.5	91.5	122	76.5	76.5	76.5	102	61.5	61.5	61.5	82	46.5	46.5	62	62
	Brass Shoes	2xSTR +05 +	15	7	24.5	98	98	122.5	122.5	78	78	97.5	97.5	58	58	72.5	72.5	38	38	47.5	47.5
			15	10	30.5	122	122	152.5	152.5	102	102	127.5	127.5	82	82	102.5	102.5	62	62	77.5	77.5
minus 3 dam	Brass Shoes	2xSTR +02 +	15	7	21.5	86	86	107.5	107.5	66	66	82.5	82.5	46	46	57.5	57.5	26	26	32.5	32.5
			15	10	27.5	110	110	137.5	137.5	90	90	112.5	112.5	70	70	87.5	87.5	50	50	62.5	62.5
*minus 1 STR plus 5 dam	Brass Shoes	1xSTR +10 +	15	7	22.5	90	90	112.5	112.5	70	70	87.5	87.5	50	50	62.5	62.5	30	30	37.5	37.5
			15	10	25.5	102	102	127.5	127.5	82	82	102.5	102.5	62	62	77.5	77.5	42	42	52.5	52.5
*minus 1 STR plus 7 dam	Brass Shoes	1xSTR +12 +	15	7	24.5	98	98	122.5	122.5	78	78	97.5	97.5	58	58	72.5	72.5	38	38	47.5	47.5
			15	10	27.5	110	110	137.5	137.5	90	90	112.5	112.5	70	70	87.5	87.5	50	50	62.5	62.5
	Mantis Helmet	2xSTR +10 +	20	7	29.5	88.5	88.5	88.5	118	88.5	88.5	88.5	118	73.5	73.5	73.5	98	58.5	58.5	78	78
			20	10	35.5	106.5	106.5	106.5	142	106.5	106.5	106.5	142	91.5	91.5	91.5	122	76.5	76.5	102	102
minus 5 dam	Mantis Helmet [628]	2xSTR +05 +	20	7	24.5	73.5	73.5	73.5	98	73.5	73.5	73.5	98	58.5	58.5	58.5	78	43.5	43.5	58	58
			20	10	30.5	91.5	91.5	91.5	122	91.5	91.5	91.5	122	76.5	76.5	76.5	102	61.5	61.5	82	82
	Bladed Helmet	3xSTR +10 +	30	7	36.5	73	73	73	73	63	63	63	63	53	53	53	53	43	43	43	43
			30	10	45.5	91	91	91	91	81	81	81	81	71	71	71	71	61	61	61	61
plus 5 dam	Bladed Helmet [629]	3xSTR +15 +	30	7	41.5	83	83	83	83	73	73	73	73	63	63	63	63	53	53	53	53
			30	10	50.5	101	101	101	101	91	91	91	91	81	81	81	81	71	71	71	71
5 AP quicker minus 5 dam	Bladed Helmet [630]	3xSTR +05 +	25	7	31.5	63	63	94.5	94.5	53	53	79.5	79.5	43	43	64.5	64.5	33	33	49.5	49.5
			25	10	40.5	81	81	121.5	121.5	71	71	106.5	106.5	61	61	91.5	91.5	51	51	76.5	76.5
	Zebra Sword [631]	2xAGI +10 +	25	7	29.5	59	59	88.5	88.5	49	49	73.5	73.5	39	39	58.5	58.5	29	29	43.5	43.5
			25	10	35.5	71	71	106.5	106.5	61	61	91.5	91.5	51	51	76.5	76.5	41	41	61.5	61.5
	Wingblades [632]	1xAGI +10 +	20	7	22.5	67.5	67.5	67.5	90	52.5	52.5	52.5	70	37.5	37.5	37.5	50	22.5	22.5	30	30
			20	10	25.5	76.5	76.5	76.5	102	61.5	61.5	61.5	82	46.5	46.5	46.5	62	31.5	31.5	42	42

### Weapon Comparison Chart (changes) - Changes (T1 Melee) +MODS

### Weapon Comparison Chart (changes) - Changes (T2 Melee) +MODS

[illegible]



# Weapon Comparison Chart (changes) - Changes (T2 Melee) +MODS

5 AP cost increase 3xSTR plus 10 dam	Hatchet [672]	3xSTR +30 +	25	10	53.5	107	107	160.5	160.5	97	97	145.5	145.5	87	87	130.5	130.5	77	77	115.5	115.5
			30	7	56.5	113	113	113	113	103	103	103	103	93	93	93	93	83	83	83	83
			30	10	65.5	131	131	131	131	121	121	121	121	111	111	111	111	101	101	101	101
			25	7	27.5	55	55	82.5	82.5	45	45	67.5	67.5	35	35	52.5	52.5	25	25	37.5	37.5
	Dress Cane [673]	1xSTR +15 +	25	10	30.5	61	61	91.5	91.5	51	51	76.5	76.5	41	41	61.5	61.5	31	31	46.5	46.5
			20	7	39.5	118.5	118.5	118.5	158	103.5	103.5	103.5	138	88.5	88.5	118	73.5	73.5	73.5	98	
			20	10	45.5	136.5	136.5	136.5	182	121.5	121.5	121.5	162	106.5	106.5	106.5	142	91.5	91.5	91.5	122
			20	7	34.5	103.5	103.5	103.5	138	88.5	88.5	88.5	118	73.5	73.5	98	58.5	58.5	58.5	78	
minus 5 dam	War Club	2xSTR +15 +	20	10	40.5	121.5	121.5	121.5	162	106.5	106.5	106.5	142	91.5	91.5	91.5	122	76.5	76.5	102	
			25	7	39.5	79	79	118.5	118.5	69	69	103.5	103.5	59	59	88.5	88.5	49	49	73.5	73.5
			25	10	45.5	91	91	136.5	136.5	81	81	121.5	121.5	71	71	106.5	106.5	61	61	91.5	91.5
			35	7	53.5	53.5	107	107	107	48.5	97	97	97	43.5	87	87	87	38.5	77	77	77
**5xSTR minus 5 dam	Sledgehammer [674]	5xSTR +15 +	35	10	65.5	65.5	131	131	131	60.5	121	121	121	55.5	111	111	111	50.5	101	101	101
			35	7	55.5	55.5	111	111	111	50.5	101	101	101	45.5	91	91	91	40.5	81	81	81
			35	10	70.5	70.5	141	141	141	65.5	131	131	131	60.5	121	121	121	55.5	111	111	111
			40	7	53.5	53.5	53.5	53.5	107	48.5	48.5	48.5	97	43.5	43.5	43.5	87	38.5	38.5	77	
**plus 5 dam	Rebar Club	4xSTR +20 +	40	10	65.5	65.5	65.5	65.5	131	60.5	60.5	60.5	121	55.5	55.5	111	50.5	50.5	50.5	101	
			40	7	58.5	58.5	58.5	58.5	117	53.5	53.5	53.5	107	48.5	48.5	48.5	97	43.5	43.5	87	
			40	10	70.5	70.5	70.5	70.5	141	65.5	65.5	65.5	131	60.5	60.5	60.5	121	55.5	55.5	111	
			35	7	53.5	53.5	107	107	107	51	102	102	102	48.5	97	97	97	46	92	92	92
**New Weapon**	Steel Saw [676]	3xSTR +05 +++++	35	10	62.5	62.5	125	125	125	60	120	120	120	57.5	115	115	115	55	110	110	110
			15	7	29.5	118	118	147.5	147.5	98	98	122.5	122.5	78	78	97.5	97.5	58	58	72.5	72.5
			15	10	35.5	142	142	177.5	177.5	122	122	152.5	152.5	102	102	127.5	127.5	82	82	102.5	102.5
			15	7	27.5	110	110	137.5	137.5	90	90	112.5	112.5	70	70	87.5	87.5	50	50	62.5	62.5
minus 2 dam	Spiked Shoes	2xSTR +10 +	15	10	33.5	134	134	167.5	167.5	114	114	142.5	142.5	94	94	117.5	117.5	74	74	92.5	92.5
			20	7	34.5	103.5	103.5	103.5	138	96	96	96	128	88.5	88.5	88.5	118	81	81	108	
			20	10	40.5	121.5	121.5	121.5	162	114	114	114	152	106.5	106.5	106.5	142	99	99	99	132
			20	7	29.5	88.5	88.5	88.5	118	81	81	81	108	73.5	73.5	73.5	98	66	66	88	
minus 5 dam	Yao Guai Helmet [677]	2xSTR +10 +	20	10	35.5	106.5	106.5	106.5	142	99	99	99	132	91.5	91.5	91.5	122	84	84	112	
			25	7	36.5	73	73	109.5	109.5	63	63	94.5	94.5	53	53	79.5	79.5	43	43	64.5	64.5
			25	10	45.5	91	91	136.5	136.5	81	81	121.5	121.5	71	71	106.5	106.5	61	61	91.5	91.5
			30	7	51.5	103	103	103	103	93	93	93	93	83	83	83	83	73	73	73	73
5 AP slower plus 15 dam	Bear Trap Hoof [678]	3xSTR +25 +	30	10	60.5	121	121	121	121	111	111	111	111	101	101	101	101	91	91	91	91
			30	7	46.5	93	93	93	93	83	83	83	83	73	73	73	73	63	63	63	63
			30	10	55.5	111	111	111	111	101	101	101	101	91	91	91	91	81	81	81	81
			30	7	56.5	113	113	113	113	103	103	103	103	93	93	93	93	83	83	83	83
plus 10 dam	Solaris Hoof	3xSTR +30 +	30	10	65.5	131	131	131	131	121	121	121	121	111	111	111	111	101	101	101	101
			30	7	53.5	107	107	107	107	97	97	97	97	87	87	87	87	77	77	77	77
			30	10	65.5	131	131	131	131	121	121	121	121	111	111	111	111	101	101	101	101
			25	7	41.5	83	83	124.5	124.5	73	73	109.5	109.5	63	63	94.5	94.5	53	53	79.5	79.5
**5 AP quicker minus 8 dam 5 AP quicker 4x STR minus 20 dam plus	Solaris Hoof	3xSTR +12 +	25	10	50.5	101	101	151.5	151.5	91	91	136.5	136.5	81	81	121.5	121.5	71	71	106.5	106.5
			25	7	38.5	77	77	115.5	115.5	67	67	100.5	100.5	57	57	85.5	85.5	47	47	70.5	70.5
			25	10	47.5	95	95	142.5	142.5	85	85	127.5	127.5	75	75	112.5	112.5	65	65	97.5	97.5
			25	7	39	78	78	117	117	68	68	102	102	58	58	87	87	48	48	72	72
5 AP quicker 4x STR minus 20 dam plus	Solaris Hoof [680]	4xSTR +00 ++	25	10	51	102	102	153	153	92	92	138	138	82	82	123	123	72	72	108	108
			30	7	41.5	83	83	83	83	73	73	73	73	63	63	63	63	53	53	53	53
			30	10	50.5	101	101	101	101	91	91	91	91	81	81	81	81	71	71	71	71
			30	7	47	94	94	94	94	84	84	84	84	74	74	74	74	64	64	64	64
plus 1d10	Magic Energy Spear [681]	3xSTR +15 ++	30	10	56	112	112	112	112	102	102	102	102	92	92	92	92	82	82	82	82
			15	7	27.5	110	110	137.5	137.5	110	110	137.5	137.5	90	90	112.5	112.5	70	70	87.5	87.5
			15	10	30.5	122	122	152.5	152.5	122	122	152.5	152.5	102	102	127.5	127.5	82	82	102.5	102.5
			15	7	22.5	90	90	112.5	112.5	90	90	112.5	112.5	70	70	87.5	87.5	50	50	62.5	62.5
5 AP faster plus 5 dam	Rapier [682]	1xAGI +10 +	15	10	25.5	102	102	127.5	127.5	102	102	127.5	127.5	82	82	102.5	102.5	62	62	77.5	77.5
			35	7	52	52	104	104	104	47	94	94	94	42	84	84	84	37	74	74	74
			35	10	61	61	122	122	122	56	112	112	112	51	102	102	102	46	92	92	92
			15	7	19.5	78	78	97.5	97.5	58	58	72.5	72.5	38	38	47.5	47.5	18	18	22.5	22.5
minus 5 dam	Body Spikes	2xSTR +	15	10	25.5	102	102	127.5	127.5	82	82	102.5	102.5	62	62	77.5	77.5	42	42	52.5	52.5
			15	7	19.5	78	78	97.5	97.5	58	58	72.5	72.5	38	38	47.5	47.5	18	18	22.5	22.5
			15	10	25.5	102	102	127.5	127.5	82	82	102.5	102.5	62	62	77.5	77.5	42	42	52.5	52.5
			15	7	19.5	78	78	97.5	97.5	58	58	72.5	72.5	38	38	47.5	47.5	18	18	22.5	22.5

