

Guns and High Tech Weaponry

Firearms are found on some outer planes, specifically in trispaces (three dimensional planes), and are rare elsewhere. Few forms of gunpowder or other propellants are stable in tetraspaces and pentaspaces (such as the prime plane), thus transporting them to the prime or other inner planes leads to a probability of explosion. Taking a round of ammunition or a powder charge to a tetraspace creates a 50% possibility of explosion, which increases to 75% in a pentaspace. The effect is similar to a small (5' diameter) fireball, inflicting 1d10 damage to every creature within range (save vs. spells for half damage), but also setting off all other rounds within range, thus increasing damage proportionately. The exception is in certain confined areas of the prime that don't obey normal dimensional rules, thus it is possible that in some areas where magical *teleporting* is impossible, guns may also be stable. Proximity to dimension warping technology (e.g. radiance effects) can also lead to pockets of stability for firearms. This is quite different to high-tech energy weapons, which are typically functional even in pentaspaces.

Characters restricted in weapon choices may not be able to use all guns. Divine

Special Effects

Many special effects associated with guns are identical to those described in the Rules Cyclopedia. Variant special effects specific to guns are described below.

Ammunition: The number of bullets the weapon can contain, and which can be used, before it must be reloaded. Reloading with a full, pre-prepared magazine takes 1 round, filling an empty magazine takes 1 round per 3 bullets added to it.

Double Damage/Triple Damage/Quadruple Damage: Multiply damage inflicted by the stated amount.

Fouling: Ancient firearms build up a detritus of burned charge, wadding *etc.* in use. For every 3 shots the chance of misfiring increases by 1 and the hit roll to hang fire moves by 1, as described in the entry for 'hang fire'. Flensing a fouled weapon is a simpler task than removing the detritus of misfire, and the weapon can be restored to full functionality with one full minute of cleaning.

Hang Fire: On a hit roll of 2 the powder in a clean ancient firearm takes extra time to ignite, causing what is known as a hang fire. While not an immediate danger this does somewhat foul the barrel of the gun, and will need to be cleared. Subsequent shots fired have an increased chance of misfiring, such that after 1 hang fire, subsequent hit

classes cannot use any guns, and magic users are restricted to small pistols. Small races struggle with larger weapons used for larger races, thus halfling and gnome sized characters can only use small and medium firearms, whereas dwarves, elves and humans may use any. Pistols (and guns of a similar size) can, at a push, be used as blackjacks, and rifles, muskets and larger guns as clubs (applying normal rules for those weapons).

Weapon Mastery

Firearms are divided into multiple classes for mastery purposes. For example, ancient pistol sized weapons are class A, medium sized are class B (small muskets *etc.*), larger firearms class C (rifles and weapons typically requiring a stand) and hand cannons (large, crude firearms) class D. Characters are treated as having one level of mastery lower in a weapon of the same class as they are trained, and two levels lower in a weapon of an adjacent class. For example, a master with a flintlock musket (class B) is treated as an expert with a matchlock caliver (also class B) and skilled with a flintlock pistol (class A).

rolls of 1-2 now misfire, with a roll of 3 causing another hang fire. Each subsequent hang fire increases the range for misfiring by 1, and moves hang fire result by 1. Fully cleaning an ancient firearm such that the chance of hang-fire and misfire is reduced to base level takes 1 minute.

Hit Modifier: While primitive firearms are difficult to aim and often inaccurate, modern and high-tech firearms may be very much more precise. Thus, hit modifiers given in firearms tables here replace hit modifiers used in standard weapon mastery, when these weapons are used.

Incorporeal: Having no material form, sonic weapons can neither be used to deflect blows nor can they be deflected by opponent's weapons, meaning that defensive bonuses for weapon mastery and deflect effects cannot be used to block sonic swords.

Jam: Modern firearms are less prone to fouling than ancient, but are still prone to jamming, whereby the mechanism of firing or of moving ammunition to a firing position becomes stuck. If a 1 is rolled on an attack roll, then the user will notice that the gun may not be behaving properly, and is now likely to jam.

After this, the weapon must be checked. This is a relatively simple task, taking 3

A non-skilled character using a gun gains no bonus to attack, and the only applicable beneficial special effect is smoked (on a roll of 20). All deleterious special effects (fouling, jamming, *etc.*) do apply.

Firearms and Armour

One of the key advantages to using firearms is that at short range ordinary armour confers no protection. Magical bonuses, however, still apply. So for example, a character wearing *plate mail armour* +2 and wielding a *shield* +2, without a dexterity bonus but wearing a *ring of protection* +2 is an armour class of -4 against normal attacks, but an armour class of 3 if someone is shooting at them using a firearm at short range.

