

HARDWARE:

SMALL ARMS:

M11P Automatic Pistol:



The M11P is the standard sidearm of officers serving in the UEAf of 2271. It is a compact pulse-action firearm firing the standard 10mm light armour piercing round. A magazine containing 20 rounds is inserted into the pistol grip.

SR: DEX; **ROF:** 3 shots per MR (DEX SR, then DEX+3SRs, then DEX+7SRs); **Damage:** 1d10 per shot; **Effective Range:** 50m; **Weight Unloaded:** 0.75kg; **Ammo:** 20 round magazine (0.25kg); **Fail:** 99.

M44 TASER Pistol:



The M44 is a non-lethal weapon used by the UEAf when they need to capture a foe without causing permanent injury. Compressed nitrogen projects a charged TASER dart up to 15m at a speed of 70+ metres per second. An electrical signal transmits throughout the region where the probes make contact with the body or clothing. The result is an instant loss of the attacker's neuromuscular control and any ability to perform coordinated action. Along with the Combat Shotgun this has become the standard sidearm of soldiers involved in covert operations, prisoner supervision, local security, riot control etc. A magazine containing 5 darts is inserted into the pistol grip. A power cell in the pistol charges the darts prior to firing.

SR: DEX; **ROF:** 2 shots per MR (DEX SR, then DEX+7SRs); **Damage:** 2d6+6 electrical damage is matched against target CON. Success indicates target is incapacitated for 1d6 MR; **Effective Range:** 15m; **Weight Unloaded:** 0.9kg; **Ammo:** 5 dart magazine (0.5kg); **Fail:** 99.

M74A1 Shock Rifle:



Higher powered cousin to the TASER pistol, the M74A1 is a recoilless electric 'pulse' weapon used to take down larger foes without causing too much permanent damage. To use, the operator depresses the trigger, painting a proton 'patch' on the target. Milliseconds later the rifle emits a high voltage arc of electricity, which seeks out the charge differential (i.e. the target). The power of the charge emitted can be changed.

SR: DEX+1; **ROF:** 2 shots per MR (DEX+1, then +5SRs); **Damage:** 1-4d6 stun damage; **Effective Range:** 25m; **Weight Unloaded:** 3kg; **Ammo:** Power cell (0.5kg) gives 128x1d6 shots; **Fail:** 99.

Combat Shotgun:



Repeating shotgun with a 30-round drum magazine. This special-purpose weapon is used for guard duty, prisoner supervision, local security, riot control, boarding spaceships and any situation that might require the use of

weapons of limited range and penetration but maximum stopping power.

SR: DEX; **ROF:** 2 shots per MR (DEX SR, then +5SRs); **Damage:** Standard: 3d6 at 10m or less, 2d6 at 11m+; Baton: 1d6 + 3d6 stun damage; **Effective Range:** 20m; **Weight Unloaded:** 3kg; **Ammo:** 30 shell drum (0.5kg); **Fail:** 00.

M41 Sub Machine Gun (SMG):



10mm pulse-action sub-machine gun employed as a close quarters backup weapon for UEAF specialists like flight techs and pilot techs. The M41 fires the UEAF standard 10mm caseless, explosive tipped, light armour piercing round at velocities of 680 meters per second. Although this weapon is easy to use, its light weight allows for considerable kickback that tends to push the barrel up.

SR: DEX; **ROF:** 3 shots per MR (DEX SR, then +3SRs, +7SRs) or 3 bursts of 5; **Damage:** 1d10; **Effective Range:** 100m; **Weight Unloaded:** 2.0kg; **Ammo:** 50 round magazine (0.5kg); **Fail:** 97.

M25 /M25A1 Combat Rifle:



A light assault rifle that fires 8mm caseless, flechette rounds. Nicknamed the 'scattergun' or 'riot gun', it is an effective close range weapon against unarmoured or animal opponents. The M25A1 variant of the Combat Rifle is modified to fire 8mm shockrounds as well as the normal 8mm flechette ammunition. Shockrounds are rubber bullets with copper electrodes on the surface, connected to a filling of ceramic piezoelectric material. When the bullet hits the target, the piezo filling is violently compressed and releases a shock pulse of at least 25,000 volts through the electrodes. This penetrates clothing and instantly stuns the target. The effect is enhanced by the bullet core being surrounded

by conductive gel that splatters and spreads on impact.