Weapon Comparison Chart (changes) - Changes (T2 Melee) +MODS


## 43

[illegible]

# Weapon Comparison Chart (changes) - Changes (T4 Melee)

		Mag Note [737]		Auto Note [738]				The formula:  For Shotguns/Auto Weapon  For Magic Weapons		509 [739] [-L5 [740] ]^ROUNDOWN [741] [-L6 [742] ]SD9 [743] ) [744] ) [745]																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						</	
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### Weapon Comparison Chart (changes) - Changes (T4 Melee)

10mm 10 dam +1d10	5xSTR + 15 + 1	20	7	76	183	183	183	244	244	305	305	168	168	168	224	224	280	280	153	153	153	204	204	255	255	138	138	138	184	184	230	230
	Ballistic Hoof	20	7	61	228	228	228	304	304	380	380	213	213	213	284	284	355	355	188	188	188	264	264	330	330	138	183	183	244	244	305	305
	Enchanted Zebra	20	7	44.5	133.5	133.5	133.5	178	178	222.5	222.5	129	129	129	168	168	210	210	118.5	118.5	118.5	156	156	197.5	197.5	111	111	111	146	146	189	189
	Sword	20	10	50.5	151.5	151.5	151.5	202	202	252.5	252.5	144	144	144	192	192	240	240	138.5	138.5	138.5	182	182	227.5	227.5	129	129	129	172	172	215	215
	Enclave Battle Tail	20	10	50.5	133.5	133.5	133.5	178	178	222.5	222.5	118.5	118.5	118.5	168	168	210.5	210.5	103.5	103.5	103.5	138	138	172.5	172.5	88.5	88.5	88.5	118	118	147.5	147.5
	(poison 2)	20	10	50.5	151.5	151.5	151.5	202	202	252.5	252.5	138.5	138.5	138.5	182	182	227.5	227.5	121.5	121.5	121.5	162	162	202.5	202.5	108.5	108.5	108.5	142	142	177.5	177.5

## 46

[illegible]

## 47

	Marksport Carbine	25++	15	20	36	144	144	180	180	216	216	252	124	124	155	155	186	186	217	104	104	130	130	156	156	182	84	84	105	105	126	126	147				
new-T3	Arsenal Castles (auto) [B49]	45+	25	24	20+5	423	423	484-5	484-5	484-5	246	246	466	466	462	462	462	246	246	93	93	199-5	199-5	199-5	196	196	78	78	147	147	147	466	466				
	Multiplas Rifle (short) [R33]	3x20++ [B34]	30	60"	31	186	186	186	186	279	279	279	168	168	168	168	252	252	252	138	138	138	138	138	207	207	108	108	108	108	162	162	162				
5 AP slower	Multiplas Rifle (short) [R35]	3x20++	35	60"	31	93	186	186	186	186	186	279	168	168	168	168	252	252	252	69	138	138	138	138	138	207	54	108	108	108	108	162					
	Gauss Rifle [R36]	120++	45	5" [R37]	131	131	131	131	131	131	262	262	128	128	128	128	125	256	256	123	123	123	123	123	123	115	246	246	118	118	118	118	236	236			
5 AP slower	.45 Auto SMG (auto)	25+	30	30	30.5	183	183	183	183	274.5	274.5	274.5	153	153	153	153	229.5	229.5	123	123	123	123	123	123	123	115	184.5	184.5	93	93	93	93	139.5	139.5			
	Minigun (auto) [R39]	18+	40	240	23.5	141	141	141	282	282	282	282	126	126	126	252	267	267	267	111	111	111	222	252	252	252	96	96	96	192	237	237	237				
	Shoulder Mounted MG (auto)	30+	30	60	35.5	213	213	213	213	319.5	319.5	319.5	183	183	183	183	274.5	274.5	274.5	153	153	153	153	229.5	229.5	229.5	123	123	123	123	184.5	184.5	184.5				
	Getting Caster (auto) [R39]	20+	40	240	25.5	153	153	153	306	306	306	306	135	135	135	270	270	270	270	105	105	105	105	210	210	210	75	75	75	150	150	150	150				
	Plasma Caster [R40]	55++	25	10	66	132	132	198	198	198	198	264	264	126	126	126	189	189	252	116	116	174	174	232	232	106	106	106	159	159	159	212	212				
	Thunder Cannon [B41]	80+++ [+Dot for 2 turns]	40	20"	91	91	91	91	182	182	182	182	182	88	88	88	176	176	176	176	83	83	83	166	166	166	166	78	78	78	156	156	156	156			
	Grenade Machine Gun (burst)	30+++ [direct hit AOE]	35	30	41 [B42]	123	246	246	246	246	246	246	369	108	216	216	216	216	324	93	186	186	186	186	186	186	78	156	156	156	156	156	156				
	Missile Launcher	150+++ [direct hit AOE]	55	1	161	161	161	161	161	161	161	161	161	156	156	156	156	156	156	156	151	151	151	151	151	151	151	146	146	146	146	146	146	146			
	Balefire Egg Launcher	500+10d10 (AOE)	60	1	555	555	555	555	555	555	555	555	555	550	550	550	550	550	550	550	545	545	545	545	545	545	545	540	540	540	540	540	540	540			

## Weapon Comparison Chart (changes) - T0 compare

[illegible]



### Weapon Comparison Chart (changes) - T0 compare

## 50

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## Weapon Comparison Chart (changes) - T1 compare

[illegible]

## Weapon Comparison Chart (changes) - T1 compare

[illegible]

## Weapon Comparison Chart (changes) - T2 compare

[illegible]

## Weapon Comparison Chart (changes) - T2 compare

[illegible]

### Weapon Comparison Chart (changes) - T2 compare

## Weapon Comparison Chart (changes) - T3 compare

[illegible]



### Weapon Comparison Chart (changes) - T3 compare

## Weapon Comparison Chart (changes) - T4 compare

[illegible]

### Weapon Comparison Chart (changes) - T4 compare

[illegible]

## Weapon Comparison Chart (changes)

[1] Magically Augmented Spark Rifle

[2] (NV) Tri-Beam Laser Rifle

[3] One roll to hit

[4] one roll to hit

[5] uses up 5 MFC per shot. Note that this means the weapon must be reloaded between each shot.

[6] Tesla Cannon

[7] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account

[8] Using Burst Fire

[9] Damage for that AP (column locked row is dynamic)

CHANGE LETTER MANUALLY

G then H then I then J

[10] DT of target (row locked, column is dynamic)

[11] to round down Max AP/AP Cost

[12] Max AP (row is locked, column is dynamic)

[13] AP cost (column is locked, row dynamic)

[14] these are brackets

[15] they end things

[16] FOR SHOTGUNS

[17] FOR AUTO (burst fire)

[18] This is a good baseline weapon to start from. It is situationally better than a .357 against low DT targets and/or if the character has less than 75 AP.

[19] If the character has 75AP+ to use then this weapon is better than a 10mm pistol Vs targets with 5+ DT

[20] This weapon is functionally similar to a 10mm pistol. Its damage is lower but it makes up for it in other ways (-2DT, 3x Crit damage, even lower STR req, being Medium Ranged.)

[21] Comparing this to the other magic weapon (the M.E. Pistol) we can see that the pistol pulls ahead at the 75 AP mark and the rifle takes the lead at 80 AP. The rifle is also superior vs high DT and has longer range and recharging ammo. But it is also a LOT heavier and has a much higher STR req.

Maybe just make more expensive as well.

[22] comparing to the .357 revolver (also 25 AP), the Varmint rifle does less damage but is Long range instead of Short and has a faster reload.

## Weapon Comparison Chart (changes)

[23] Comparable to the 10mm pistol. The lower damage is made up for by greater range (Medium) and lower STR requirement.

[24] This weapon is already at its most effective with just 60 AP available. It suffers greatly vs DT but damage-wise it does well for itself, especially when Full Auto is an option.

It may be a little too good when you consider Full Auto.

Possibly reduce Dam slightly? Will look into with more detail.

[25] Similiar to the Single Shotgun, the Caravan Shotgun does huge damage for only 60 AP and even if more AP is available for attacks, this weapon out damages its peers. However this advantage is made up for by its range penalty and it will still be outclassed vs high DT.

Lowering the damage does not seem necessary.

[26] as an AOE weapon we can't really compare it to the others but the damage is in a decent spot even against a single target.

[27] Also seems to be pretty decent for a specialist weapon. If you have the AP for it then it can get close to Laser pistol or Varmint Rifle damage while being Silent etc.

[28] Change reverted

[29] Similar to the Machete, it requires more STR to deal the same damage but it also has the Crippling rule.

[30] comparing the Sword to the Machete, the Sword is best used at 75AP and does about the same at 80AP. With less AP or against DT the machete does better.

Comparing to the 10mm pistol, the sword equals the pistol for damage at 75AP with STR 7. With higher STR and/or against DT the sword does better.

[31] Good for just 60AP and suffers less from DT than faster weapons. In addition it has the Reach and Charging special rules.

[32] A cheap weapon that isn't likely to be used by a player. Simply to add variety.

[33] A cheap weapon that isn't likely to be used by a player. Simply to add variety.

[34] deals Stun damage (and ignores DT)

[35] A cheap weapon that isn't likely to be used by a player. Simply to add variety.

[36] Relies on the character having high STR and 70AP to use properly.

[37] The Brass shoes are fast and quite reliant on STR but are capable of dealing more damage than anything except a machete with 80AP. They will suffer against DT.

[38] Ignores 5 DT.

Compared to the Machete this relies on STR more but features the -DT effect.

[39] Damage is less than Brass Shoes but it does better against DT greater than 5.

[40] for an AGI-based weapon the damage seems fine

## Weapon Comparison Chart (changes)

[41] for an AGI-based weapon the damage seems fine

[42] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account

[43] Using Burst Fire

[44] Damage for that AP (column locked row is dynamic)

CHANGE LETTER MANUALLY

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[45] DT of target (row locked, column is dynamic)

[46] to round down Max AP/AP Cost

[47] Max AP (row is locked, column is dynamic)

[48] AP cost (column is locked, row dynamic)

[49] these are brackets

[50] they end things

[51] FOR SHOTGUNS

[52] FOR AUTO (burst fire)

[53] The Police Pistol is situationally better than the .44 Revolver. The Police Pistol does better damage if available AP is lower than 75 and about the same at 80. It suffers more against DT but also uses cheaper ammo and has a \*slightly\* lower STR req.

[54] Better than the Police Pistol vs high DT but it needs more available AP to be fully effective.

[55] Comparing this to the .44 Revolver, its damage is lower but the difference is tighter against DT and the Plasma Pistol has other advantages, such as the 3x Crit damage multiplier, the +2% crit chance, the very low STR req, and a much larger mag size.

[56] Comparing this to the Plasma Pistol, it does better damage before 75AP and about the same after that. It also suffers more against DT. It has the advantage of medium range and free ammo, while the plasma pistol has the bonus critical chance and is cheaper to buy.

[57] The Hunting Rifle is in a good position. It does good damage for only 70AP and is only outdamaged at higher AP values. It is also long ranged and suffers far less against DT.

[58] This is situationally better than the Hunting Rifle, such as before 70 AP or when the character has a low STR. At 75AP+ it does about the same as a hunting rifle against unarmoured targets but performs worse vs DT.

[59] The damage is good at 60AP but gets outclassed at higher AP amounts. If through traits/perks a character can get 90AP then the damage will be very good.

[60] The damage is pretty good, even at 60AP, but it does suffer a fair bit against DT.

With Full Auto it may be too good... will look into with more detail

## Weapon Comparison Chart (changes)

[61] Similar to the Assault Rifle, this does less damage but comes with a Silencer and Scope.

Will need to look into Full Auto more.

[62] The damage is especially good at 80AP and does quite well at 60AP. Compared to the other Long Range weapons, it only really catches up at 80AP but has the advantage of being a magic weapon, such as -2 DT and 3x Crit damage.