Cover

Ordinary rules for hard and soft cover apply, although the DM may wish to situationally change the definitions thereof. For example, a thin wooden barrier may ordinarily provide hard cover vs. arrows, but may only provide soft cover against firearms.

rounds. If this is not done, then the weapon becomes likely to jam. If another 1 is rolled on an attack, the weapon jams, and cannot be used until a full minute is spent unjamming it, but another 3 rounds are still needed to return the gun to fully operational condition (i.e. if another 1 is rolled before this, the gun will jam again).

Min. Range: Weapons with this special effect will not operate if used on targets closer than a stated minimum range. This is typically only the case for various grenade launching, high-tech weapons.

Misfire: On a hit roll of 1, an ancient firearm misfires, meaning that it cannot be used again until the current charge and shot are removed, and the weapon thoroughly cleaned. This takes 10 rounds to complete.

Overheat (and cool): Weapons with this special effect are prone to malfunction when too hot. Each round, keep track of the number of charges used, and add this number to a running total of charges used in previous rounds. Each round the weapon cools by the equivalent of a set number of charges, 1 for laser pistols, 3 for laser rifles, and 5 for a heavy laser. The net difference between the increased temperature of the weapon and its total cooling determines the weapons current temperature. If an unmodified attack roll made with the weapon is lower than the current

temperature of the weapon, then it will not work that round. For example, a laser rifle has been used 3 rounds in a row, each time expending 5 charges (15 in total). It has also cooled each round, for the equivalent of 3 charges per round (9 in total). Therefore, on an attack roll of 6 or under (15-9=6) the weapon has overheated and will not operate that round.

RoF: Rate of fire. Primitive firearms take multiple rounds to load and fire. For example, a flintlock rifle has a rate of fire of 1/3, so takes 3 rounds to load and fire. A high level fighter may add extra attacks as usual, so for example a 25th level fighter capable of making 3 attacks per round could load and fire the same rifle once per round. Rates of fire above 1 per round are covered under 'burst fire' (see below).

Slicing: If the weapon's attack roll meets the stated target counting any magical bonus but no other bonuses, the opponent struck must make a saving throw vs. death ray or be struck dead with one blow. If the saving throw is successful, the victim still takes triple normal damage from the blow. These special damage bonuses do not apply when the weapon is used against incorporeal creatures of any sort, or against any slimes or oozes that do not have identifiable anatomies.

Smoked: On a roll of 20 (not including any bonuses), a victim must save vs. death ray or die. If the save is successful, damage is applied normally, and the victim is stunned for 3d6 rounds.

Tech Weapons

Many varieties of tech weapons exist, and it is impossible to give an overview of every type, on every world, and in every plane. Common weapons can, however, be divided into categories. In addition to standard firearm guns (which are effective and continue to be used well into eras with more exotic weaponry), ranged weapons also include lasers, sonics, blasters, needlers, and gyrojets. Melee weapons include sonic, laser and electrified variants.

Powered Weapons and Armour – Power Sources

Ammunition comes in three different forms. Energy clips are roughly palm sized, rechargeable units weighing 3cn that slot in to the handle or stock of the weapon, holding 20 charges. Belt packs are around 8" by 4" by 2", weigh 50cn and hold 50 charges. Multiple devices can be plugged into belt packs, and they can also be recharged. Power Backpacks are larger still, and hold 150 charges. They can also be used to power multiple devices, but they are heavy, having an encumbrance of 200cn, and they prevent any other backpack being

Sonic: Ranged sonic weapons do massive damage at short range, but at longer range they are far less effective. Damage given is for short range targets. Between short and medium range only half damage is inflicted, and up to long range quarter damage is caused.

Stunned: If a hit roll of 17-20 (for ancient firearms) or 16-20 (for modern firearms) is made, not including any bonuses, the victim must make a save vs. death ray or be stunned. A stunned creature acts last in every round (after a delayed creature), moves at one-third speed and cannot attack or cast spells. The victim also suffers a +2 penalty to his Armor Class and a -2 penalty to all saving throws. A Saving Throw vs. Death Ray may be made each round to recover from the stun effect.

Wreck: Having quite tremendous penetrating power, these weapons can only be blocked by magic or by other melee weapons with the wreck property – thus if non-magical weapons are used to deflect or block them, this will be successful but only once, the weapon being rendered useless thereafter. Likewise, if striking opponents wearing normal armour, that armour is ignored, and each strike reduces the efficacy of that armour by 1 place. For example, chain mail struck by a light sabre for the first time only provides protection to AC6 rather than AC5. Adamantine, arachnum, powered collapsium, duralloy and isiidium armour are not thus affected, and mithril armour is unaffected and also provides an

worn. Lastly, for static guns (typically only heavy lasers) static power banks can be used. These may come in a various capacities from 500 to 2000 charges, but they are essentially immobile

Blaster/Heavy Blaster

Not a gun in any standard sense, the blaster is merely a handled tube with a slot for a power cartridge and a plug socket for other power supplies, whereas a heavy blaster is the size of a large rifle. Both shoot bolts of plasma up to 240', which explode into a ball of crackling electrical discharge in a 20' radius. Blasters inflicting 6d6 damage for the expenditure of 3 charges, while heavy blasters inflict 8d6 damage for the cost of 5 charges. The weapons built in targeting system means that a hit roll is not needed, but relative to other high-tech weapons these weapon inflicts only limited damage for the energy expended.

