

## **Weapon Changes**

**Links to detailed comparison chart pages (warning contains math):**

[\\*\\*Tier 1 Changes\\*\\*](#)

[\\*\\*Tier 2 Changes\\*\\*](#)

[\\*\\*Tier 3 Changes\\*\\*](#)

[\\*\\*Tier 4 Changes\\*\\*](#)

**Links to average weapon damage per turn against DT (no math, just numbers!):**

[\\*Tier 1 damage per turn\\*](#)

[\\*Tier 2 damage per turn\\*](#)

[\\*Tier 3 damage per turn\\*](#)

[\\*Tier 4 damage per turn\\*](#)

**Weapon changes (ranged):**

**(Shotgun range rule change)**

The shotgun damage fall-off mechanic is being simplified so they deal half\* damage if the target is past Short range.

This replaces the previous mechanic of losing bonus dice for each Yard past Short range.

The new rule should be much simpler than my original idea and means shotgun damage can move away from the 5 x d10 system I had before. I've adjusted the numbers to use only 2 d10's so the resulting damage will be a lot less random.

e.g. Single Shotgun 50++ for 45AP (25+ if past Short range)

Riot Shotgun 40++ for 20AP (20+ if past Short range)

With the change, shotguns using buckshot (and similar ammo) should now be a poor choice compared to other short-range weapons when engaging targets at their maximum range bracket (Medium). At Point Blank/Short, shotguns will do superior damage unless effective DT is high.

**(General Automatic changes)**

Many Automatic weapons have had their RoF lowered slightly since the damage they could do with Full Auto was kind of crazy (as can be seen in the Average Weapon Damage Per Turn

links on the first page). In some cases they do a little more damage per bullet now.

The AP cost of Automatic weapons have been standardised based on Range. Short-Range Automatics cost 30AP and Medium-Range Automatics cost 35AP. This is to balance the fact that Medium Range weapons can engage at much greater distances (a max range of 450 feet compared to 150 feet) and the weapon stats are quite similar otherwise. Most characters should be able to get 2 attack actions with either 30AP or 35AP weapons, but the slightly faster Short-Range gun will leave the character with more AP left over (for moving, reloading, etc). There are some exceptions, such as the Assault Carbine, which is a 25AP short range automatic weapon (and balanced assuming 3 attack actions per turn. Lots of dakka).

Note: If Burst/Full Auto get their own AP cost then the base AP cost for these weapons will be reduced. Since the comparisons and spreadsheets are already set up then rebalancing due to a change in those rules should be pretty quick and easy.

## T0

Single Shotgun: Moved to T0, 50++ for 45AP [Buckshot: 3xDT]

- A one-shot weapon was deemed too good in the right hooves in the T1 bracket. Its damage and value have been lowered to address this.
- 61 for 45AP (30.5 at Medium)

## T1

Varmint Rifle: +2 damage (22+ for 25AP)

- This weapon was lackluster compared to other options so was given a boost.
- 82.5 for 75AP (Long)

Silenced .22 SMG: -2 damage, RoF 4 (6+ (x3) for 30AP)

- This weapon was capable of horrendous damage with Full Auto before. It still is against the right target, or if any +damage perks are in use.
- .22 (Short): 69 for 60AP (Burst) 138 for 60AP (Full Auto)

Caravan Shotgun: 40++ for 35AP [Buckshot: 3xDT]

- The damage was altered to fit in with the new range rule for Shotguns.
- 102 for 60AP (51 at Medium)

Lever-Action Shotgun: (New Weapon) 30++ for 25AP [Buckshot: 3xDT]

- This new shotgun should be a better primary weapon than the Caravan Shotgun but needs a little more AP to be at its best (75 compared to 70) and is worse against DT.
- 123 for 75AP (61.5 at Medium)

## T2

Police Pistol: +3 damage (28+ for 20AP)

- This weapon was given a small boost since it needs more AP than its peers to be at its

best (80AP for 4 shots, needing AGI 9+). At range, with less AP, or against decent DT other weapons are better.