[63] the SMGs are similar to the auto rifles but are Short Ranged with a higher rate of fire.

[64] the SMGs are similar to the auto rifles but are Short Ranged with a higher rate of fire.

[65] This is fairly unique as its effective range is limited to Point Blank. It does very good damage for 70 AP if you are that close against an unarmoured target but facing a little DT and/or having more available AP then other weapons catch up or surpass it.

Compared to the Riot Shotgun it needs less AP to be effective and suffers less from DT but is even more limited by range and cannot take advantage of higher AP amounts.

[66] One roll to hit

[67] Each shot. Fires 2 shots

[68] The DB Shotgun is great even if a character has just 50AP, such as after moving or performing another action. It does very very good damage for that AP but getting a second shot in one turn is virtually unattainable.

The Hunting Shotgun will beat it if enough AP is available but it does suffer less against DT

[69] Similar to the Anti Pony grenade rifle, this already does good single target damage.

[70] The LMG (at least its Rate of Fire) may need to be looked at more.

[71] Also seems to be pretty decent for a specialist weapon. If you have the AP for it then it can get close to Laser pistol or Varmint Rifle damage while being Silent etc.

[72] a Combat Knife is quick and does okay even without a high STR, however it has problems against DT

[73] Compared to Spiked Shoes, the Cutlass is better vs DT but needs more AP to be effective and relies on high STR.

[74] the Hatchet relies on STR and has a slow attack but suffers little from DT. It is effective with little AP spent but is out matched if more AP is available.

[75] A gimmick rather than an effective weapon

[76] damage is less reliant on STR than the Cutlass and it does better at low AP, but is outmatched at 75AP and only catches up at 80AP. It also does a bit worse against DT.

[77] The Sledgehammer does great damage at 70AP if the character has very very high STR. Because of its big slow hits, DT is much less of an issue for it. However that AP cost means a character is unlikely to get a second swing if they had to move that turn.

[78] Similar to the Sledgehammer but less STR dependant. Requires a lot of available AP to get its second attack off.

[79] Ignores half DT

## Weapon Comparison Chart (changes)

- [80] Like the Brass Shoes before them, these are quick and are capable of a lot of damage but suffer against DT.
- [81] Decent damage that gets very good with 80AP+ to spend. Its armour piercing effect also makes it good vs DT.
- [82] Ignores half DT
- [83] Does good damage even with low AP and is made better by its Crippling effect.
- [84] Damage very reliant on STR. With high STR and 75AP+ it will quickly out damage Spiked Shoes against any target with DT.
- [85] Similar to the T1 Knife Spear, this gains 1d10 damage and the Magic rule for larger Crits
- [86] A very good weapon in the hooves of a high AGI character. It's -5DT pierce effect even helps it against armour.
- [87] Ignores 5 DT
- [88] the damage at 70AP plus the Scythe's Reach and Crippling attacks make it a useful weapon.
- [89] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account
- [90] Using Burst Fire
- [91] Damage for that AP (column locked row is dynamic)  
CHANGE LETTER MANUALLY  
G then H then I then J
- [92] DT of target (row locked, column is dynamic)
- [93] to round down Max AP/AP Cost
- [94] Max AP (row is locked, column is dynamic)
- [95] AP cost (column is locked, row dynamic)
- [96] these are brackets
- [97] they end things
- [98] FOR SHOTGUNS
- [99] FOR AUTO (burst fire)
- [100] The Colt does good damage but suffers greatly against DT and is a short range weapon
- [101] A liberty was taken here to differentiate the 5.56mm pistol by making it Medium range even though its Spread statistic is as poor in-game as the other pistols.  
Damage-wise the Colt .45 will beat it against unarmoured targets but it will do better against DT, and at Range.
- [102] The Battle Rifle rivals the Colt .45 for damage at 75AP while proving worse if less AP is available. It has the advantage of being Medium ranged, suffers less against DT and should need to reload less frequently, however it does have a significantly higher STR req to make up for this.  
The Battle Rifle is a fairly all-round weapon and could be used as a character's only gun.



## Weapon Comparison Chart (changes)

[103] The Sniper Rifle is kind of tricky. Statistically it is very similar to the Battle Rifle with its damage being more variable but averaging lower. As a Sniper-class weapon it has the significant advantage of ignoring range penalties but this comes at the cost of being hard to use if the target is at Point Blank and it has a significantly smaller Mag size meaning more frequent reloads. The Sniper Rifle will work very well if the character carries a backup weapon for shorter ranges.

[104] The Trail Carbine does good damage per shot but has an awkward AP cost. As a Long Range weapon it makes a good alternative to the Sniper Rifle if there is less AP to spend and it does not suffer at Point Blank due to being a carbine. The Sniper will beat it at extreme range and at certain AP values but the Trail Carbine's larger Magazine, slightly lower STR req, and better result against DT make it useful in many situations.

[105] Ignores half DT

[106] For the Zebra Rifle I'm thinking of removing the Full Auto ability in exchange for making each bullet more powerful, resulting in improved Burst Fire. Otherwise RoF and Full Auto need to be looked at in more detail.

[107] Browning Automatic.

This is a heavy weapon with a very high STR req so it almost requires a Battle Saddle to be effective. As such we can let it do good damage with its 2-shot bursts with the option to go Full Auto for more possible damage when the situation allows it. The higher damage per bullet also makes it suffer less than other Automatic weapons against DT.

[108] Fires in Bursts of 2

[109] As a magic automatic weapon I'm weary of upping the damage more. The slight -DT will help against armour and the 3x Crit damage (combined with the amount of shots) could result in crazy damage.

Will look into with more detail along with other Automatic weapons.

[110] Fires in Bursts of 3

[111] Added this to give a Long Ranged Magic Weapon at this bracket.

Since it is based on the LAER from Old World Blues the critical damage is much less than other Magic Weapons but on a crit it deals bonus damage to robots/power armour ('AX Light')

[112] Magically Augmented Spark Rifle.

Similar to the Trail Carbine, the MASR deals less damage and is not a Carbine, but it does have -2DT, a larger Mag size, a faster reload, and a slightly lower STR req.

[113] This becomes kind of like a magical version of the Battle Rifle. It's a good all-round weapon being Medium Ranged and makes up for its lower damage with the -2DT, increased Critical damage, +2% Crit chance, and much lower STR req.

[114] Comparing to the Plasma Rifle, the Tri beam's damage is very good against no/low DT but it suffers greatly against armour, is Short ranged, doesn't have the Plasma's crit chance bonus, and is very expensive per shot.

[115] One roll to hit

[116] Each beam. Fires 3 at once

[117] perhaps just lower the cost so it can be T2?

## Weapon Comparison Chart (changes)

[118] perhaps just lower the cost so it can be T2?

[119] Very good for a high AGI character with its -DT effect.

[120] Quick and doesn't rely as much on STR as some weapons. Suffers against DT.

[121] A great all around weapon for a Melee user. Needs a decent amount of AP and STR but it does okay vs DT.

[122] Big slow hits that rely on STR to deal damage. Makes it good for DT.

[123] A sledgehammer plus power supply.

Similar to the Bumper Sword but even more STR reliant. Deals bonus lightning damage

[124] Comparable to Bumper Sword but has the Crippling special rule

[125] Less damage than other weapons but it also sets things on fire

\*Crafted?\*

[126] Great damage even with low STR, similar to the Bowie Knife. However the Ripper's half DT effect keeps it useful against armour.

[127] The less AP-intensive brother of the Bumper Sword

[128] Ignores half DT, Magic, Charging, Reach

[129] The same damage as the Yaoi Gui helmet in T2 but the Hellhound Helmet ignores ALL DT.

\*Crafted\*

[130] Damage here is kept low since it is a specialist weapon. The Anti-Matrix damage it does is huge on every attack.

[131] Possibly better damage than the Gladius but it relies on higher STR.

[132] Slower and less damaging than the Power Hoof but it features the Repulser effect.

[133] A supercharged version of the Solaris Hoof. Much slower but it deals the same damage in 2 hits as the regular version does in 3.  
Causes Fire damage on crit, bonus crit and crit fail chance.

What could go wrong?

[134] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account

[135] Using Burst Fire

[136] Damage for that AP (column locked row is dynamic)

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[137] DT of target (row locked, column is dynamic)

[138] to round down Max AP/AP Cost

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[141] these are brackets

## Weapon Comparison Chart (changes)

- [142] they end things
- [143] FOR SHOTGUNS
- [144] FOR AUTO (burst fire)
- [145] Agi 9 + Kamakaze  
Agi 7 + Action Filly1  
Agi 4 + Kamakaze and AF1
- [146] Agi 10 + Action Filly1  
Agi 7 + Kamakaze and AF1  
Agi 5 + Action Filly1+2
- [147] Agi 9 + Kamakaze and AF1  
Agi 7 + Action Filly2  
Agi 4 + Kamakaze and AF2
- [148] Ignores 2 DT
- [149] Fires in Burst of 3.  
Ignores 2 DT
- [150] Ignores 2 DT
- [151] Reloads between each shot
- [152] Using Full Auto with Rate of Fire 4.  
Assuming 100% accuracy and 6 hits.  
Ignores half DT
- [153] Using Full Auto with Rate of Fire 4.  
Assuming 100% accuracy and 6 hits.  
Ignores 2 DT
- [154] Ignores 2 DT
- [155] Tesla Cannon  
Ignores 2 DT
- [156] Fire in Burst of 3
- [157] perhaps just lower the cost so it can be T2?
- [158] Agi 9 + Kamakaze  
Agi 7 + Action Filly1  
Agi 4 + Kamakaze and AF1

## Weapon Comparison Chart (changes)

[159] Agi 10 + Action Filly1  
Agi 7 + Kamakaze and AF1  
Agi 5 + Action Filly1+2

[160] Agi 9 + Kamakaze and AF1  
Agi 7 + Action Filly2  
Agi 4 + Kamakaze and AF2

[161] Ignores 1/2 DT

[162] Ignores All DT, Magic

[163] Ignores DT

[164] Ignores ALL DT

[165] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account

[166] Using Burst Fire

[167] Damage for that AP (column locked row is dynamic)

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[168] DT of target (row locked, column is dynamic)

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[173] they end things

[174] FOR SHOTGUNS

[175] FOR AUTO (burst fire)

[176] This weapon is already at its most effective with just 60 AP available. It suffers greatly vs DT but damage-wise it does well for itself, especially when Full Auto is an option.

It may be a little too good when you consider Full Auto.

Possibly reduce Dam slightly? Will look into with more detail.

[177] The damage is pretty good, even at 60AP, but it does suffer a fair bit against DT.

With Full Auto it may be too good... will look into with more detail

## Weapon Comparison Chart (changes)

[178] Similar to the Assault Rifle, this does less damage but comes with a Silencer and Scope.

Will need to look into Full Auto more.

[179] the SMGs are similar to the auto rifles but are Short Ranged with a higher rate of fire.

[180] the SMGs are similar to the auto rifles but are Short Ranged with a higher rate of fire.

[181] The LMG (at least its Rate of Fire) may need to be looked at more.

[182] Ignores half DT

[183] Browning Automatic.

This is a heavy weapon with a very high STR req so it almost requires a Battle Saddle to be effective. As such we can let it do good damage with its 2-shot bursts with the option to go Full Auto for more possible damage when the situation allows it. The higher damage per bullet also makes it suffer less than other Automatic weapons against DT.

[184] Fires in Bursts of 2

[185] The LMG (at least its Rate of Fire) may need to be looked at more.

[186] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

Ignores half DT

[187] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

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[200] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

Ignores half DT

[201] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

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Assuming 100% accuracy and 6 hits.

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[214] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

Ignores half DT

[215] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

Ignores half DT

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Assuming 100% accuracy and 6 hits.

Ignores 2 DT

[217] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

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Assuming 100% accuracy and 6 hits.

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[258] they end things

[259] FOR SHOTGUNS

[260] FOR AUTO (burst fire)

[261] Change reverted

[262] Similar to the Machete, it requires more STR to deal the same damage but it also has the Crippling rule.

[263] comparing the Sword to the Machete, the Sword is best used at 75AP and does about the same at 80AP. With less AP or against DT the machete does better.

Comparing to the 10mm pistol, the sword equals the pistol for damage at 75AP with STR 7. With higher STR and/or against DT the sword does better.

[264] Good for just 60AP and suffers less from DT than faster weapons. In addition it has the Reach and Charging special rules.