SR: DEX; **ROF:** 3/MR or 3 bursts of 5 (DEX SR, then +3SRs, +7SRs); **Damage:** Flechette 2d4; Shock 2d6+6; **Effective Range:** 550m; **Weight Unloaded:** 4.5kg; **Ammo:** 50 round magazine (flechette); 30 round magazine (shock) (0.5kg); **Fail:** 98.

M240 Flamethrower:



The M240 flamethrower, in use by the UEAF, is a lightweight, carbine-format flamethrower which uses pressurized, ultra-thickened naphthal fuel as a base and ignited by a nozzle burner. Once a target is hit, fuel droplets will remain on the target for 2MR. However, the M240 is vulnerable to small-arms fire, as the fuel reservoir is known to explode violently when hit. Another flamethrower model is the M210, which is mounted on the right arm of some models of powered armour.

SR: DEX; **ROF:** 3 'bursts'/MR; **Damage:** 3d4; **Effective Range:** 30m; **Weight Unloaded:** 3.5kg; **Ammo** fuel tank with enough pressurized, ultra-thickened naphthal fuel for 20 bursts; **Fail:** 96.

M29 Tactical Assault Rifle (TAR):



10mm pulse-action automatic rifle which is the basic rifle of the UEAF. The M29 tactical assault rifle fires 10mm caseless, explosive tipped, light armour piercing rounds at a velocity of about 840 meters per second. The M29 has three fire settings: single shot, five-round burst and full automatic. At full automatic, the weapon has a cyclic rate of about 900rpm. An LED display shows the amount of ammo left in the clip. An

underslung 30mm grenade launcher with a four-round magazine is directly beneath the barrel of the rifle. It must be hand-loaded, and it is armed with a pump action. Once primed, it can be fired from a trigger in front of the magazine.

SR: DEX; **ROF:** Single shot 3/MR; 3 bursts of 5; **Damage:** 2d6; **Effective Range:** 1000m; **Weight Unloaded:** 4.0kg; **Ammo:** 95 round magazine (1.5kg); **Fail:** 98

M42 Gauss Rifle:



The ultimate development of the assault rifle, the M42 Gauss rifle is a semi-automatic MLA (magnetic linear accelerator) rifle employed as a sniper rifle for the UEAF. The rifle is issued on a scale of one per platoon. The M42 is laid out in a bullpup configuration, the barrel free-floating and gyroscopically stabilized. Barrel options include a flash suppressor or a muzzle brake. A 10mm HEAP round is magnetically accelerated along the barrel to a velocity of 1100 meters per second. Ammunition feed is from a 15-round magazine located behind the pistol grip. The match-standard batched M252 HEAP (High Explosive Armour Piercing) round has a maximum effective range of 1260 meters.

SR: DEX; **ROF:** single shot 3/rd; **Damage:** 2d6+4; **Effective Range:** 1260m; **Weight Unloaded:** 3.0kg; **Ammo:** 15 round magazine (1.0kg); **Fail:** 99

SQUAD SUPPORT WEAPONS:

M56 Smart Gun:



The M56 Smartgun is a lightweight squad support weapon capable of firing the standard 10mm light armour piercing cartridge and a

'smart' 20mm air-bursting fragmentation munition. It allows soldiers to effectively attack targets at greater ranges than the M29 Assault Rifle, and to attack targets in defilade.

The weapon's fire control system, as well as acting as a telescopic day and night sight has an integral laser range finder, which can pinpoint precise target range and movement rate. When it has locked in the range the computer relays the data to the fusing control system for the 20mm high explosive (HE) ammunition. This means that the HE shells can be timed to explode in an airburst after they have travelled the required distance. Moving targets present no problems either; the range finder adjusts and anticipates accordingly, greatly improving accuracy (+25%). The 20mm ammunition can also be programmed to detonate on impact.