- 134 for 80AP (100.5 for 60AP) (Short)

Plasma Pistol: +5 damage, **uses 1 ammo per shot** (25++ for 25AP)

- The Plasma Pistol did meh damage and was seen by many as a waste of ammo. These changes should rectify that. Note that the P.Pistol damage mod is being lowered a little (to +5 instead of +7) since the base gun is now better.
- 108 for 75 AP (Short)

Hunting Rifle: -3 damage (42++ for 35AP)

- Damage was lowered a little since it performed too well for a long ranged 2-shot weapon even compared to more expensive options. Note that the H.Rifle Custom Action mod has also been changed so it lowers the AP cost to 30 (instead of 25).
- 106 for 70AP (Long)

Cowboy Repeater: +2 damage (32+ for 25AP)

- Damage improved a little to make it a better option.
- 112.5 for 75AP (Long)

Lever-action Rifle: +5 damage (40+ for 30AP)

- Damage improved a bit to make it a better option.
- 91 for 60AP (Long)

Assault Rifle/Infiltrator: +3/2 damage, +5AP cost RoF 3 (15+/12+ (x3) for 35AP)

- RoF reduced and AP cost increased (see first page). Damage improved to compensate.
- AR (Medium): 123 for 70AP (Burst) 184.5 for 70AP (Full Auto)

9mm/10mm SMG: RoF 4 (12+/10+ (x3) for 30AP)

- RoF was reduced (see first page).
- 10mm (Short): 105 for 60AP (Burst) 210 for 60AP (Full Auto)

Sawed-off Shotgun: 2x60++ for 55AP [Buckshot: 3xDT]

- The Sawed-off was altered to make it a better backup weapon for when a target gets very close. It does great damage for 55AP but is limited by range and against DT.
- 142 for 55AP at Point Blank (71 at Short)

Double Barrelled Shotgun (moved to T2): 66++ for 35AP [Buckshot: 3xDT]

- The Double-barrel was moved to T2 to make way for the Riot and Hunting shotguns at T3 and to be alongside its sawed-off brother. It does more damage than the Sawed-off and is useful at longer range, making it a more suitable primary weapon.
- 154 for 70AP at Short (77 at Medium)

Light Machine Gun: RoF 4 (15+ (x3) for 35AP)

- RoF was reduced (see first page)
- LMG (Medium): 123 for 70AP (Burst) 246 for 70AP (Full Auto)

### T3

5.56mm Pistol: +6 damage (28++ for 20AP)

- Moved to T3 since this price bracket lacked pistols
- 156 for 80AP (117 for 60AP) (Medium)

Battle Rifle: +3 damage (48+ for 25AP)

- Damage improved a little to make it a better general-use medium range weapon.
- 160.5 for 75AP (Medium)

Sniper Rifle: +3 damage (38++ for 25AP)

- Damage improved a little to make it better in comparison to the Hunting Rifle
- 147 for 75AP (Sniper)

Trail Carbine: +10 damage, +1d10 damage, +5AP cost (50++ for 30AP)

- Weapon is now significantly slower (30AP makes it 2 shots per turn for most characters) but now does much more damage.
- 122 for 60AP (Long)

Assault Carbine (was T4): -3 damage, RoF 3 (12+ (x3) for 25AP) [5mm: Ignores ½ DT]

- Moved to T3 since this price bracket lacked regular automatic rifles.
- A.C. (Short): 157.5 for 75AP (Burst) 236 for 75AP (Full Auto)

Zebra Rifle: +2 damage, + 5AP cost, Burst Fire only (20+ (x3) for 35AP)

- AP cost increased like other Medium Range Burst rifles. Damage also increased slightly to compensate. Note that the Enchanted rule has now been clarified so the 2d10 fire damage for 3 turns stacks per bullet.
- Z. Rifle (Medium): 153 for 70AP (plus 66 fire damage per turn for 3 turns)

BAR: -7 damage, +1d10 damage, Med range (28++ (x2) for 35AP)

- Damage is lower on average but the weapon is now Medium Range.
- BAR (Medium): 156 for 70AP (Burst) 234 for 70AP (Full Auto)

Magic Energy Repeater: -3 damage, +1d10 damage, RoF 3, Med Range (12++ (x3) for 35AP)

- RoF reduced and AP cost increased like other Medium Range automatics. Damage improved (on average) to compensate.
- MER (Medium): 138 for 70AP (Burst) 207 for 70AP (Full Auto)

Magically Augmented Spark Rifle: (New weapon) (45++ for 30AP)

- Magic Weapon users lacked a Long Range weapon at this price bracket.
- 112 for 60AP (Long) (Scoped)

Plasma Rifle: AP cost decreased to 25, **uses 1 ammo per shot** (35++ for 25AP)

- Lower AP cost and reduced ammo consumption makes it much better as a general use weapon.
- 138 for 75AP (Medium)

Tri Prism Rifle: **uses 2 ammo per shot** (3x15+ for 25AP)