[265] A cheap weapon that isn't likely to be used by a player. Simply to add variety.

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[267] deals Stun damage (and ignores DT)

[268] A cheap weapon that isn't likely to be used by a player. Simply to add variety.

[269] Relies on the character having high STR and 70AP to use properly.

[270] The Brass shoes are fast and quite reliant on STR but are capable of dealing more damage than anything except a machete with 80AP. They will suffer against DT.

## Weapon Comparison Chart (changes)

[271] Ignores 5 DT.

Compared to the Machete this relies on STR more but features the -DT effect.

[272] Damage is less than Brass Shoes but it does better against DT greater than 5.

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[277] the Hatchet relies on STR and has a slow attack but suffers little from DT. It is effective with little AP spent but is out matched if more AP is available.

[278] A gimmick rather than an effective weapon

[279] damage is less reliant on STR than the Cutlass and it does better at low AP, but is outmatched at 75AP and only catches up at 80AP. It also does a bit worse against DT.

[280] The Sledgehammer does great damage at 70AP if the character has very very high STR. Because of its big slow hits, DT is much less of an issue for it. However that AP cost means a character is unlikely to get a second swing if they had to move that turn.

[281] Similar to the Sledgehammer but less STR dependant. Requires a lot of available AP to get its second attack off.

[282] Ignores half DT

[283] Like the Brass Shoes before them, these are quick and are capable of a lot of damage but suffer against DT.

[284] Decent damage that gets very good with 80AP+ to spend. Its armour piercing effect also makes it good vs DT.

[285] Ignores half DT

[286] Does good damage even with low AP and is made better by its Crippling effect.

[287] Damage very reliant on STR. With high STR and 75AP+ it will quickly out damage Spiked Shoes against any target with DT.

[288] Similar to the T1 Knife Spear, this gains 1d10 damage and the Magic rule for larger Crits

[289] Ignores 5 DT

[290] A very good weapon in the hooves of a high AGI character. It's -5DT pierce effect even helps it against armour.

[291] Ignores 5 DT

[292] the damage at 70AP plus the Scythe's Reach and Crippling attacks make it a useful weapon.

[293] Very good for a high AGI character with its -DT effect.

[294] Quick and doesn't rely as much on STR as some weapons. Suffers against DT.

[295] A great all around weapon for a Melee user. Needs a decent amount of AP and STR but it does okay vs DT.

[296] Big slow hits that rely on STR to deal damage. Makes it good for DT.

## Weapon Comparison Chart (changes)

[297] A sledgehammer plus power supply.

On Crit: Anti-Matrix

Similar to the Bumper Sword but even more STR reliant. Less damage but it has the Anti-Matrix crit effect.

[298] Less damage than other weapons but it also sets things on fire

\*Crafted?\*

[299] Great damage even with low STR, similar to the Bowie Knife. However the Ripper's half DT effect keeps it useful against armour.

[300] The less AP-intensive brother of the Bumper Sword

[301] The same damage as the Yaoi Gui helmet in T2 but the Hellhound Helmet ignores ALL DT.

\*Crafted\*

[302] Damage here is kept low since it has bonus effects on Robots and Power Armour

[303] Possibly better damage than the Gladius but it relies on higher STR.

[304] Slower and less damaging than the Power Hoof but it features the Repulser effect.

[305] A supercharged version of the Solaris Hoof. Much slower but it deals the same damage in 2 hits as the regular version does in 3.

Causes Fire damage on crit, bonus crit and crit fail chance.

What could go wrong?

[306] Agi 9 + Kamakaze

Agi 7 + Action Filly1

Agi 4 + Kamakaze and AF1

[307] Agi 10 + Action Filly1

Agi 7 + Kamakaze and AF1

Agi 5 + Action Filly1+2

[308] Agi 9 + Kamakaze and AF1

Agi 7 + Action Filly2

Agi 4 + Kamakaze and AF2

[309] Ignores DT

[310] Ignores All DT

[311] Ignores ALL DT

[312] Special Attacks CAN be used as a 'Precise or Aimed Strike' but CANNOT be used as a 'Wild Strike'

[313] Special Attacks CAN be used as a 'Precise or Aimed Strike' but CANNOT be used as a 'Wild Strike'

[314] Does not ignore DT from Fully Enclosed barding or magical shields.

Only works on living biological opponents.

A close shave.

## Weapon Comparison Chart (changes)

[315] He's hackin' and wackin' and smackin'

[316] Deals half Stun damage if target has a helmet (e.g. Medium or Heavy armour unless otherwise specifically stated)

[317] Does not ignore DT from Fully Enclosed barding or magical shields.  
Only works on living biological opponents.

Wanna know how I got these stripes?

[318] Deals half Stun damage if target has a helmet (e.g. Medium or Heavy armour unless otherwise specifically stated)

[319] Must be behind opponent.

[320] Only works on living biological opponents.

[321] Make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you knock the target 1 foot away, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT.

NOTE: unlike a Slam, no AGI check is required if this attack misses

[322] Using either a Melee weapon or an Unarmed attack, you attempt to knock your opponent's legs out from under them. Counts as a Normal Action but does no damage. Roll STR ([+1]) (or END ([+1]) for telekinetically wielded weapons) + d10 versus your opponent's AGI + d10. If your result is higher, your opponent is knocked down. Some foes cannot be tripped, e.g. a caterpillar-tracked Sentry Bot

[323] Deals half Stun damage if target has a helmet (e.g. Medium or Heavy armour unless otherwise specifically stated)

[324] Only works on living biological opponents.

[325] Deals half Stun damage if target has a helmet (e.g. Medium or Heavy armour unless otherwise specifically stated)

[326] Using either a Melee weapon or an Unarmed attack, you attempt to knock your opponent's legs out from under them. Counts as a Normal Action but does no damage. Roll STR ([+1]) (or END ([+1]) for telekinetically wielded weapons) + d10 versus your opponent's AGI + d10. If your result is higher, your opponent is knocked down. Some foes cannot be tripped, e.g. a caterpillar-tracked Sentry Bot

[327] A difficult close combat maneuver meant to relieve an opponent of their weapon. Roll a contest of your Melee or Unarmed skill at a ([-20%]) penalty to accuracy against the opponent's Melee skill. This can be improved by making it a precise strike. The AP cost is based off the weapon used.

[328] Only works on living biological opponents.

[329] Only works on living biological opponents.

[330] can only be used once per target per charge, since you fly BY the opponent.  
This attack does not interrupt a charge move (and cannot be used to end a charge early.)

## Weapon Comparison Chart (changes)

[331] Penalty does not stack with multiple attacks

replace with Cutlass Fury?

[332] Make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you knock the target 1 foot away, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT.

NOTE: unlike an Unarmed Slam, no AGI check is required if this attack misses

[333] Make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you knock the target 1 foot away, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT.

NOTE: unlike a Slam, no AGI check is required if this attack misses

[334] Only works on living biological opponents.

[335] Only works on living biological opponents.

[336] Only works on living biological opponents.

[337] This hoof of mine glows with an awesome power...

[338] This attack ends the Charge if it hits.

If this attack misses the wielder must pass an AGI check or be knocked down

[339] Attack hits all of an opponent's grounded limbs (all 4 legs for an Equine/Griffon) Size 2+ targets are too big for this attack.

Note that despite dealing damage to multiple limbs, this attack only lowers the opponent's actual HP by the same as a single regular attack would.

[340] This attack cannot be Parried. If successful, this attack deals normal damage ([+1d10]). Then make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you hurl the target 1 foot in any direction, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT. Should the damage from knockback exceed the object's HP, then she breaks the object and continues moving whatever distance remains. If you fail any part of this attack, roll an Agility check to stay upright.

[341] Only works on living biological opponents.

## Weapon Comparison Chart (changes)

[342] Attempt to deflect a close combat attack using a melee weapon. Roll Melee skill and compare your margin of success to your opponent's margin of success; defender wins on a tie unless the attacker got a critical success and the defender did not. You must have [(20)] AP remaining per opponent whose attacks you wish to parry.

[343] A sledgehammer with a power supply.

[344] Does not work on unliving biological opponents

[345] Make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you knock the target 1 foot away, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT.

NOTE: unlike a Slam, no AGI check is required if this attack misses

[346] This attack ends the Charge if it hits.

If this attack misses the wielder must pass an AGI check or be knocked down

[347] Only works on living biological opponents.

[348] Does not work on unliving biological opponents

[349] If successful, this attack deals normal damage. Then make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you hurl the target 1(x2) foot in any direction, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT. Should the damage from knockback exceed the object's HP, then she breaks the object and continues moving whatever distance remains.

[350] What could go wrong?

[351] This hoof of mine is burning red...

This attack can only be performed if the wielder, or a friend, is in great peril (below 50% HP).

Target explodes from the inside so this fire damage ignores external sources of Fire Resistance and WILL hurt robots and non-living opponents unless they are specifically immune to fire, such as a Dragon.

On a Crit the target is set alight for 5d10 fire damage per turn (see Spirit of Flame)

[352] Unlike some other special attacks that deal lightning damage, Laguna Blade does NOT cause target to lose AP

[353] This attack ends the Charge if it hits.

If this attack misses the wielder must pass an AGI check or be knocked down

## Weapon Comparison Chart (changes)

[354] Make an opposed STR check with a bonus of +1 for every 10 damage before armor (max +5) that you inflicted with the attack. For every degree of success you achieve on the opposed roll, you knock the target 1 foot away, so long as the target is not more than one size larger than you. Should your target contact a solid object before the end of her movement, she and the object take 2 damage per foot of remaining movement up to the object's current HP plus DT.

NOTE: unlike a Slam, no AGI check is required if this attack misses

[355] This Mod can be installed with Mechanics 25 OR Firearms 50.

Using a Workbench counts your Mechanics and Science as 10 points higher.

[356] This Mod can be installed with Mechanics 25 or Firearms 50. A Workbench is required to install this Mod and does not provide a bonus to Mechanics and Science.

[357] The advantage of building this Mod yourself is that you can use a looted .357 Revolver and not have to rely on buying a Rare Mod from a merchant

[358] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.

[359] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.

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[363] This is to alter the existing Bolt. No check is needed if the Quiet Bolt Mod is bought/found

[364] One roll to hit

[365] Existing prewar stock should be used instead

[366] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.

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[368] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.

[369] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.

[370] Existing prewar stock should be used instead



## Weapon Comparison Chart (changes)

[371] Magically Augmented Spark Rifle

[372] Existing prewar stock should be used instead

[373] Existing prewar stock should be used instead

[374] Mechanics 50 AND Science 75 are needed to make this Mod. A Workbench is also required.

[375] Existing prewar stock should be used instead

[376] Creating this Mod would require an experienced gunsmith with access to a machine shop (or equivalent) and high-quality materials. Cannot be created by player characters. Prewar stock kept in good condition should be used instead.

[377] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.

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[383] Existing prewar stock should be used instead

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[386] Existing prewar stock should be used instead

[387] Existing prewar stock should be used instead

[388] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.

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[390] Creating this Mod is beyond the scope of postwar Equestria. Prewar stock kept in good condition should be used instead.

[391] Only effects biological opponents

[392] Only effects living biological opponents or machines

[393] Only effects living biological opponents

[394] Only effects living biological opponents

[395] Effects any opponent, but less so against large or sturdy targets. Ponies are Size 0. Size 1 or 2 targets count their STR as +2 higher for the STR check. Size 2 targets are also knocked half as far. Size 3+ targets are immune.

## Weapon Comparison Chart (changes)

- [396] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.
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- [402] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.
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- [406] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.
- [407] the damage at 70AP plus the Scythe's Reach and Crippling attacks make it a useful weapon.
- [408] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.
- [409] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.
- [410] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.
- [411] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.
- [412] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.