SR: DEX; **ROF:** 10mm: burst (5/10) 3/MR; 20mm: 3/MR; **Damage:** 10mm: 2d6; 20mm: 3d6+2; **Effective Range:** 1100m; **Weight Unloaded:** 5.5kg; **Ammo:** 10mm: 95 round M29 magazine (1.5kg); 20mm: 10 round magazine (1.0kg); **Fail:** 97.

M90 Grenade Launcher:



The M90 was designed as a close support weapon for infantry units, and was intended to bridge the gap between the maximum throwing distance of a hand grenade, and the lowest range of supporting mortar fire. An area of between 50 and 300 meters.

The M90 is an automatic, drum-fed weapon which fires the UEAF standard 30mm grenade at a muzzle velocity of 75 meters per second. Stabilised in flight by the spin imparted on it by the rifled barrel, grenade rotate at 3,700rpm, this in turn after 5m of flight arms the grenade.

SR: DEX; **ROF:** 1 shot per MR; **Damage:** See grenades; **Effective Range:** 25m; **Weight Unloaded:** 6.0kg; **Ammo:** 5 round drum of 40mm grenades (1.0kg); **Fail:** 99.

Grenades:



Cylindrical, resembling a battery in appearance, grenades are designed to be used in a grenade launcher, or as a standard hand grenade. To activate, the red plastic cap is flipped off and the nose is twisted clockwise. Standard grenades have a 5 second delay fuse.

1. **Baton:** These are moulded plastic designed to be used during riot control. Baton rounds deal 1d6 physical damage plus 3d6 stun damage and cannot impale.
2. **Gas Grenade:** when a gas grenade explodes, it releases a fine mist of the nerve toxin N-22 that fills a 3m radius globe. Roll CON vs. CON 12 or incapacitated and lose 1 CON/hr until treated.
3. **HE:** This is the most common 30mm round used in the grenade launcher. It explodes, showering over 300 fragments in a 3 meter area. Damage 2d6+6 to a random hit location.
4. **Incendiary Grenade:** when this grenade explodes, it engulfs a 3m radius globe in napalm. This does 2d6 burn damage to all victims the first round, then 1d6/rd after until the fire is put out.
5. **Proximity Mines:** Fired from the grenade launcher, these motion sensitive mines explode if anything above a mass of 25kg moves within 1m of it. Come complete with ability to adhere to surfaces. Stats as for standard grenade launcher.
6. **Smoke Grenade:** a smoke grenade deals no damage, but engulfs a 5m radius area in thick coloured smoke.
7. **Starshell:** This is a flare fired 200 metres into the air. It then ignites and drifts down on a parachute for 45 seconds.
8. **Stun Grenade:** A concussion charge. Roll CON vs. intensity 12 or stunned for 1d6 rounds.

M71 Squad Support Weapon:



The M71 Squad Support Weapon (SSW), is an individually portable, pulse action, magazine or disintegrating metallic link-belt fed, light machine

gun with fixed headspace and quick change barrel feature. It has a cyclic rate of about 1000rpm. The M71 engages point targets out to 1200 metres, firing the standard 10mm light armour piercing cartridge.

The M71 forms the basis of firepower for the fire team. The gunner has the option of using 95-round M29 magazines or linked ammunition from pre-loaded 200-round plastic drum magazines. The M71 comes equipped with a bipod for fixed position fire and shorter barrel option if being fired from shoulder, hip, or underarm position.

SR: DEX; **ROF:** Burst (10) 3/MR or full automatic (20-60 MR); **Damage:** 2d6; **Effective Range:** 1200m; **Weight Unloaded:** 4.5kg; **Ammo:** 200 round drum (2.0kg) or 95 round M29 magazine (1.5kg); **Fail:** 97.

SADAR:



Standing for 'Shoulder-launched Active-homing Disposable Anti-tank Rocket, the SADAR is a lightweight one-shot anti-armour weapon.

SR: DEX+1; **ROF:** 1/MR; **Damage:** A standard HEAP missile deals 4d6 to all in a 3m radius of explosion; **Effective Range:** 1000m; **Weight Unloaded:** 5.5kg; **Ammo:** 1x HEAP missile (2.5kg); **Fail:** 99.