Hand Grenade

Thrown grenades are treated as 'tossed objects' for the purpose of attacks, and

extra +3 bonus to armour class against laser swords.

Burst Fire

Modern and futuristic firearms, containing clips or charge packs holding many rounds of ammunition, may come in automatic variants. This means that in a single round each attack can be made up of multiple shots, aimed at a single target or sequentially at multiple targets within 5' of a primary declared target. This must be declared at the beginning of the attack, and for each shot fired a -2 cumulative penalty is applied to the roll. For example, a burst attack is made with an automatic medium rifle, and 6 bullets are expended. Each attack can be made at any characters within 5' of the prime target and are made in order from one side of the area to the other. Hit rolls against each target are made with a -12 penalty (-2 per bullet, 6x2=12). Normal chances for a gun to jam apply. Note that once a burst has begun, the attacker cannot stop if he believes the gun may be about to jam, i.e. if on the first attack a 1 is rolled the character cannot terminate the burst to prevent the gun from jamming if a subsequent 1 is rolled.

Note there are also higher quality military weapons with powered mechanisms for delivering bullets, which may not be as prone to jamming. Details for those weapons are not given here.

depending on whether in the modern or high-tech categories can have any of the effects of gyrojet grenades, at half of the cost, but with the range of tossed objects. Some varieties (high explosive, fragmentation and smoke) are also available in societies with access to modern firearms.

Laser Guns

Laser pistols, rifles and heavy lasers have the great advantage of being truly instantaneous in action, making them reliably accurate.

Lasers can be used in burst fire (as above, see firearms) but more commonly a dial is used to adjust power between 1 and a maximum total (as shown in the weapon mastery table under 'Max Charges'). The number of charges that are used in a shot governs the damage done in if an attack hits. For example, if a character with basic skill with a laser rifle expending 3 charges hits a target, they inflict 1d8 damage for each charge.

Laser weapons are fully functional across the multiverse, regardless of available dimensions. They can hit targets immune to magical attacks up to +3. Armour provides normal protection vs. laser weapons.

Sonic Guns

These weapons inflict damage by producing potent bursts of sound, directed towards single targets. They utilise the same standard energy packs as laser weapons, and each use costs a set number of charges (listed in their weapon mastery tables. While sonic weapons inflict huge damage at short range, with increased range they are very much less damaging (see 'sonic', in special effects, above). Armour provides normal protection vs. sonic guns, and they can hit targets normally immune to up to +2 magical weapons. Incorporeal creatures are completely immune to sonic damage.

Needler Guns

Originally designed for law enforcement, needler guns resemble wide-barreled

firearms, and utilise pressurised gas to propel a tight cluster of needles at a target. This causes some damage, but their primary purpose is to poison foes, typically to stun or incapacitate them. They have relatively short range (although more skilled users learn to arc trajectories for better range), but they are excellent weapons for subduing foes. Creatures immune to poison are unaffected by needler weapons, and any creatures that can only be hit by silver or magical weapons are immune to normal needler guns.

Because of the compressed gas needed to propel the needles, needler cartridges come pre-filled and cannot be reused.

Gyrojet Guns

Resembling standard firearms, gyrojet weapons fire larger rounds that are powered by a chemical reaction, making them rocket powered with four vents at their base. This arrangement causes the projectile to spin as it accelerates away from the barrel of the

gun. While this means that gyrojets are less damaging at short range, because the projectile is still accelerating, standard gyrojet ammunition is not explosive in pentaspaces, making such weapons a popular choice by technologically capable races when venturing to such places. They are less accurate than lasers, but reliable, less prone to overheating, and deadly.

Gyrojet grenade launchers also exist. Not all types of grenade are stable in pentaspaces, and none can be used on targets within 30', being designed not to detonate close to the wielder of the weapon. If a grenade launcher misses its target, refer to the grenade launcher scatter table for how far it missed by and in which direction – once shot, a grenade will explode somewhere. Note that the restriction on grenades not exploding within 30' of the launcher still applies – a character aiming at a target 100' away but so badly that it lands within 30' of himself is safe from his own grenade.

Modern and High Tech Melee Weapons

While in most higher technology societies the efficacy of ranged weapons is such that melee is less important, there are times when a warrior may be forced into a close encounter. In such scenarios a range of high- and low-tech options are used. Swords, axes, maces and a wide range of ancient weaponry are used in modern and high-tech societies, and other weapons otherwise not used in ancient cultures are also found.