## Weapon Comparison Chart (changes)

- [413] Should your target contact a solid object before the end of her movement, she and the object take +1d10 damage per yard of remaining movement.
- [414] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account
- [415] Using Burst Fire
- [416] Damage for that AP (column locked row is dynamic)  
CHANGE LETTER MANUALLY  
G then H then I then J
- [417] DT of target (row locked, column is dynamic)
- [418] to round down Max AP/AP Cost
- [419] Max AP (row is locked, column is dynamic)
- [420] AP cost (column is locked, row dynamic)
- [421] these are brackets
- [422] they end things
- [423] FOR SHOTGUNS
- [424] FOR AUTO (burst fire)
- [425] The Colt does good damage but suffers greatly against DT and is a short range weapon
- [426] A liberty was taken here to differentiate the 5.56mm pistol by making it Medium range even though its Spread statistic is as poor in-game as the other pistols.  
Damage-wise the Colt .45 will beat it against unarmoured targets but it will do better against DT, and at Range.
- [427] The Battle Rifle rivals the Colt .45 for damage at 75AP while proving worse if less AP is available. It has the advantage of being Medium ranged, suffers less against DT and should need to reload less frequently, however it does have a significantly higher STR req to make up for this.  
The Battle Rifle is a fairly all-round weapon and could be used as a character's only gun.
- [428] The Sniper Rifle is kind of tricky. Statistically it is very similar to the Battle Rifle with its damage being more variable but averaging lower. As a Sniper-class weapon it has the significant advantage of ignoring range penalties but this comes at the cost of being hard to use if the target is at Point Blank and it has a significantly smaller Mag size meaning more frequent reloads. The Sniper Rifle will work very well if the character carries a backup weapon for shorter ranges.
- [429] The Trail Carbine does good damage per shot but has an awkward AP cost. As a Long Range weapon it makes a good alternative to the Sniper Rifle if there is less AP to spend and it does not suffer at Point Blank due to being a carbine. The Sniper will beat it at extreme range and at certain AP values but the Trail Carbine's larger Magazine, slightly lower STR req, and better result against DT make it useful in many situations.
- [430] Ignores half DT

## Weapon Comparison Chart (changes)

[431] For the Zebra Rifle I'm thinking of removing the Full Auto ability in exchange for making each bullet more powerful, resulting in improved Burst Fire. Otherwise RoF and Full Auto need to be looked at in more detail.

[432] Browning Automatic.

This is a heavy weapon with a very high STR req so it almost requires a Battle Saddle to be effective. As such we can let it do good damage with its 2-shot bursts with the option to go Full Auto for more possible damage when the situation allows it. The higher damage per bullet also makes it suffer less than other Automatic weapons against DT.

[433] Fires in Bursts of 2

[434] As a magic automatic weapon I'm weary of upping the damage more. The slight -DT will help against armour and the 3x Crit damage (combined with the amount of shots) could result in crazy damage.

Will look into with more detail along with other Automatic weapons.

[435] Fires in Bursts of 3

[436] Added this to give a Long Ranged Magic Weapon at this bracket.

Since it is based on the LAER from Old World Blues the critical damage is much less than other Magic Weapons but on a crit it deals bonus damage to robots/power armour ('AX Light')

[437] Magically Augmented Spark Rifle.

Similar to the Trail Carbine, the MASR deals less damage and is not a Carbine, but it does have -2DT, a larger Mag size, a faster reload, and a slightly lower STR req.

Unlike other Magic Weapons the critical damage is only 2x normal but then adds Anti-Matrix (Light)

[438] This becomes kind of like a magical version of the Battle Rifle. It's a good all-round weapon being Medium Ranged and makes up for its lower damage with the -2DT, increased Critical damaged, +2% Crit chance, and much lower STR req.

[439] Comparing to the Plasma Rifle, the Tri beam's damage is very good against no/low DT but it suffers greatly against armour, is Short ranged, doesn't have the Plasma's crit chance bonus, and is very expensive per shot.

[440] One roll to hit

[441] Each beam. Fires 3 at once

[442] The DB Shotgun is great even if a character has just 50AP, such as after moving or performing another action. It does very very good damage for that AP but getting a second shot in one turn is virtually unattainable.

The Hunting Shotgun will beat it if enough AP is available but it does suffer less against DT

[443] one roll to hit

[444] Each shot. Fires 2 at once

[445] perhaps just lower the cost so it can be T2?

[446] Very good for a high AGI character with its -DT effect.

[447] Quick and doesn't rely as much on STR as some weapons. Suffers against DT.

[448] A great all around weapon for a Melee user. Needs a decent amount of AP and STR but it does okay vs DT.

## Weapon Comparison Chart (changes)

[449] Big slow hits that rely on STR to deal damage. Makes it good for DT.

[450] A sledgehammer plus power supply.

On Crit: Anti-Matrix

Similar to the Bumper Sword but even more STR reliant. Less damage but it has the Anti-Matrix crit effect.

[451] Comparable to Bumper Sword but has the Crippling special rule

[452] Less damage than other weapons but it also sets things on fire

\*Crafted\*

[453] Great damage even with low STR, similar to the Bowie Knife. However the Ripper's half DT effect keeps it useful against armour.

[454] The less AP-intensive brother of the Bumper Sword

[455] Ignores half DT, Magic, Charging, Reach

[456] The same damage as the Yaoi Gui helmet in T2 but the Hellhound Helmet ignores ALL DT.

\*Crafted\*

[457] Damage here is kept low since it is a specialist weapon. The Anti-Matrix damage it does is huge on every attack.

[458] Possibly better damage than the Gladius but it relies on higher STR.

[459] Slower and less damaging than the Power Hoof but it features the Repulser effect.

[460] A supercharged version of the Solaris Hoof. Much slower but it deals the same damage in 2 hits as the regular version does in 3.

Causes Fire damage on crit, bonus crit and crit fail chance.

What could go wrong?

[461] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account

[462] Using Burst Fire

[463] Damage for that AP (column locked row is dynamic)

CHANGE LETTER MANUALLY

G then H then I then J

[464] DT of target (row locked, column is dynamic)

[465] to round down Max AP/AP Cost

[466] Max AP (row is locked, column is dynamic)

[467] AP cost (column is locked, row dynamic)

[468] these are brackets

[469] they end things

[470] Bloody Mess + Armed and Dangerous/Buck Rogers/etc

[471] FOR SHOTGUNS

## Weapon Comparison Chart (changes)

[472] Gladiator Pony/Lead Rain

[473] FOR AUTO (burst fire)

[474] 30 action filly 2  
(80)

[475] Agi 9 + Kamakaze

Agi 7 + Action Filly1

Agi 4 + Kamakaze and AF1

[476] Agi 10 + Action Filly1

Agi 7 + Kamakaze and AF1

Agi 5 + Action Filly1+2

[477] Agi 9 + Kamakaze and AF1

Agi 7 + Action Filly2

Agi 4 + Kamakaze and AF2

[478] Ignores 2 DT

[479] Fires in Burst of 3.

Ignores 2 DT

[480] Ignores 2 DT

[481] Reloads between each shot

[482] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

Ignores half DT

[483] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

Ignores 2 DT

[484] Ignores 2 DT

[485] Tesla Cannon

Ignores 2 DT

[486] Fire in Burst of 3

[487] Fire in Burst of 3

[488] Agi 9 + Kamakaze

Agi 7 + Action Filly1

Agi 4 + Kamakaze and AF1

## Weapon Comparison Chart (changes)

[489] Agi 10 + Action Filly1  
Agi 7 + Kamakaze and AF1  
Agi 5 + Action Filly1+2

[490] Agi 9 + Kamakaze and AF1  
Agi 7 + Action Filly2  
Agi 4 + Kamakaze and AF2

[491] Ignores All DT

[492] Ignores All DT

[493] Ignores ALL DT

[494] vs DT 10

Buckshot = -30 dam

Flechett = -20 dam

Slug = -1d10, -20 dam

Maybe Flechette should be more expensive and ignore 10DT?

[495] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account

[496] Using Burst Fire

[497] Damage for that AP (column locked row is dynamic)

CHANGE LETTER MANUALLY

G then H then I then J

[498] DT of target (row locked, column is dynamic)

[499] to round down Max AP/AP Cost

[500] Max AP (row is locked, column is dynamic)

[501] AP cost (column is locked, row dynamic)

[502] these are brackets

[503] they end things

[504] FOR SHOTGUNS

[505] FOR AUTO (burst fire)

[506] This is a good baseline weapon to start from. It is situationally better than a .357 against low DT targets and/or if the character has less than 75 AP.

[507] If the character has 75AP+ to use then this weapon is better than a 10mm pistol Vs targets with 5+ DT

[508] This weapon is functionally similar to a 10mm pistol. Its damage is lower but it makes up for it in other ways (-2DT, 3x Crit damage, even lower STR req, being Medium Ranged.)

## Weapon Comparison Chart (changes)

[509] Comparing this to the other magic weapon (the M.E. Pistol) we can see that the pistol pulls ahead at the 75 AP mark and the rifle takes the lead at 80 AP. The rifle is also superior vs high DT and has longer range and recharging ammo. But it is also a LOT heavier and has a much higher STR req.

Maybe just make more expensive as well.

[510] comparing to the .357 revolver (also 25 AP), the Varmint rifle does less damage but is Long range instead of Short and has a faster reload.

[511] Comparable to the 10mm pistol. The lower damage is made up for by greater range (Medium) and lower STR requirement.

[512] This weapon is already at its most effective with just 60 AP available. It suffers greatly vs DT but damage-wise it does well for itself, especially when Full Auto is an option.

It may be a little too good when you consider Full Auto.

Possibly reduce Dam slightly? Will look into with more detail.

[513] As a shotgun it is most useful at close range. The very high AP cost means it delivers its damage in a single big hit. This makes it good for dealing damage even if the character spends AP on others actions like moving. None of the other weapons can match it with just 45 AP to spend.

[514] As a shotgun it is most useful at close range. The very high AP cost means it delivers its damage in a single big hit. This makes it good for dealing damage even if the character spends AP on others actions like moving. None of the other weapons can match it with just 45 AP to spend.

[515] As a shotgun it is most useful at close range. The very high AP cost means it delivers its damage in a single big hit. This makes it good for dealing damage even if the character spends AP on others actions like moving. None of the other weapons can match it with just 45 AP to spend.

[516] Similiar to the Single Shotgun, the Caravan Shotgun does huge damage for only 60 AP and even if more AP is available for attacks, this weapon out damages its peers. However this advantage is made up for by its range penalty and it will still be outclassed vs high DT.

Lowering the damage does not seem necessary.

[517] Similiar to the Single Shotgun, the Caravan Shotgun does huge damage for only 60 AP and even if more AP is available for attacks, this weapon out damages its peers. However this advantage is made up for by its range penalty and it will still be outclassed vs high DT.

Lowering the damage does not seem necessary.



## Weapon Comparison Chart (changes)

[518] Similar to the Single Shotgun, the Caravan Shotgun does huge damage for only 60 AP and even if more AP is available for attacks, this weapon outdamages its peers. However this advantage is made up for by its range penalty and it will still be outclassed vs high DT.

Lowering the damage does not seem necessary.

[519] If the cost goes up a little then it fits into T2 quite nicely

[520] as an AOE weapon we can't really compare it to the others but the damage is in a decent spot even against a single target.

[521] Also seems to be pretty decent for a specialist weapon. If you have the AP for it then it can get close to Laser pistol or Varmint Rifle damage while being Silent etc.

[522] The Police Pistol is situationally better than the .44 Revolver. The Police Pistol does better damage if available AP is lower than 75 and about the same at 80. It suffers more against DT but also uses cheaper ammo and has a \*slightly\* lower STR req.

[523] Better than the Police Pistol vs high DT but it needs more available AP to be fully effective.

[524] Similar to the Police Pistol but its damage is more variable and it has a higher STR req in exchange for being longer ranged

[525] Comparing this to the .44 Revolver, its damage is lower but the difference is tighter against DT and the Plasma Pistol has other advantages, such as the 3x Crit damage multiplier, the +2% crit chance, the very low STR req, and a much larger mag size.

[526] Comparing this to the Plasma Pistol, it does better damage before 75AP and about the same after that. It also suffers more against DT. It has the advantage of medium range and free ammo, while the plasma pistol has the bonus critical chance and is cheaper to buy.

[527] The Hunting Rifle is in a good position. It does good damage for only 70AP and is only outdamaged at higher AP values. It is also long ranged and suffers far less against DT.

[528] This is situationally better than the Hunting Rifle, such as before 70 AP or when the character has a low STR. At 75AP+ it does about the same as a hunting rifle against unarmoured targets but performs worse vs DT.

[529] The damage is good at 60AP but gets outclassed at higher AP amounts. If through traits/perks a character can get 90AP then the damage will be very good.

[530] The damage is pretty good, even at 60AP, but it does suffer a fair bit against DT.