- Ammo consumption reduced to make it a better option.
- 184.5 for 75AP (Short)

.45 SMG: (Moved to T3) (20+ (x3) for 30AP)

- Moved to T3 since this price bracket lacked SMGs. Damage lowered to fit in better.
- .45 (Short): 153 for 60AP (Burst) 306 for 60AP (Full Auto)

Riot Shotgun (Moved to T3): 40++ for 20AP [Buckshot: 3xDT]

- The Riot Shotgun is better suited for T3. It does very very good damage with 80AP to spend but other choices are better against DT or with fewer AP.
- 204 for 80AP at Short (153 for 60AP) (102/76.5 at Medium)

Hunting Shotgun: 50++ for 25AP [Buckshot: 3xDT]

- Compared to the Riot Shotgun, this weapon is a better choice at 75ish AP and is a little less countered by DT, but it has a much much smaller ammo capacity (5 vs 12).
- 183 for 75AP (91.5 at Medium)

Flamer: AP cost increased to 30, uses Burst Fire, +3 damage (18+ (x3) for 30AP)

- Making it Burst fire should be a better way of working out flamethrower damage and prevent the previous low AP cost being abused.
- 141 for 60AP (plus 99 fire damage per turn for 3 turns) (Short range maximum)

Missile Launcher (was T4): AP cost increased to 60 (150++ for 60AP)

- Moved to T3 since there was no explosive weapon at this bracket previously. Damage remains the same but AP is increased slightly.
- 161 for 60AP (Long)

## T4

12.7mm Pistol: +5 damage (35+ for 15AP)

- Damage was improved to help with the expected DT of targets for this price bracket.
- 202.5 for 75AP (243 for 90AP) (Short)

Hunting Revolver: Sniper Range (50++ for 30AP)

- This has gained the Sniper rule to make a pistol very suited to extreme ranges.
- 122 for 60AP (183 for 90AP) (Sniper)

Plasma Defender: -3 damage (32++ for 20AP)

- Damage was a little too good combined with the Magic rule and bonus crit chance.
- 129 for 60AP (172 for 80AP) (215 for 100AP) (Short)

Anti-Material Rifle: AP cost decreased to 45, +10 damage (100++ for 45AP)

- Improvements made to help it stand up against the Gauss Rifle and to make it easier to fire twice in a turn (at this price bracket an AP perk can be assumed).
- 111 for 45AP (222 for 90AP) (Sniper)

Markspory Carbine: -3 damage (22++ for 15AP)

- Damage lowered because of the weapon's low AP cost, low STR req, and use of cheap 5.56mm rounds, coupled with its incredible accuracy at any range (from PB to Extreme).
- 165 for 75AP (198 for 90AP) (Sniper)

Multiplas Rifle: AP cost increased to 35 (3x20++ for 35AP)

- AP cost increased to force a greater perk investment to fire multiple times in a turn.
- 186 for 70AP (279 for 105AP) (Short)

Gauss Rifle: -20 damage (100++ for 45AP)

- Damage lowered to stop it outshining the AM Rifle. It still has a MUCH lower STR requirement and deals more critical damage. To compensate it must reload between each shot (another 10/5AP) and is more expensive (in caps) per shot.
- 111 for 45AP (222 for 95AP [including reload]) (Sniper)

P9T 12.7mm SMG: (New Weapon) (25+ (x3) for 30AP)

- New SMG added in place of the .45 (which is now T3)
- 12.7mm (Short): 183 for 60AP (Burst)      274.5 for 60AP (Full Auto)
- 12.7mm (Short): 274.5 for 90AP (Burst)      412 for 90AP (Full Auto)

Combat Shotgun: 60++ for 25AP [Buckshot: 3xDT]

- New shotgun as modelled by Littlepip and Velvet Remedy. Good damage and a large ammo capacity. Ignores 5 DT at Point Blank to help with armour.
- 213 for 75AP at Short (284 for 100AP at Short) [106.5/142 for 75/100AP at Medium]

Minigun: RoF 3 or 6, 5AP faster (15+ (x4.5/9) for 35AP) [5mm: Ignores ½ DT]

- RoF lowered (see first page) and AP lowered to compensate.
- Minigun (Short): 184.5 for 70AP (RoF 3)      369 for 70AP (RoF 6)

Gatling Caster: RoF 3 or 6, 5AP faster (18+ (x4.5/9) for 35AP)

- RoF lowered (see first page) and AP lowered to compensate.
- G.Caster (Short): 211.5 for 70AP (RoF 3)      423 for 70AP (RoF 6)

Grenade Machine Gun: AP cost increased to 35 (30++ (x3) for 35AP)

- AP cost increased to force a greater perk investment to fire multiple times in a turn.
- 246 for 70AP (369 for 105AP) (Medium)

## **Weapon changes (melee):**

### **(general melee)**

In a lot of cases fast weapons were simply out performing slow weapons in almost all situations. This problem was especially prevalent for early weapons when target DT is low.