Melee weapons all use standard weapon mastery bonuses to hit.

Bayonet: Popular with many firearm cultures but applicable even with lasers rifles, a bayonet is a blade attached to the end of a musket, rifle or carbine, providing a melee option. Such a weapon is treated as a spontoon (Rules Cyclopedia page 81) for weapon mastery purposes.

Armour

Modern

Modern armour falls into two broad categories. Laminate plate armour (usually simply referred to as plate armour) can be made up of metal or ceramic plates incorporated into a vest or even a full body suit, whereas fibre armour is made of multiple crossed layers of strong fibres, designed to catch and contain bullets. Modern armour obeys the same rules as typical armour, with modern plate behaving as plate mail armour but with half of the encumbrance, at 4 times the price, while

Older firearms may also come with a sword bayonet. The wielder of a sword bayonet may instead of attaching it to a firearm wield it as if a short sword.

Combat Knife: Such knives exist in many different forms and are treated as daggers.

Laser Sword/Knife: Otherwise known as light sabres, these weapons appear as handles of normal swords or knives. When activated a beam of light either 1' or up to 4' emerges from one end, that being a form of semi-solid laser light of almost any colour. They use standard power packs, and each round they expend one charge.

Laser knives and swords can be thrown if they are powered by standard energy clips, but not if powered via a wire using belt packs or larger energy sources.

Sonic Sword/Knife: These weapons look like short or long handles such as may be

found on ordinary knives or swords. When in use, a vague shimmer may be observed protruding from them, with a length typically like a knife or a sword. They must be powered, and use the same standard power packs as laser guns. When in use, each round they utilise one charge. Having no material form, and inflicting damage by vibration, sonic melee weapons can be used by clerics.

Shock Gloves: A pair of silver coloured gloves, powered by standard power packs. Each punch from shock gloves inflicts an extra 1d6 damage and discharges a single unit of power from the power pack, and an opponent must make an extra saving throw vs. death ray or be stunned. Shock gloves use standard unarmed combat weapon mastery and can be used by clerics and mystics.

fibre armour behaves as chain mail armour with a third of the encumbrance, at twice the price. Rules for piecemeal armour (see GAZ10) apply. Unlike ancient armour, modern armour provides protection against firearms even at short range.

Modern shields are often made of either light laminates with metal, or toughened polycarbonate. They provide the same protection as ancient shields, but with lower encumbrance.

High Tech

The array of technologies used in defensive suits across the multiverse is bewildering huge, and examples below are intended as examples.

Federation Battle Armour

With a simple 'foil spacesuit' appearance, battle armour is made from a powered foil and acrylic mesh, utilising a standard energy clip, which once connected confers an armour class of 0. Unpowered, the suit is only marginally protective, giving an armour class of 8. This is the standard

protective suit employed by federation staff. Light and unencumbering (only the energy clip counts towards a characters encumbrance, the suit itself being as light as normal clothing), the suit also protects a character from a broad range of environmental conditions and incorporates standard fittings for protective helmets (including space helmets), gas fittings for space and underwater survival, waste removal, and for jet packs.

Ablative Screen

Not actually a suit of armour, this is a small (6" by 2" by 4") box that can clip to a belt, a leg, an arm, *etc.* and which generates a protective field around the wearer. It is powered either by any of the standard power packs, and absorbs incoming damage of any type. It provides a certain element of protection (AC3), this passive protection using only 1 charge per week. It comes in to its own when the user would otherwise be damaged, 10 points of damage (rounded down) of any sort are absorbed per charge expended, and up to 5 charges can be expended (protecting against up to 50 points of damage) per round.

Holo-suit

A skin-tight suit, usually green but occasionally blue, with an array of dots in which micro-cameras and light emitters are contained. Its unique mode of operation precludes its use at the same time as battle armour but it can be used with an ablative screen.

Utilising standard power packs, it has a range of settings. For 1 charge per hour, it can project an invisibility screen, which works like a standard *even cloak* (the user is only detectable on a 1 on a 1d6) except that the wearer does not become visible if they attack (although muzzle flashes may give their position away). For 2 charges per hour the appearance of the wearer can be changed to that of anything up to 3' taller or shorter than the wearer, that the armour has been able to picture in the last 4 weeks (the length of its memory buffer) or to any other object or creature depicted in the memory of any computer network to which the wearer has current access. Up to 12 individual creatures or objects can also be stored by the armour. The appearance of this façade is faultless except when the

wearer is interacting with items or people around them – their arms, legs *etc.* are in the same place, and the matchup between the holographic projection and the real location of the wearer can be revealing. Lastly, for 1 charge per turn the wearer may maintain invisibility (as described above) while projecting their own image 4' in any direction. This has the same effect as a *displacer cloak*, giving a -4 bonus to armour class while meaning most missile fire automatically misses the target if the attacker is unaware of the displacement.