M202 Smart Missile Launcher:



The M202 Smart missile is a man-portable battlefield weapon in use by the UCAF. With a range of over 3000m, the M202 allows users to accurately destroy targets from extremely long ranges. Once the UCAF paints the target with the laser targeting device, the missile locks on and will rarely miss as long as the target remains painted. +25% to hit. The missile launcher is reusable.

SR: DEX+2; **ROF:** 1/MR; **Damage:** A standard Smart missile deals 3d6+6 to all in a 3m radius of explosion; **Effective Range:** 3000m; **Weight**

Unloaded: 6.5kg; **Ammo:** 1x Smart missile (3.5kg); **Fail:** 99.

M95A1 Phased Plasma Pulse Rifle:



The Phased Plasma Pulse Rifle (P3 Rifle) fires bolts of charged helium plasma. A magazine holds a power cell and a small amount of refined helium. When the trigger is pulled, both helium and energy are siphoned off from the magazine. Helium is ionised by a 40 kilowatt mean range laser burst then a strong electrical discharge forces the plasma out of the weapon at high speeds. The plasma bolt has a muzzle velocity in excess of 8500 meters per second and organic targets struck by the bolt suffer severe kinetic impact damage from the hyper velocity impact of the bolt as well as massive collateral and thermal damage.

SR: DEX; **ROF:** 3/MR; **Damage:** 2d6+2; **Effective Range:** 250m; **Weight Unloaded:** 4.5kg; **Ammo:** Magazine contains enough helium and power for 64 shots (0.5kg); **Fail:** 97.

M98A1 Phased Plasma Repeater:



The ultimate development of phased plasma weapons technology is the Phased Plasma Repeater (PPR). The PPR is effectively a rapid fire plasma 'chain gun' with no spin up delay. Its high rate of fire makes the weapons incredibly effective as a squad support weapon. A magazine holds a power cell and a small amount of refined helium. When the trigger is pulled, both helium and energy are siphoned off from the magazine. Helium is ionised by a 40 kilowatt mean range laser burst and injected into one of six spinning barrels then a strong electrical

discharge forces the plasma out of the weapon at high speeds.

SR: DEX; **ROF:** 3/MR or Burst (10); **Damage:** 2d6+2; **Effective Range:** 500m; **Weight Unloaded:** 3.5kg; **Ammo:** Magazine contains enough helium and power for 256 shots; **Fail:** 98.

M101 Phased Plasma Gun:



The Phased Plasma Gun (PPG) fires in the high kilowatt to low megawatt range, depending on the weapon's setting. The higher the setting, the fewer total rounds these weapons are capable of firing before the magazine must be replaced. Like the plasma rifle, the PPG uses a magazine containing condensed helium along with a battery to supply power. The weapon can easily burn through organic tissue, bone and metal at higher energy levels.

SR: DEX; **ROF:** 3/MR; **Damage:** 2d6+2 (high Kw setting)/3d6+3 (low Mw setting); **Effective Range:** 300m; **Weight Unloaded:** 5.0kg; **Ammo:** Magazine contains enough helium and power for 64 shots at the high kilowatt setting, or 32 shots at the low megawatt setting (0.5kg); **Fail:** 96.

PLATOON SUPPORT WEAPONS:

M201 Fusion Gun:



Progressive development of the Phased Plasma Gun, the Fusion Gun holds the superheated plasma in a magnetic containment field before firing, until a fusion reaction takes place. The weapon's only drawback is the firing delay.

SR: DEX+2; **ROF:** 3/MR; **Damage:** 4d6+4; **Effective Range:** 250m; **Weight Unloaded:** 6.0kg; **Ammo:** Magazine contains enough Helium and power for 32 shots; **Fail:** 95

M88 Mini Gun:



The M88 mini gun is a 10mm full automatic platoon support weapon. It has a cyclic rate of about 1800rpm. The M88 has two fire setting: safe or full automatic. Ammunition is stored on a roll of continuous plastic non-disintegrating link belt in the ammunition drum.