Because of this many fast weapons were made a little weaker and slower weapons were made stronger. A small adjustment was often all that was needed (particularly for fast weapons).

Also, to fit an ongoing theme, all melee weapons that are in some way magical or powered have at least 2d10 bonus damage (or more). Previously the Scythe was the only 'mundane' weapon to have ++ bonus damage. The Scythe has been changed to only +1d10 bonus damage now, but its base damage is higher to compensate.

Several weapons will have the 'Rare' rule added (not noted in this document). In particular: zebra weapons, magic weapons, and non-native Equestrian weapons (like Crystal Empire weapons).

### **T1**

Knife: -2 damage (1xSTR +8 + for 15AP)

- See general melee note above
- Str7: 102.5 for 75AP
- Str10: 117.5 for 75AP

Sword: +3 damage (2xSTR +18 + for 25AP)

- Damage improved since its meant to be the general use damage dealing melee weapon. Being made more expensive.
- Str7: 112.5 for 75AP
- Str10: 130.5 for 75AP

Knife Spear: +5 damage (3xSTR +15 + for 30AP)

- This slow weapon did poor damage. See general melee note above
- Str7: 83 for 60AP
- Str10: 101 for 60AP

Cattle Prod: +1d10 damage (1xSTR +10 ++ for 30AP)

- Now has 2d10 bonus damage to fit the theme mentioned above
- Str7: 56 (stun) for 60AP
- Str10: 62 (stun) for 60AP

Shovel Spear: now does (4xSTR +5 + for 35AP)

- This slow weapon did poor damage. See general melee note above
- Str7: 77 for 70AP



- Str10: 101 for 70AP

Brass Shoes: -3 dam (2xSTR +2 + for 15AP)

- See general melee note above
- Str7: 107.5 for 75AP
- Str10: 137.5 for 75AP

Mantis Helmet: -5 damage (2xSTR +5 + for 20AP) [Armor Piercing Light]

- See general melee note above
- Str7: 98 for 80AP (73.5 for 60AP)
- Str10: 122 for 80AP (91.5 for 60AP)

Bladed Helmet: 5 AP faster, -5 damage (3xSTR +5 + for 25AP)

- Rebalanced to make it an option compared to Brass Shoes. Should do better vs DT.
- Str7: 94.5 for 75AP
- Str10: 121.5 for 75AP

## T2

Combat Knife: -1 damage (1xSTR +14 + for 15AP)

- See general melee note above
- Str7: 132.5 for 75AP
- Str10: 147.5 for 75AP

Cutlass: (New weapon): (3xSTR +18 + for 25AP)

- New weapon added to be an upgraded Sword
- Str7: 133.5 for 75AP
- Str10: 160.5 for 75AP

Hatchet: changed to (3xSTR +30 + for 30AP)

- Rebalanced to be slower but more powerful, since the Cutlass fills its previous role.
- Str7: 113 for 60AP
- Str10: 131 for 60AP

War Club: -5 damage (2xSTR +15 + for 20AP)

- See general melee note above. Beats even the Cutlass with 80AP to spend.
- Str7: 150 for 80AP (112.5 for 60AP)
- Str10: 174 for 80AP (130.5 for 60AP)

Sledgehammer: +1 STR, -5 damage (5xSTR +15 + for 35AP)

- Damage improved at STR 6+

- Str7: 111 for 70AP
- Str10: 141 for 70AP

Rebar Club: +5 damage (4xSTR +25 + for 40AP)

- See general melee note above
- Str7: 117 for 80AP (58.5 for 40AP)
- Str10: 141 for 80AP (70.5 for 40AP)

Steel Saw: (New Weapon) (3xSTR +05 +++++ for 35AP) [Armor Piercing, Rare]

- New weapon based on the Steel Saws used by the Fillydelphia slaves.
- Str7: 107 for 70AP
- Str10: 125 for 70AP

Spiked Shoes: -2 damage (2xSTR +08 + for 15AP)