With Full Auto it may be too good... will look into with more detail

[531] Similar to the Assault Rifle, this does less damage but comes with a Silencer and Scope.

Will need to look into Full Auto more.

[532] The damage is especially good at 80AP and does quite well at 60AP. Compared to the other Long Range weapons, it only really catches up at 80AP but has the advantage of being a magic weapon, such as -2 DT and 3x Crit damage.

[533] the SMGs are similar to the auto rifles but are Short Ranged with a higher rate of fire.

## Weapon Comparison Chart (changes)

[534] the SMGs are similar to the auto rifles but are Short Ranged with a higher rate of fire.

[535] This is fairly unique as its effective range is limited to Point Blank. It does very good damage for 70 AP if you are that close against an unarmoured target but facing a little DT and/or having more available AP then other weapons catch up or surpass it.

Compared to the Riot Shotgun it needs less AP to be effective and suffers less from DT but is even more limited by range and cannot take advantage of higher AP amounts.

[536] A little too much damage

[537] This is fairly unique as its effective range is limited to Point Blank. It does very good damage for 70 AP if you are that close against an unarmoured target but facing a little DT and/or having more available AP then other weapons catch up or surpass it.

Compared to the Riot Shotgun it needs less AP to be effective and suffers less from DT but is even more limited by range and cannot take advantage of higher AP amounts.

[538] Similar to the Anti Pony grenade rifle, this already does good single target damage.

[539] The LMG (at least its Rate of Fire) may need to be looked at more.

[540] The Colt does good damage but suffers greatly against DT and is a short range weapon

[541] A liberty was taken here to differentiate the 5.56mm pistol by making it Medium range even though its Spread statistic is as poor in-game as the other pistols.

Damage-wise the Colt .45 will beat it against unarmoured targets but it will do better against DT, and (of course) at Range.

[542] The Battle Rifle rivals the Colt .45 for damage at 75AP while proving worse if less AP is available. It has the advantage of being Medium ranged, suffers less against DT and should need to reload less frequently, however it does have a significantly higher STR req to make up for this.

The Battle Rifle is a fairly all-round weapon and could be used as a character's only gun.

[543] The Sniper Rifle is knid of tricky. Statistically it is very similar to the Battle Rifle with its damage being more variable but averaging lower. As a Sniper-class weapon it has the significant advantage of ignoring range penalties but this comes at the cost of being hard to use if the target is at Point Blank and it has a significantly smaller Mag size meaning more frequent reloads. The Sniper Rifle will work very well if the character carries a backup weapon for shorter ranges.

[544] The Trail Carbine does good damage per shot but has an awkward AP cost. As a Long Range weapon it makes a good alternative to the Sniper Rifle if there is less AP to spend and it does not suffer at Point Blank due to being a carbine. The Sniper will beat it at extreme range and at certain AP values but the Trail Carbine's larger Magazine, slightly lower STR req, and better result against DT make it usefull in many situations.

[545] Ignores half DT

[546] Ignores half DT

[547] Ignores half DT

[548] Ignores half DT

## Weapon Comparison Chart (changes)

[549] Ignores half DT

[550] For the Zebra Rifle I'm thinking of removing the Full Auto ability in exchange for making each bullet more powerful, resulting in improved Burst Fire. Otherwise RoF and Full Auto need to be looked at in more detail.

[551] Fires in Bursts of 2

[552] Fires in Bursts of 2

[553] Browning Automatic.

This is a heavy weapon with a very high STR req so it almost requires a Battle Saddle to be effective. As such we can let it do good damage with its 2-shot bursts with the option to go Full Auto for more possible damage when the situation allows it. The higher damage per bullet also makes it suffer less than other Automatic weapons against DT.

[554] Fires in Bursts of 2

[555] Fires in Bursts of 2

[556] Fires in Bursts of 3

[557] Fires in Bursts of 3

[558] As a magic automatic weapon I'm weary of upping the damage more. The slight -DT will help against armour and the 3x Crit damage (combined with the amount of shots) could result in crazy damage.

Will look into with more detail along with other Automatic weapons.

[559] Fires in Bursts of 3

[560] Burst Fire 3.  
Ignores 2 DT.

[561] Fires in Bursts of 3

[562] Added this to give a Long Ranged Magic Weapon at this bracket.

Since it is based on the LAER from Old World Blues the critical damage is much less than other Magic Weapons but on a crit it deals bonus damage to robots/power armour ('AX Light')

[563] Magic Assisted Spark Rifle.

Similar to the Trail Carbine, the MASR deals less damage and is not a Carbine, but it does have -2DT, a larger Mag size, a faster reload, and a slightly lower STR req.

Unlike other Magic Weapons the critical damage is only 2x normal but then adds Anti-Matrix (Light)

[564] This becomes kind of like a magical version of the Battle Rifle. It's a good all-round weapon being Medium Ranged and makes up for its lower damage with the -2DT, increased Critical damaged, +2% Crit chance, and much lower STR req.

[565] One roll to hit

[566] Each beam. Fires 3 at once

## Weapon Comparison Chart (changes)

[567] Comparing to the Plasma Rifle, the Tri beam's damage is very good against no/low DT but it suffers greatly against armour, is Short ranged, doesn't have the Plasma's crit chance bonus, and is very expensive per shot.

[568] One roll to hit

[569] Each beam. Fires 3 at once

[570] One roll to hit

[571] Each beam. Fires 3 at once

[572] If the character has enough AP for it (and the target is close) then the Hunting Shotgun deals a lot of damage. Like other shotguns it suffers against DT and loses power at range, making it good in some situations and poor in others.

[573] The DB Shotgun is great even if a character has just 50AP, such as after moving or performing another action. It does very very good damage for that AP but getting a second shot in one turn is virtually unattainable.

The Hunting Shotgun will beat it if enough AP is available but it does suffer less against DT

[574] one roll to hit

[575] Each shot. Fires 2 at once

[576] one roll to hit

[577] Each shot. Fires 2 at once

[578] The DB Shotgun is great even if a character has just 50AP, such as after moving or performing another action. It does very very good damage for that AP but getting a second shot in one turn is virtually unattainable.

The Hunting Shotgun will beat it if enough AP is available but it does suffer less against DT

[579] one roll to hit

[580] Each shot. Fires 2 at once

[581] perhaps just lower the cost so it can be T2?

[582] Ignores 2 DT

[583] Ignores half DT

[584] Fires in Burst of 3.

Ignores 2 DT

[585] one roll to hit

[586] Ignores 2 DT

[587] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

Ignores half DT

## Weapon Comparison Chart (changes)

[588] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

Ignores 2 DT

[589] Ignores 2 DT

[590] Tesla Cannon

Ignores 2 DT

[591] Fire in Burst of 3

[592] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account

[593] Using Burst Fire

[594] Damage for that AP (column locked row is dynamic)

CHANGE LETTER MANUALLY

G then H then I then J

[595] DT of target (row locked, column is dynamic)

[596] to round down Max AP/AP Cost

[597] Max AP (row is locked, column is dynamic)

[598] AP cost (column is locked, row dynamic)

[599] these are brackets

[600] they end things

[601] FOR SHOTGUNS

[602] FOR AUTO (burst fire)

[603] This is a good baseline weapon to start from. It is situationally better than a .357 against low DT targets and/or if the character has less than 75 AP.

[604] If the character has 75AP+ to use then this weapon is better than a 10mm pistol Vs targets with 5+ DT

[605] If the character has 75AP+ to use then this weapon is better than a 10mm pistol Vs targets with 5+ DT

[606] This weapon is functionally similar to a 10mm pistol. Its damage is lower but it makes up for it in other ways (-2DT, 3x Crit damage, even lower STR req, being Medium Ranged.)

[607] This weapon is functionally similar to a 10mm pistol. Its damage is lower but it makes up for it in other ways (-2DT, 3x Crit damage, even lower STR req, being Medium Ranged.)

## Weapon Comparison Chart (changes)

[608] Comparing this to the other magic weapon (the M.E. Pistol) we can see that the pistol pulls ahead at the 75 AP mark and the rifle takes the lead at 80 AP. The rifle is also superior vs high DT and has longer range and recharging ammo. But it is also a LOT heavier and has a much higher STR req.

Maybe just make more expensive as well.

[609] comparing to the .357 revolver (also 25 AP), the Varmint rifle does less damage but is Long range instead of Short and has a faster reload.

[610] Comparable to the 10mm pistol. The lower damage is made up for by greater range (Medium) and lower STR requirement.

[611] Comparable to the 10mm pistol. The lower damage is made up for by greater range (Medium) and lower STR requirement.

[612] This weapon is already at its most effective with just 60 AP available. It suffers greatly vs DT but damage-wise it does well for itself, especially when Full Auto is an option.

It may be a little too good when you consider Full Auto.

Possibly reduce Dam slightly? Will look into with more detail.

[613] As a shotgun it is most useful at close range. The very high AP cost means it delivers its damage in a single big hit. This makes it good for dealing damage even if the character spends AP on others actions like moving. None of the other weapons can match it with just 45 AP to spend.

[614] As a shotgun it is most useful at close range. The very high AP cost means it delivers its damage in a single big hit. This makes it good for dealing damage even if the character spends AP on others actions like moving. None of the other weapons can match it with just 45 AP to spend.

[615] Similiar to the Single Shotgun, the Caravan Shotgun does huge damage for only 60 AP and even if more AP is available for attacks, this weapon out damages its peers. However this advantage is made up for by its range penalty and it will still be outclassed vs high DT.

Lowering the damage does not seem necessary.

[616] Similiar to the Single Shotgun, the Caravan Shotgun does huge damage for only 60 AP and even if more AP is available for attacks, this weapon out damages its peers. However this advantage is made up for by its range penalty and it will still be outclassed vs high DT.

Lowering the damage does not seem necessary.

[617] as an AOE weapon we can't really compare it to the others but the damage is in a decent spot even against a single target.

[618] as an AOE weapon we can't really compare it to the others but the damage is in a decent spot even against a single target.

[619] Also seems to be pretty decent for a specialist weapon. If you have the AP for it then it can get close to Laser pistol or Varmint Rifle damage while being Silent etc.

[620] Reduced damage by a little here as it was a bit too effective with super high SPECIAL.

## Weapon Comparison Chart (changes)

[621] Similar to the Machete, it requires more STR to deal the same damage but it also has the Crippling rule.

[622] comparing the Sword to the Machete, the Sword is best used at 75AP and does about the same at 80AP. With less AP or against DT the machete does better.

Comparing to the 10mm pistol, the sword equals the pistol for damage at 75AP with STR 7. With higher STR and/or against DT the sword does better.

[623] Good for just 60AP and suffers less from DT than faster weapons. In addition it has the Reach and Charging special rules.

[624] A cheap weapon that isn't likely to be used by a player. Simply to add variety.

[625] A cheap weapon that isn't likely to be used by a player. Simply to add variety.

[626] deals Stun damage (and ignores DT)

[627] Relies on the character having high STR and 70AP to use properly.

[628] Ignores 5 DT.

Compared to the Machete this relies on STR more but features the -DT effect.

[629] Damage increased a little so that it beats

[630] Damage is less than Brass Shoes but it does better against DT

[631] for an AGI-based weapon the damage seems fine

[632] for an AGI-based weapon the damage seems fine

[633] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account

[634] Using Burst Fire

[635] Damage for that AP (column locked row is dynamic)

CHANGE LETTER MANUALLY

G then H then I then J

[636] DT of target (row locked, column is dynamic)

[637] to round down Max AP/AP Cost

[638] Max AP (row is locked, column is dynamic)

[639] AP cost (column is locked, row dynamic)

[640] these are brackets

[641] they end things

[642] FOR SHOTGUNS

[643] FOR AUTO (burst fire)

## Weapon Comparison Chart (changes)

[644] The Police Pistol is situationally better than the .44 Revolver. The Police Pistol does better damage if available AP is lower than 75 and about the same at 80. It suffers more against DT but also uses cheaper ammo and has a \*slightly\* lower STR req.

[645] Better than the Police Pistol vs high DT but it needs more available AP to be fully effective.

[646] Comparing this to the .44 Revolver, its damage is lower but the difference is tighter against DT and the Plasma Pistol has other advantages, such as the 3x Crit damage multiplier, the +2% crit chance, the very low STR req, and a much larger mag size.

[647] Comparing this to the .44 Revolver, its damage is lower but the difference is tighter against DT and the Plasma Pistol has other advantages, such as the 3x Crit damage multiplier, the +2% crit chance, the very low STR req, and a much larger mag size.