Power Shield

A wrist mounted shield, roughly the size of a watch, which can generate a shield (conferring the normal -1 to AC a shield gives) for 1 hour for the expenditure of 1 power charge (from any standard power source). Being a watch, it is essentially encumbrance free.

Primitive Firearms – Weapon Mastery

Weapon	Lvl	Hit Modifier	Range	Damage
Hand Cannon	BS	-8	40/60/200	2d8
P=A, 2H	SK	-6	60/80/200	2d10
RoF: 1/6	EX	-4	80/100/200	2d10+2
Class: D	MS	-2	100/120/200	2d10+4
	GM	0	120/140/200	2d8+8
Musket, Matchlock	BS	-4	60/80/270	2d8
P=A, 2H+stand	SK	-2	80/100/270	2d10
RoF: 1/4	EX	0	100/120/270	2d10+2
Class: C	MS	+2	120/140/270	2d10+4
	GM	+4	140/160/270	2d8+8
Caliver, Matchlock	BS	-4	50/70/220	2d6
P=A, 2H	SK	-2	70/90/220	2d8
RoF: 1/4	EX	0	90/110/220	2d8+2
Class: B	MS	+2	110/130/220	2d8+4
	GM	+4	130/150/200	2d6+8
Arquebus, Matchlock	BS	-4	20/40/120	1d8
P=A, 2H	SK	-2	30/50/120	1d10
RoF: 1/4	EX	0	40/60/120	1d10+2
Class: B	MS	+2	50/70/120	1d10+4
	GM	+4	60/80/120	1d8+8
Belt pistol, Wheellock	BS	-2	20/40/100	1d4
P=A, 2H	SK	0	30/50/100	1d6
RoF: 1/3	EX	+2	40/60/100	1d6+2
Class: A	MS	+4	50/70/100	1d6+4
	GM	+6	60/80/100	1d4+8
Horse Pistol, Wheellock	BS	-2	20/40/120	1d6
P=A, 2H	SK	0	30/50/120	1d8
RoF: 1/3	EX	+2	40/60/120	1d8+2
Class: A	MS	+4	50/70/120	1d8+4
	GM	+6	60/80/120	1d6+8
Musket, Flintlock	BS	0	60/80/270	2d8
P=A, 2H	SK	+2	80/100/270	2d10
RoF: 1/2	EX	+4	100/120/270	2d10+2
Class: B	MS	+6	120/140/270	2d10+4
	GM	+8	140/160/270	2d8+8
Rifle, Flintlock	BS	+2	90/100/300	2d8
P=A, 2H	SK	+4	110/130/300	2d10
RoF: 1/3	EX	+6	130/150/300	2d10+2
Class: C	MS	+8	150/170/300	2d10+4

	GM	+10	160/180/300	2d8+8
Pistol, Flintlock	BS	0	20/40/120	1d8
P=A, 2H	SK	+2	30/50/120	1d10
RoF: 1/2	EX	+4	40/60/120	1d10+2
Class: A	MS	+6	50/70/120	1d10+4
	GM	+8	60/80/120	1d8+8

All Ancient Guns

BS	Stun (17-20), Double Damage (20), Smoked (20), Misfire, Hang Fire, Foul
SK	Stun (17-20), Double Damage (19-20), Smoked (20), Misfire, Hang Fire, Foul
EX	Stun (17-20), Triple Damage (19-20), Smoked (20), Misfire, Hang Fire, Foul
MS	Stun (17-20), Triple Damage (18-20), Smoked (20), Misfire, Hang Fire, Foul
GM	Stun (17-20), Quadruple Damage (17-20), Smoked (20), Misfire, Hang Fire, Foul

Modern Firearms – Weapon Mastery

Weapon	Lvl	Range	Damage
Pistol, Small	BS	30/50/150	1d4
P=A, 1H	SK	50/70/150	1d6
RoF: 4	EX	70/90/150	1d6+2
Ammunition: 15	MS	90/110/150	1d6+4
Class: H	GM	110/130/150	1d4+8
Pistol, Medium	BS	40/60/160	1d6
P=A, 1H	SK	60/80/160	1d8
RoF: 3	EX	80/100/160	1d8+2
Ammunition: 12	MS	100/120/160	1d8+4
Class: H	GM	120/140/170	1d6+8
Pistol, Large	BS	50/70/170	1d8
P=A, 1H	SK	70/90/170	1d10
RoF: 2	EX	90/110/170	1d10+2
Ammunition: 8	MS	110/130/170	1d10+4
Class: I	GM	130/150/170	1d8+8
Pistol, Very Large	BS	60/70/180	1d10
P=A, 1H	SK	80/100/180	1d12
RoF: 2	EX	100/120/180	1d12+2
Ammunition: 6	MS	120/140/180	1d12+4
Class: I	GM	140/160/180	1d10+8
Rifle, Small	BS	60/70/200	2d4