- See general melee note above
- Str7: 137.5 for 75AP
- Str10: 167.5 for 75AP

Yao Guai Helmet: -5 damage (2xSTR +10 + for 20AP) [Armor Piercing]

- See general melee note above
- Str7: 118 for 80AP (88.5 for 60AP)
- Str10: 142 for 80AP (106.5 for 60AP)

Bear Trap Hoof: changed to (3xSTR +25 + for 30AP)

- Rebalanced to be slower but more powerful, making it less suitable for pure damage.
- Str7: 103 for 60AP
- Str10: 121 for 60AP

Solaris Hoof changed to (4xSTR +04 ++ for 25AP)

- Rebalanced to make it an early version of the Power Hoof.
- Str7: 129 for 75AP
- Str10: 165 for 75AP

Magic Energy Spear: +1d10 damage (3xSTR +15 ++ for 30AP)

- Now has 2d10 bonus damage to fit the theme mentioned above
- Str7: 94 for 60AP
- Str10: 112 for 60AP

Crystal Lance: New weapon (3xSTR +15 + for 30AP) [Armor Piercing Light]

- New Rare weapon. Has Reach, Charging, and Armor Piercing (light)
- Str7: 83 for 60AP
- Str10: 101 for 60AP

Rapier: -3 damage (1xAGI +12 + for 15AP) [Armor Piercing Light]

- See general melee note above
- Agi7: 122.5 for 75AP
- Agi10: 137.5 for 75AP

Scythe: 5AP faster and +10 damage -1d10 dam (3xSTR +25 + for 35AP)

- Only 1d10 bonus damage (since it is not a magic/powered weapon) but base damage and speed have been much improved. It now acts like a slower Bear Trap Hoof (crippling) but has more special rules.
- Str7: 104 for 70AP
- Str10: 122 for 70AP

Body Spikes: -5 damage (2xSTR + for 15AP)

- See general melee note above
- Str7: 97.5 for 75AP
- Str10: 127.5 for 75AP

### **T3**

Cosmic Knife: -1xAGI, +2 damage (2xAGI +12 + for 20AP) [Armor Piercing Light]

- See general melee note above
- Agi7: 126 for 75AP
- Agi10: 150 for 75AP

Bowie Knife: -2 damage (1xSTR +18 + for 15P)

- See general melee note above
- Str7: 152.5 for 75AP
- Str10: 167.5 for 75AP

Gladius: +1xSTR, -5 damage (3xSTR +25 + for 25AP)

- See general melee note above
- Str7: 154.5 for 75AP
- Str10: 181.5 for 75AP

Bumper Sword: -5 damage (4xSTR +30 + for 35AP)

- This slow weapon was actually doing a little too much damage.
- Str7: 127 for 70AP
- Str10: 151 for 70AP

Thunder Hammer: (New weapon) (5xSTR +10 ++ [++ lightning] for 35AP)

- This new crafted weapon is fairly cheap to build.
- Str7: 112 for 70AP
- Str10: 142 for 70AP

Chainsaw: (\*T3, AP rebalanced, lost Armour Piercing\*) (3xSTR +20 +++) for 35AP [Rare]

- Has been rebalanced and moved to T3 due to feedback. Now has 5d10 bonus damage (like other chainsaw-esque weapons) and is much faster, but it also does less per hit. In this state it is weaker than a Bumper Sword at high STR but also has the Crippling rule.
- Str7: 137 for 70AP
- Str10: 155 for 70AP

Shishkebab: -5 damage (2xSTR +15 + for 20AP)

- Damage was a bit too good for its AP cost since it also sets targets on fire.
- Str7: 138 for 80AP {+22 fire damage per turn for 5 turns} (103.5 for 60AP)
- Str10: 162 for 80AP {+22 fire damage per turn for 5 turns} (121.5 for 60AP)

Ripper: 5AP faster and +1d10 damage (1xSTR +10 +++) for 25AP [Armor Piercing]

- Now has 5d10 bonus damage (like other chainsaw-esque weapons) and is faster to make it more usable. The Ripper would be a great choice for a low STR character who wants a melee weapon to use when up close and personal.
- Str7: 133.5 for 75AP
- Str10: 142.5 for 75AP

Plasma Lance: (New weapon) Magic, Armour Piercing (3xSTR +20 ++ for 30AP)

- New weapon between the Magic Spear and the Thermic Lance.
- Str7: 103 for 60AP
- Str10: 122 for 60AP

Hellhound Helmet: (New weapon) (2xSTR +10 + for 20AP) [Armor Piercing Heavy]