[648] Comparing this to the .44 Revolver, its damage is lower but the difference is tighter against DT and the Plasma Pistol has other advantages, such as the 3x Crit damage multiplier, the +2% crit chance, the very low STR req, and a much larger mag size.

[649] Comparing this to the Plasma Pistol, it does better damage before 75AP and about the same after that. It also suffers more against DT. It has the advantage of medium range and free ammo, while the plasma pistol has the bonus critical chance and is cheaper to buy.

[650] The Hunting Rifle is in a good position. It does good damage for only 70AP and is only outdamaged at higher AP values. It is also long ranged and suffers far less against DT.

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[652] The Hunting Rifle is in a good position. It does good damage for only 70AP and is only outdamaged at higher AP values. It is also long ranged and suffers far less against DT.

[653] This is situationally better than the Hunting Rifle, such as before 70 AP or when the character has a low STR. At 75AP+ it does about the same as a hunting rifle against unarmoured targets but performs worse vs DT.

[654] This is situationally better than the Hunting Rifle, such as before 70 AP or when the character has a low STR. At 75AP+ it does about the same as a hunting rifle against unarmoured targets but performs worse vs DT.

[655] The damage is good at 60AP but gets outclassed at higher AP amounts. If through traits/perks a character can get 90AP then the damage will be very good.

[656] The damage is pretty good, even at 60AP, but it does suffer a fair bit against DT.

With Full Auto it may be too good... will look into with more detail

[657] Similar to the Assault Rifle, this does less damage but comes with a Silencer and Scope.

Will need to look into Full Auto more.

[658] The damage is especially good at 80AP and does quite well at 60AP. Compared to the other Long Range weapons, it only really catches up at 80AP but has the advantage of being a magic weapon, such as -2 DT and 3x Crit damage.



## Weapon Comparison Chart (changes)

[659] The damage is especially good at 80AP and does quite well at 60AP. Compared to the other Long Range weapons, it only really catches up at 80AP but has the advantage of being a magic weapon, such as -2 DT and 3x Crit damage.

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[661] The damage is especially good at 80AP and does quite well at 60AP. Compared to the other Long Range weapons, it only really catches up at 80AP but has the advantage of being a magic weapon, such as -2 DT and 3x Crit damage.

[662] The splitter will also reduce the range to Medium.

[663] The damage is especially good at 80AP and does quite well at 60AP. Compared to the other Long Range weapons, it only really catches up at 80AP but has the advantage of being a magic weapon, such as -2 DT and 3x Crit damage.

[664] the SMGs are similar to the auto rifles but are Short Ranged with a higher rate of fire.

[665] the SMGs are similar to the auto rifles but are Short Ranged with a higher rate of fire.

[666] This is fairly unique as its effective range is limited to Point Blank. It does very good damage for 70 AP if you are that close against an unarmoured target but facing a little DT and/or having more available AP than other weapons catch up or surpass it.

Compared to the Riot Shotgun it needs less AP to be effective and suffers less from DT but is even more limited by range and cannot take advantage of higher AP amounts.

[667] Against an unarmoured target it would be well worth switching to the Riot Shotgun at close range especially with 80+ AP to spend. It is much less effective vs DT and as a shotgun its useful range is limited.

[668] Similar to the Anti Pony grenade rifle, this already does good single target damage.

[669] The LMG (at least its Rate of Fire) may need to be looked at more.

[670] a Combat Knife is quick and does okay even without a high STR, however it has problems against DT

[671] Compared to Spiked Shoes, the Cutlass is better vs DT but needs more AP to be effective and relies on high STR.

[672] the Hatchet relies on STR and has a slow attack but suffers little from DT. It is effective with little AP spent but is out matched if more AP is available.

[673] A gimmick rather than an effective weapon

[674] The Sledgehammer does great damage at 70AP if the character has very very high STR. Because of its big slow hits, DT is much less of an issue for it. However that AP cost means a character is unlikely to get a second swing if they had to move that turn.

[675] Similar to the Sledgehammer but less STR dependant. Requires a lot of available AP to get its second attack off.

[676] Ignores half DT

[677] Decent damage that gets very good with 80AP+ to spend. Its armour piercing effect also makes it good vs DT.

[678] Does good damage even with low AP and is made better by its Crippling effect.

## Weapon Comparison Chart (changes)

- [679] Damage is reliant on STR but is pretty good at lowish AP values. As AP increases other weapons surpass it but it is still okay vs DT.
- [680] Damage very reliant on STR. With high STR and 75AP+ it will quickly out damage Spiked Shoes against any target with DT.
- [681] Similar to the T1 Knife Spear, this gains 1d10 damage and the Magic rule for larger Crits
- [682] Ignores 5 DT
- [683] A very good weapon in the hooves of a high AGI character. It's -5DT pierce effect even helps it against armour.
- [684] the damage at 70AP plus the Scythe's Reach and Crippling attacks make it a useful weapon.
- [685] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account
- [686] Using Burst Fire
- [687] Damage for that AP (column locked row is dynamic)  
CHANGE LETTER MANUALLY  
G then H then I then J
- [688] DT of target (row locked, column is dynamic)
- [689] to round down Max AP/AP Cost
- [690] Max AP (row is locked, column is dynamic)
- [691] AP cost (column is locked, row dynamic)
- [692] these are brackets
- [693] they end things
- [694] FOR SHOTGUNS
- [695] FOR AUTO (burst fire)
- [696] The Colt does good damage but suffers greatly against DT and is a short range weapon
- [697] A liberty was taken here to differentiate the 5.56mm pistol by making it Medium range even though its Spread statistic is as poor in-game as the other pistols.  
Damage-wise the Colt .45 will beat it against unarmoured targets but it will do better against DT, and at Range.
- [698] The Battle Rifle rivals the Colt .45 for damage at 75AP while proving worse if less AP is available. It has the advantage of being Medium ranged, suffers less against DT and should need to reload less frequently, however it does have a significantly higher STR req to make up for this.  
The Battle Rifle is a fairly all-round weapon and could be used as a character's only gun.
- [699] The Sniper Rifle is kind of tricky. Statistically it is very similar to the Battle Rifle with its damage being more variable but averaging lower. As a Sniper-class weapon it has the significant advantage of ignoring range penalties but this comes at the cost of being hard to use if the target is at Point Blank and it has a significantly smaller Mag size meaning more frequent reloads. The Sniper Rifle will work very well if the character carries a backup weapon for shorter ranges.

## Weapon Comparison Chart (changes)

[700] The Trail Carbine does good damage per shot but has an awkward AP cost. As a Long Range weapon it makes a good alternative to the Sniper Rifle if there is less AP to spend and it does not suffer at Point Blank due to being a carbine. The Sniper will beat it at extreme range and at certain AP values but the Trail Carbine's larger Magazine, slightly lower STR req, and better result against DT make it usefull in many situations.

[701] Ignores half DT

[702] For the Zebra Rifle I'm thinking of removing the Full Auto ability in exchange for making each bullet more powerful, resulting in improved Burst Fire. Otherwise RoF and Full Auto need to be looked at in more detail.

[703] Browning Automatic.

This is a heavy weapon with a very high STR req so it almost requires a Battle Saddle to be effective. As such we can let it do good damage with its 2-shot bursts with the option to go Full Auto for more possible damage when the situation allows it. The higher damage per bullet also makes it suffer less than other Automatic weapons against DT.

[704] Fires in Bursts of 2

[705] As a magic automatic weapon I'm weary of upping the damage more. The slight -DT will help against armour and the 3x Crit damage (combined with the amount of shots) could result in crazy damage.

Will look into with more detail along with other Automatic weapons.

[706] Fires in Bursts of 3

[707] Added this to give a Long Ranged Magic Weapon at this bracket.

Since it is based on the LAER from Old World Blues the critical damage is much less than other Magic Weapons but on a crit it deals bonus damage to robots/power armour ('AX Light')

[708] Magic Assisted Spark Rifle.

Similar to the Trail Carbine, the MASR deals less damage and is not a Carbine, but it does have -2DT, a larger Mag size, a faster reload, and a slightly lower STR req.

Unlike other Magic Weapons the critical damage is only 2x normal but then adds Anti-Matrix (Light)

[709] This becomes kind of like a magical version of the Battle Rifle. It's a good all-round weapon being Medium Ranged and makes up for its lower damage with the -2DT, increased Critical damaged, +2% Crit chance, and much lower STR req.

[710] Comparing to the Plasma Rifle, the Tri beam's damage is very good against no/low DT but it suffers greatly against armour, is Short ranged, doesn't have the Plasma's crit chance bonus, and is very expensive per shot.

[711] One roll to hit

[712] Each beam. Fires 3 at once

[713] Comparing to the Plasma Rifle, the Tri beam's damage is very good against no/low DT but it suffers greatly against armour, is Short ranged, doesn't have the Plasma's crit chance bonus, and is very expensive per shot.

[714] One roll to hit

[715] Each beam. Fires 3 at once

## Weapon Comparison Chart (changes)

[716] Comparing to the Plasma Rifle, the Tri beam's damage is very good against no/low DT but it suffers greatly against armour, is Short ranged, doesn't have the Plasma's crit chance bonus, and is very expensive per shot.

[717] One roll to hit

[718] Each beam. Fires 3 at once

[719] If the character has enough AP for it (and the target is close) then the Hunting Shotgun deals a lot of damage. Like other shotguns it suffers against DT and loses power at range, making it good in some situations and poor in others.

[720] The DB Shotgun is great even if a character has just 50AP, such as after moving or performing another action. It does very very good damage for that AP but getting a second shot in one turn is virtually unattainable.

The Hunting Shotgun will beat it if enough AP is available but it does suffer less against DT

[721] one roll to hit

[722] Each shot. Fires 2 at once

[723] perhaps just lower the cost so it can be T2?

[724] Ignores 5 DT

[725] Ignores 5 DT

[726] Ignores 5 DT

[727] A sledgehammer plus power supply.

[728] Comparable to Bumper Sword but has the Crippling special rule

[729] Ignores half DT

[730] Ignores half DT

[731] Ignores half DT, Magic, Charging, Reach

[732] Ignores DT

[733] Anti Matrix

[734] Damage here is kept low since it is a specialist weapon. The Anti-Matrix damage it does is huge.

[735] Repluser

[736] What could go wrong?

[737] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account

[738] Using Burst Fire

[739] Damage for that AP (column locked row is dynamic)

CHANGE LETTER MANUALLY

G then H then I then J

## Weapon Comparison Chart (changes)

[740] DT of target (row locked, column is dynamic)

[741] to round down Max AP/AP Cost

[742] Max AP (row is locked, column is dynamic)

[743] AP cost (column is locked, row dynamic)

[744] these are brackets

[745] they end things

[746] FOR SHOTGUNS

[747] FOR AUTO (burst fire)

[748] Agi 9 + Kamakaze

Agi 7 + Action Filly1

Agi 4 + Kamakaze and AF1

[749] Agi 10 + Action Filly1

Agi 7 + Kamakaze and AF1

Agi 5 + Action Filly1+2

[750] Agi 9 + Kamakaze and AF1

Agi 7 + Action Filly2

Agi 4 + Kamakaze and AF2

[751] Ignores 2 DT

[752] Fires in Burst of 3.