P=A, 2H	SK	80/100/200	2d6
RoF: 3	EX	100/120/200	2d6+2
Ammunition: 30	MS	120/140/200	2d6+4
Class: L	GM	140/160/200	2d4+8
Rifle, Medium	BS	70/80/250	2d6
P=A, 2H	SK	90/110/250	2d8
RoF: 2	EX	110/130/250	2d8+2
Ammunition: 20	MS	130/150/250	2d8+4
Class: L	GM	150/170/250	2d6+8
Rifle, Large	BS	80/90/300	2d8
P=A, 2H	SK	100/120/300	2d10
RoF: 1	EX	120/140/300	2d10+2
Ammunition: 20	MS	140/160/300	2d10+4
Class: M	GM	150/170/300	2d8+8
Rifle, Very Large	BS	90/100/400	2d10
P=A, 2H	SK	110/130/400	2d12
RoF: 1	EX	130/150/400	2d12+2
Ammunition: 10	MS	150/170/400	2d12+4
Class: M	GM	160/180/400	2d10+8

Modern Firearms – All Guns

Hit Roll Bonus			
	Pistols	Rifles	All Modern Guns
BS	+4	+6	Jam, Stun (16-20), Smoked, Double Damage (20)
SK	+5	+7	Jam, Stun (16-20), Double Damage (19-20), Smoked (20)
EX	+6	+8	Jam, Stun (16-20), Triple Damage (18-20), Smoked (20)
MS	+7	+9	Jam, Stun (16-20), Triple Damage (17-20), Smoked (20)
GM	+8	+10	Jam, Stun (16-20), Quadruple Damage (16-20), Smoked (20)

High Tech Guns – Weapon Mastery

Lasers

Weapon	Hit Bonus	Lvl	Range	Damage /charge	Special
Laser Pistol	+5	BS	70/80/250	1d8	Cool (1)
P=A, 1H	+6	SK	90/110/250	1d10	Cool (1)
RoF: 4	+7	EX	110/130/250	1d10+2	Cool (1)
Max	+8	MS	130/150/250	1d10+4	Cool (1)
Charges: 3					
Class: H	+9	GM	150/170/250	1d8+8	Cool (1)
Laser Rifle	+6	BS	80/90/300	1d8	Cool (3)
P=A, 2H	+8	SK	100/120/300	1d10	Cool (3)
RoF: 3	+10	EX	120/140/300	1d10+2	Cool (3)
Max	+12	MS	140/160/300	1d10+4	Cool (3)
Charges: 5					
Class: L	+14	GM	150/170/300	1d8+8	Cool (3)
Heavy Laser	+6	BS	90/100/400	1d8	Cool (5)
P=A, 2H + Tripod	+8	SK	110/130/400	1d10	Cool (5)
RoF: 2	+10	EX	130/150/400	1d10+2	Cool (5)
Max	+12	MS	150/170/400	1d10+4	Cool (5)
Charges: 10					
Class: M	+14	GM	160/180/400	1d8+8	Cool (5)

Special Effects – All Lasers

BS	Overheat, Stun (16-20), Smoked, Double Damage (20)
SK	Overheat, Stun (16-20), Double Damage (19-20), Smoked (20)
EX	Overheat, Stun (16-20), Triple Damage (18-20), Smoked (20)
MS	Overheat, Stun (16-20), Triple Damage (17-20), Smoked (20)
GM	Overheat, Stun (16-20), Quadruple Damage (16-20), Smoked (20)

Sonic Weapons

Weapon	Hit Bonus	Lvl	Range	Damage	Special
Sonic Pistol	+2	BS	20/40/60	3d10	Stun (18-20), Sonic
P=A, 1H	+3	SK	25/45/60	4d10	Stun (17-20), Sonic
RoF: 1	+4	EX	25/45/60	5d10	Stun (16-20), Sonic
Charge	+5	MS	30/50/60	6d10	Stun (16-20)
Cost: 2					Sonic
Class: H	+6	GM	30/50/60	7d10	Stun (15-20), Sonic
Sonic Rifle	+4	BS	60/120/180	3d10	Stun (18-20), Sonic
P=A, 2H	+6	SK	70/130/180	4d10	Stun (17-20), Sonic
RoF: 1	+8	EX	90/110/180	5d10	Stun (16-20), Sonic
Charge	+10	MS	110/130/180	6d10	Stun (16-20)
Cost: 4			0		Sonic
Class: L	+12	GM	130/150/180	7d10	Stun (15-20), Sonic
			0		