- A new weapon that is constructed from an adult hellhound claw.
- Str7: 118 for 80AP (88.5 for 60AP)
- Str10: 142 for 80AP (106.5 for 60AP)

Zap Sock: changed to (2xSTR +20 ++ for 25AP)

- Now is less STR dependant and has 2d10 bonus damage (to fit the powered theme) but is slower to attack.
- Str7: 84 for 75AP
- Str10: 93 for 75AP

Power Hoof: -8 damage, +1d10 damage (4xSTR +12 ++ for 25AP)

- Rebalanced slightly to give the Powered weapon 2d10 bonus damage
- Str7: 153 for 75AP
- Str10: 189 for 75AP

Displacer Sock: -5 damage, +1d10 damage (4xSTR +5 ++ for 30AP)

- Rebalanced to give the Powered weapon 2d10 bonus damage
- Str7: 88 for 60AP

- Str10: 112 for 60AP

Supercharged Solaris Hoof: (New weapon) (5xSTR +5 +++++ for 35AP)

- All the fives. Five five five. Crafted from a Solaris Hoof.
- Str7: 135 for 70AP
- Str10: 165 for 70AP

#### T4

Enchanted Zebra Sword: -5 damage, +1d10 damage (2xAGI +30 ++ for 25AP)

- Rebalanced to have 2d10 bonus damage (to fit the theme as a magic weapon)
- Agi7: 165 for 75AP {+33 fire damage for 3 turns} 220 for 100AP {+44 fire damage}
- Agi10: 183 for 75AP {+33 fire damage for 3 turns} 244 for 100AP {+44 fire damage}

Crystal Sword: (New Weapon) (3xSTR +30 + for 25AP) [Armor Piercing]

- New STR-based sword. Good against armour but it doesn't have the critical damage potential of the magical zebra weapons.
- Str7: 169.5 for 75AP (226 for 100AP)
- Str10: 196.5 for 75AP (262 for 100AP)

Zebra Thunder Axe: -5 damage +1d10 damage (3xSTR +35 ++ for 30AP)

- Rebalanced to have 2d10 bonus damage (to fit the theme as a magic weapon)
- Str7: 134 for 60AP (201 for 90AP)
- Str10: 152 for 60AP (228 for 90AP)

Auto Axe: (New Weapon) (4xSTR +10 +++++ for 35AP) [Armor Piercing Heavy]

- Based on the powerful Auto Axes that could cut a steel ranger in two.
- Str7: 131 for 70AP (196.5 for 105AP)
- Str10: 155 for 70AP (232.5 for 105AP)

Thermic Lance: rebalanced to (3xSTR +25 ++ for 30AP) [Armor Piercing Heavy]

- Now 2d10 bonus damage to fit the powered theme. Gains the Magic rule like the Magic Spear and Plasma Lance.
- Str7: 114 for 60AP (171 for 90AP)
- Str10: 132 for 60AP (198 for 90AP)

Industrial Shoe: -20 damage +1d10 damage (4xSTR + 10 +++++ for 35AP) [Armor Piercing Hvy]

- Now has 5d10 bonus damage (like other chainsaw-esque weapons) but its base damage was much too high before and has been lowered significantly.
- Str7: 131 for 70AP (196.5 for 105AP)
- Str10: 155 for 70AP (232.5 for 105AP)

Ballistic Hoof: -10 damage, +1d10 (5xSTR +15 ++ for 25AP)

- +1d10 to fit the bonus-damage powered theme, base damage was too good and has been lowered to compensate.
- Str7: 183 for 75AP (244 for 100AP)
- Str10: 228 for 75AP (304 for 100AP)

**Mod changes:**

Plas. Pistol Hi-Energy Ionizer: now grants +5 Dam (down from 7)

- The base Plas. Pistol has been improved so the mod has had its bonus reduced a little.

Hunting Rifle Custom Action: now lowers the AP cost to 30 (it previously reduced to 25)

- Dropping to 25AP made the weapon too good even compared to more expensive options.

9mm SMG Light Bolt: does not lower AP cost (still improves Rate of Fire)

- Going from 2 attack actions per turn to 3 attack actions made the weapon too powerful.

Too many new mods to list! **Melee weapon mods have also been added.**

[Ranged Weapon Mods](#)[Melee Weapon Mods](#)**Ammo changes:**

The varieties of shotgun shells have been changed to fit the simplified range rule.

Most Armor Piercing ammo types have -5 damage now, so they are only an improvement on targets with more than 10 DT.