Ignores 2 DT

[753] Ignores 2 DT

[754] Reloads between each shot

[755] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

Ignores half DT

[756] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

Ignores 2 DT

[757] Ignores 2 DT

[758] Tesla Cannon

Ignores 2 DT

[759] Fire in Burst of 3

## Weapon Comparison Chart (changes)

[760] Agi 9 + Kamakaze  
Agi 7 + Action Filly1  
Agi 4 + Kamakaze and AF1

[761] Agi 10 + Action Filly1  
Agi 7 + Kamakaze and AF1  
Agi 5 + Action Filly1+2

[762] Agi 9 + Kamakaze and AF1  
Agi 7 + Action Filly2  
Agi 4 + Kamakaze and AF2

[763] Ignores 1/2 DT

[764] Ignores All DT, Reach, Charging

[765] Ignores All DT

[766] Ignores ALL DT

[767] Lead Rain

[768] Agi 9 + Kamakaze  
Agi 7 + Action Filly1  
Agi 4 + Kamakaze and AF1

[769] Agi 10 + Action Filly1  
Agi 7 + Kamakaze and AF1  
Agi 5 + Action Filly1+2

[770] Agi 9 + Kamakaze and AF1  
Agi 7 + Action Filly2  
Agi 4 + Kamakaze and AF2

[771] Reloads between each shot

[772] Agi 9 + Kamakaze  
Agi 7 + Action Filly1  
Agi 4 + Kamakaze and AF1

[773] Agi 10 + Action Filly1  
Agi 7 + Kamakaze and AF1  
Agi 5 + Action Filly1+2

[774] Agi 9 + Kamakaze and AF1  
Agi 7 + Action Filly2  
Agi 4 + Kamakaze and AF2

## Weapon Comparison Chart (changes)

[775] Ignores 1/2 DT

[776] Ignores All DT

[777] Ignores ALL DT

[778] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account

[779] Using Burst Fire

[780] Damage for that AP (column locked row is dynamic)

CHANGE LETTER MANUALLY

G then H then I then J

[781] DT of target (row locked, column is dynamic)

[782] to round down Max AP/AP Cost

[783] Max AP (row is locked, column is dynamic)

[784] AP cost (column is locked, row dynamic)

[785] these are brackets

[786] they end things

[787] FOR SHOTGUNS

[788] FOR AUTO (burst fire)

[789] Agi 9 + Kamakaze

Agi 7 + Action Filly1

Agi 4 + Kamakaze and AF1

[790] Agi 10 + Action Filly1

Agi 7 + Kamakaze and AF1

Agi 5 + Action Filly1+2

[791] Agi 9 + Kamakaze and AF1

Agi 7 + Action Filly2

Agi 4 + Kamakaze and AF2

[792] A liberty was taken here to differentiate the 5.56mm pistol by making it Medium range even though its Spread statistic is as poor in-game as the other pistols.

Damage-wise the Colt .45 will beat it against unarmoured targets but it will do better against DT, and (of course) at Range.

[793] The Battle Rifle rivals the Colt .45 for damage at 75AP while proving worse if less AP is available. It has the advantage of being Medium ranged, suffers less against DT and should need to reload less frequently, however it does have a significantly higher STR req to make up for this.

The Battle Rifle is a fairly all-round weapon and could be used as a character's only gun.

## Weapon Comparison Chart (changes)

[794] The Sniper Rifle is kind of tricky. Statistically it is very similar to the Battle Rifle with its damage being more variable but averaging lower. As a Sniper-class weapon it has the significant advantage of ignoring range penalties but this comes at the cost of being hard to use if the target is at Point Blank. The Sniper Rifle will work very well if the character carries a backup weapon for shorter ranges.

[795] The Trail Carbine does good damage per shot but has an awkward AP cost. As a Long Range weapon it makes a good alternative to the Sniper Rifle if there is less AP to spend and it does not suffer at Point Blank due to being a carbine. The Sniper will beat it at extreme range and at certain AP values but the Trail Carbine's larger Magazine, slightly lower STR req, and better result against DT make it useful in many situations.

[796] Ignores half DT

[797] Ignores half DT

[798] Ignores half DT

[799] Ignores half DT

[800] For the Zebra Rifle I'm thinking of removing the Full Auto ability in exchange for making each bullet more powerful, resulting in improved Burst Fire. Otherwise RoF and Full Auto need to be looked at in more detail.

[801] Fires in Bursts of 2

[802] Fires in Bursts of 2

[803] Browning Automatic.

This is a heavy weapon with a very high STR req so it almost requires a Battle Saddle to be effective. As such we can let it do good damage with its 2-shot bursts with the option to go Full Auto for more possible damage when the situation allows it. The higher damage per bullet also makes it suffer less than other Automatic weapons against DT.

[804] Fires in Bursts of 2

[805] Fires in Bursts of 2

[806] Fires in Bursts of 3

[807] Fires in Bursts of 3

[808] As a magic automatic weapon I'm weary of upping the damage more. The slight -DT will help against armour and the 3x Crit damage (combined with the amount of shots) could result in crazy damage.

Will look into with more detail along with other Automatic weapons.

[809] Fires in Bursts of 3

[810] Burst Fire 3.

Ignores 2 DT.

[811] Fires in Bursts of 3



## Weapon Comparison Chart (changes)

[812] Added this to give a Long Ranged Magic Weapon at this bracket.

Since it is based on the LAER from Old World Blues the critical damage is much less than other Magic Weapons but on a crit it deals bonus damage to robots/power armour ('AX Light')

[813] Magic Assisted Spark Rifle.

Similar to the Trail Carbine, the MASR deals less damage and is not a Carbine, but it does have -2DT, a larger Mag size, a faster reload, and a slightly lower STR req.

Unlike other Magic Weapons the critical damage is only 2x normal but then adds Anti-Matrix (Light)

[814] This becomes kind of like a magical version of the Battle Rifle. It's a good all-round weapon being Medium Ranged and makes up for its lower damage with the -2DT, increased Critical damaged, +2% Crit chance, and much lower STR req.

[815] One roll to hit

[816] Each beam. Fires 3 at once

[817] Comparing to the Plasma Rifle, the Tri beam's damage is very good against no/low DT but it suffers greatly against armour, is Short ranged, doesn't have the Plasma's crit chance bonus, and is very expensive per shot.

[818] One roll to hit

[819] Each beam. Fires 3 at once

[820] One roll to hit

[821] Each beam. Fires 3 at once

[822] If the character has enough AP for it (and the target is close) then the Hunting Shotgun deals a lot of damage. Like other shotguns it suffers against DT and loses power at range, making it good in some situations and poor in others.

[823] The DB Shotgun is great even if a character has just 50AP, such as after moving or performing another action. It does very very good damage for that AP but getting a second shot in one turn is virtually unattainable.

The Hunting Shotgun will beat it if enough AP is available but it does suffer less against DT

[824] one roll to hit

[825] Each shot. Fires 2 at once

[826] one roll to hit

[827] Each shot. Fires 2 at once

[828] Agi 9 + Kamakaze

Agi 7 + Action Filly1

Agi 4 + Kamakaze and AF1

[829] Agi 10 + Action Filly1

Agi 7 + Kamakaze and AF1

Agi 5 + Action Filly1+2

## Weapon Comparison Chart (changes)

[830] Agi 9 + Kamakaze and AF1

Agi 7 + Action Filly2

Agi 4 + Kamakaze and AF2

[831] Ignores 2 DT

[832] Ignores half DT

[833] Fires in Burst of 3.

Ignores 2 DT

[834] one roll to hit

[835] Fires in Burst of 3.

Ignores 2 DT

[836] Ignores 2 DT

[837] Reloads between each shot

[838] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

Ignores half DT

[839] Using Full Auto with Rate of Fire 4.

Assuming 100% accuracy and 6 hits.

Ignores 2 DT

[840] Ignores 2 DT

[841] Tesla Cannon

Ignores 2 DT

[842] Fire in Burst of 3

[843] Lead Rain

[844] Agi 9 + Kamakaze

Agi 7 + Action Filly1

Agi 4 + Kamakaze and AF1

[845] Agi 10 + Action Filly1

Agi 7 + Kamakaze and AF1

Agi 5 + Action Filly1+2

[846] Agi 9 + Kamakaze and AF1

Agi 7 + Action Filly2

Agi 4 + Kamakaze and AF2

[847] Ignores 2 DT

## Weapon Comparison Chart (changes)

- [848] Ignores half DT
- [849] Fires in Burst of 3.  
Ignores 2 DT
- [850] one roll to hit
- [851] Fires in Burst of 3.  
Ignores 2 DT
- [852] one roll to hit
- [853] Ignores 2 DT
- [854] Reloads between each shot
- [855] Using Full Auto with Rate of Fire 4.  
Assuming 100% accuracy and 6 hits.  
Ignores half DT
- [856] Using Full Auto with Rate of Fire 4.  
Assuming 100% accuracy and 6 hits.  
Ignores 2 DT
- [857] Ignores 2 DT
- [858] Tesla Cannon  
Ignores 2 DT
- [859] Fire in Burst of 3
- [860] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account
- [861] Using Burst Fire
- [862] Damage for that AP (column locked row is dynamic)  
CHANGE LETTER MANUALLY  
G then H then I then J
- [863] DT of target (row locked, column is dynamic)
- [864] to round down Max AP/AP Cost
- [865] Max AP (row is locked, column is dynamic)
- [866] AP cost (column is locked, row dynamic)
- [867] FOR SHOTGUNS
- [868] FOR AUTO (burst fire)
- [869] Ignores 5 DT

## Weapon Comparison Chart (changes)

[870] Ignores 5 DT  
[871] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account  
[872] Using Burst Fire  
[873] Damage for that AP (column locked row is dynamic)  
CHANGE LETTER MANUALLY  
G then H then I then J  
[874] DT of target (row locked, column is dynamic)  
[875] to round down Max AP/AP Cost  
[876] Max AP (row is locked, column is dynamic)  
[877] AP cost (column is locked, row dynamic)  
[878] FOR SHOTGUNS  
[879] FOR AUTO (burst fire)  
[880] Shotgun DTx3  
[881] Shotgun DTx3  
[882] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account  
[883] Using Burst Fire  
[884] Damage for that AP (column locked row is dynamic)  
CHANGE LETTER MANUALLY  
G then H then I then J  
[885] DT of target (row locked, column is dynamic)  
[886] to round down Max AP/AP Cost  
[887] Max AP (row is locked, column is dynamic)  
[888] AP cost (column is locked, row dynamic)  
[889] these are brackets  
[890] they end things  
[891] FOR SHOTGUNS  
[892] FOR AUTO (burst fire)  
[893] Ignores 5 DT  
[894] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account  
[895] Using Burst Fire

## Weapon Comparison Chart (changes)

[896] Damage for that AP (column locked row is dynamic)

CHANGE LETTER MANUALLY

G then H then I then J

[897] DT of target (row locked, column is dynamic)

[898] to round down Max AP/AP Cost

[899] Max AP (row is locked, column is dynamic)

[900] AP cost (column is locked, row dynamic)

[901] these are brackets

[902] they end things

[903] FOR SHOTGUNS

[904] FOR AUTO (burst fire)

[905] Ignores half DT

[906] Ignores 5 DT

[907] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account

[908] Using Burst Fire

[909] Damage for that AP (column locked row is dynamic)

CHANGE LETTER MANUALLY

G then H then I then J

[910] DT of target (row locked, column is dynamic)

[911] to round down Max AP/AP Cost

[912] Max AP (row is locked, column is dynamic)

[913] AP cost (column is locked, row dynamic)

[914] these are brackets

[915] they end things

[916] FOR SHOTGUNS

[917] FOR AUTO (burst fire)

[918] Browning Automatic

[919] Fires in Bursts of 2

[920] Burst Fire 3.

Ignores 2 DT.

## Weapon Comparison Chart (changes)

- [921] Fires in Bursts of 3
- [922] Ignores 2 DT
- [923] One roll to hit
- [924] Each beam. Fires 3 at once
- [925] one roll to hit
- [926] Each shot. Fires 2 at once
- [927] Ignores 5 DT
- [928] Ignores half DT
- [929] If Mag Size very low check the DAM for X AP manually so that the reload AP is taken into account
- [930] Using Burst Fire
- [931] Damage for that AP (column locked row is dynamic)  
CHANGE LETTER MANUALLY  
G then H then I then J
- [932] DT of target (row locked, column is dynamic)
- [933] to round down Max AP/AP Cost
- [934] Max AP (row is locked, column is dynamic)
- [935] AP cost (column is locked, row dynamic)
- [936] these are brackets
- [937] they end things
- [938] FOR SHOTGUNS
- [939] FOR AUTO (burst fire)
- [940] Ignores 2 DT
- [941] Ignores half DT
- [942] Fires in Burst of 3.  
Ignores 2 DT
- [943] one roll to hit
- [944] Ignores 2 DT
- [945] Using Full Auto with Rate of Fire 4.  
Assuming 100% accuracy and 6 hits.  
Ignores half DT

## Weapon Comparison Chart (changes)

[946] Using Full Auto with Rate of Fire 4.  
Assuming 100% accuracy and 6 hits.

Ignores 2 DT

[947] Ignores 2 DT

[948] Tesla Cannon

Ignores 2 DT

[949] Fire in Burst of 3

[950] Ignores 1/2 DT

[951] Ignores All DT

[952] Ignores ALL DT