Needler Weapons

Weapon	Hit Bonus	Lvl	Range	Damage	Special
Needler Pistol	+1	BS	10/20/40	1d6	Delay, Stun, Knockout
P=A, 1H	+2	SK	15/25/45	1d8	Delay, Stun, Knockout
RoF: 1	+3	EX	20/30/50	1d8+2	Delay, Stun, Knockout
Ammunition:	+4	MS	25/35/55	1d8+4	Delay, Stun, Knockout
12 round cart.					
Class: H	+5	GM	30/40/60	1d6+8	Delay, Stun, Knockout
Needler Rifle	+2	BS	40/60/80	1d8	Delay, Stun, Knockout
P=A, 2H	+4	SK	50/70/90	1d10	Delay, Stun, Knockout
RoF: 1	+6	EX	60/80/100	1d10+2	Delay, Stun, Knockout
Ammunition:	+8	MS	70/90/110	1d10+4	Delay, Stun, Knockout
24 round cart.					
Class: L	+10	GM	80/100/120	1d8+8	Delay, Stun, Knockout

Gyrojet Guns

Weapon	Hit Bonus	Lvl	Range	Damage	Special
Gyrojet Pistol	0	BS	-/30/150	1d10	½ Damage (30°)
P=A, 1H	+2	SK	-/40/150	1d12	½ Damage (30°)
RoF: 6	+4	EX	-/50/150	1d12+2	½ Damage (30°)
Ammo: 6	+6	MS	-/60/150	1d12+4	½ Damage (30°)
Class: H	+8	GM	-/70/150	1d10+8	½ Damage (30°)
Gyrojet Carbine	+6	BS	-/90/400	2d10	½ Damage (20°)
P=A, 2H	+8	SK	-/120/400	2d12	½ Damage (20°)
RoF: 6	+10	EX	-/150/400	2d12+2	½ Damage (20°)
Ammo: 12	+12	MS	-/180/400	2d12+4	½ Damage (20°)
Class: I	+14	GM	-/210/400	2d10+8	½ Damage (20°)
Gyrojet Grenade Launcher	+6	BS	-/100/400	Special	Min. Range (30°)
P=A, 2H + Tripod	+8	SK	-/130/400	Special	Min. Range (30°)
RoF: 1	+10	EX	-/150/400	Special	Min. Range (30°)
Ammo: 8	+12	MS	-/170/400	Special	Min. Range (30°)
Class: M	+14	GM	-/180/400	Special	Min. Range (30°)

Gyrojets – Pistols and Carbines

Special Effects

BS	Stun (16-20), Smoked, Double Damage (20)
SK	Stun (16-20), Double Damage (19-20), Smoked (20)
EX	Stun (16-20), Triple Damage (18-20), Smoked (20)
MS	Stun (16-20), Triple Damage (17-20), Smoked (20)
GM	Stun (16-20), Quadruple Damage (16-20), Smoked (20)

Gyrojet Grenade Types			
	AoE	Save	Effect
Doze	30'	Death Ray (avoids)	Sleep (2d4 turns)
Fragmentation*	30'	Wands (half damage)	Shreds of metal (6d6)
Incendiary*	20'	Dragon Breath (half damage)	Fire (6d8)
Poison	10'	Poison (avoids)	Death (in 6 rounds)
Smoke	50'	n/a	Obscures vision (4d6 rounds in still air)
Tangler	20'	Paralysis (avoids)	Entangled/immobile (2d4 turns)

* Unstable in pentaspaces (see firearms for explosion risk rules)

Gyrojet Grenade scatter			
Hit Roll	Distance from Target		Direction (d8)
Missed By			
1-2	10'	1	N
3-5	20'	2	NE
6-9	40'	3	E
7-14	60'	4	SE
15-19	80'	5	S
20	100'	6	SW
		7	W
		8	NW

High Tech Melee Weapons – Weapon Mastery

Weapon	Lvl	Range	Dmg	Defence	Special
Laser Knife	BS	5/10/15	2d4		Striking (20), Wreck
P=H, 1H	SK	10/15/20	2d6	H-1AC/1	Striking (19-20), Wreck
Small	EX	15/20/25	4d4	H:-2AC/2	Striking (18-20), Wreck
	MS	20/25/30	P:6d4 S:4d4+2	H:-2AC/2	Striking (17-20), Wreck

Cost and Encumbrance

Note that while costs are given in gold pieces, most modern and high-tech societies do not use a gold standard for currency, and that this is merely an equivalent value.

It must also be noted that most of these weapons are not readily available in a single society. Where matchlocks are known and used, flintlocks have yet to be discovered, for example, and modern weapons cannot be bought in medieval cultures.

Ancient Weapons

Item	Cost (gp)	Enc (cn)
Hand Cannon	50	250
Musket, matchlock (with stand)	30	200
Caliver, matchlock	6	110
Arquebus, matchlock	10	100
Belt Pistol, wheellock	50	30
Horse Pistol, wheellock	80	40
Musket, flintlock	90	140
Rifle, flintlock	150	140
Pistol, flintlock	50	30

Modern Weapons

Item	Cost (gp)	Enc (cn)
Pistol, small	100	10
Pistol, medium	150	20
Pistol, large	200	40
Pistol, very large	300	60
Rifle, small	150	50
Rifle, medium	200	80
Rifle, large	400	120
Rifle, very large	600	250

High Tech Guns

	GM	25/30/35	P:8d4 S:6d4+2	H:-3AC/3	Striking (16-20), Wreck
Laser Sword	BS		2d8		Striking (20), Wreck
P=H, 1H	SK		2d12	H-2AC/1	Striking (19-20), Wreck, Deflect, Disarm
Small	EX	5/10/15	4d8	H:-2AC/2	Striking (18-20), Wreck, Deflect, Disarm
	MS	10/15/20	P:4d8+4 S:4d6+6	H:-3AC/3	Striking (17-20), Wreck, Deflect, Disarm
	GM	15/20/25	P:4d6+16 S:4d4+16	H:-4AC/4	Striking (16-20), Wreck, Deflect, Disarm
Sonic Knife	BS		2d4		Stun, Incorporeal
P=H, 1H	SK		2d6		Stun (Save-1), Incorporeal
Small	EX		4d4		Stun (Save-2), Incorporeal
	MS		P:6d4 S:4d4+2		Stun (Save-3), Incorporeal
	GM		P:8d4 S:6d4+2		Stun (Save-4), Incorporeal
Sonic Sword	BS		2d8		Stun, Incorporeal
P=A, 1H	SK		2d12		Stun (Save-2), Incorporeal
Small	EX		4d8		Stun (Save-4), Incorporeal
	MS		P:4d8+4 S:4d6+6		Stun (Save-6), Incorporeal
	GM		P:4d6+16 S:4d4+16		Stun (Save-8), Incorporeal

Item	Cost (gp)	Enc (cn)
Blaster	800	20
Heavy Blaster	1000	150
Laser Pistol	400	15
Laser Rifle	600	100
Heavy Laser	1000	300
Sonic Pistol	400	15
Sonic Rifle	700	120
Needler Pistol	200	20
Needler Rifle	400	100
Gyrojet Pistol	200	10
Gyrojet Carbine	300	70
Gyrojet Grenade Launcher	700	100

Modern and High Tech Melee Weapons

Item	Cost (gp)	Enc (cn)
Laser Knife	400	10
Laser Sword	1000	10
Shock Gloves	200	5
Sonic Knife	300	15
Sonic Sword	800	120
Needler Pistol	200	20
Bayonet	50	15
Combat Knife	5	15

Ancient Weapons - Ammunition

Item	Cost (gp)	Enc (cn)
Hand Cannon, powder and stone (1)	4	5
Pistol/Caliver, powder and shot (12)	10	20
Mucket/Arquebus/Rifle powder and shot (12)	20	30

Modern Weapons - Ammunition

Item	Cost (gp)	Enc (cn)
Pistol, small (50 rounds)	10	5
Pistol, medium (50 rounds)	15	8
Pistol, large (50 rounds)	20	12
Pistol, very large (50 rounds)	40	18
Rifle, small (20 rounds)	10	5
Rifle, medium (20 rounds)	20	8
Rifle, large (20 rounds)	50	20
Rifle, very large (20 rounds)	100	40
Pistol, small (empty magazine)	10	2
Pistol, medium (empty magazine)	15	3
Pistol, large (empty magazine)	20	6
Pistol, very large (empty magazine)	30	9
Rifle, small (empty magazine)	10	4
Rifle, medium (empty magazine)	20	6
Rifle, large (empty magazine)	30	10
Rifle, very large (empty magazine)	40	15

High Tech Weapons - Ammunition

Item	Cost (gp)	Enc (cn)
Power Clip (20ch)	50	3
Power Belt Pack (50ch)	100	50
Power Backpack (150ch)	750	200
Power Bank (500-2000ch)	1000- 10,000	2000- 8000
Needler Pistol Cartridge (12)	50	25
Needler Rifle Cartridge (Rifle, 24)	80	50
Gyrojet Pistol Rounds (48)	200	75
Gyrojet Rifle Rounds (48)	400	125
Gyrojet Carbine Magazine	20	5
Gyrojet Rifle Magazine	30	8
Doze Grenade Round	50	10
Fragmentation Grenade Round	20	15
Incendiary Grenade Round	30	15
Poison Grenade Round	100	10
Smoke Grenade Round	10	15
Tangler Grenade Round	50	20

Armour

Modern Armour

Item	AC	Cost (gp)	Enc (cn)
Fibre	5	80	130
Laminate Plate	3	240	250
Riot Shield	(-1)	30	10

High Tech Armour

Item	AC	Cost (gp)	Enc (cn)
Ablative Screen	3 (9)	1,000	20
Federation Battle Armour	0 (8)	1,000	0
Holo-Suit	-	5,000	0
Power Shield	(-1)	500	0