SR: DEX; **ROF:** Burst 20-60 per MR; **Damage:** 2d8; **Effective Range:** 1200m; **Weight Unloaded:** 5.5kg; **Ammo:** 200 round drum (2.0kg); **Fail:** 97.

M383 Particle Phalanx Cannon:



Used mainly as a platoon support weapon, the Particle Phalanx Cannon fires a magnetically super-accelerated magnesium particle, which explodes on impact.

SR: DEX+1; **ROF:** 1/MR; **Damage:** 2d8+2; **Effective Range:** 2500m; **Weight Unloaded:** 6.0kg; **Ammo:** 20 round magazine (1.5kg); **Fail:** 97.

M112 Headhunter:



The M112 Headhunter is a man-portable battlefield weapon in use by the UEAF. With a range of over 5000m, the Headhunter allows users to accurately destroy targets from extremely long ranges. The Headhunter is a 11.3kg disposable launcher, which comes with optional bipod stand and baseplate. The bipod can be set to launch the missile at any angle between horizontal and vertical. The missile itself is a small, two-stage missile with a multi-sensor seeker in the nose. The first stage clears the missile from the launcher, and the second stage fires after 1.5 seconds, accelerating the missile to speeds upwards of Mach 4.5. The warhead is just behind the missile seeker assembly, and consists of a 15cm tungsten kinetic penetrating rod surrounded by LX-28 explosive

SR: DEX+2; **ROF:** 1/4MR; **Damage:** 8d6 to all in 3m radius of strike; **Effective Range:** 5000m; **Weight:** 11.3kg; **Ammo:** 1; **Fail:** 99.

SAM-118 Thunderbolt Missile:



The SAM-118 Thunderbolt is a long range hypervelocity missile capable of engaging aerospace craft to the limits of the stratosphere. This active homing weapon uses active and passive seekers, including radar, IR, optical, UV and jam-homing, backed by mid-course update from the ground station, to ensure the intercept, regardless of countermeasures. It's multi-data kinetic penetrating warhead can be adjusted by the fusing mechanism into an optimum "swarm" pattern prior to impact. This weapon is guided.

SR: DEX SR+2; **ROF:** 1/2MR; **Damage:** 5d6 to all in 3m radius of strike; **Effective Range:** 10km; **Weight:** 9.3kg; **Ammo:** 1; **Fail:** 99.

M662 Rail Gun:



The Railgun utilizes a Lorentz field to electromagnetically accelerate a depleted uranium slug to super high velocity down the weapon barrel,

converting electrical energy into projectile kinetic energy, rather than the more conventional chemical energy from an explosive propellant. As the 15mm slug leaves the barrel it is travelling at 3500m/s. At this speed, kinetic energy is equal or superior to that of an explosive-filled shell of greater mass.

SR: DEX SR+1; **ROF:** 1/MR; **Damage:** 2d10+4; **Effective Range:** 1500m; **Weight Unloaded:** 4.0kg; **Ammo:** magazine of 5 slugs (2.0kg) (each magazine comes complete with disposable energy pack in base); **Fail:** 96.

M242 Intruder:

With a range of over 30km, the M242 allows UCAF to totally destroy large enemy targets from extremely long ranges. The M242 has an 18.5kg launcher, which comes with its own bipod stand and baseplate. The bipod can be set to launch the missile at any angle between horizontal and vertical. The missile itself is a small, two-stage missile based on the Headhunter design, with a multi-sensor seeker in the nose. The first stage clears the missile from the launcher, and the second stage fires after 1.5 seconds, accelerating the missile to speeds upwards of Mach 3. The warhead is just behind the missile seeker assembly, and consists of a small tactical nuclear device capable of destroying a target area with a radius of 1km around ground zero.

SR: DEX+3; **ROF:** 1/2MR; **Damage:** Any personnel caught in explosion are killed; **Effective Range:** 30km; **Weight:** 18.5kg; **Ammo:** 1 (12kg); **Fail:** 99.

Remote Sentry Weapons System (RSWS):

A remote perimeter defence weapon in use by many military organisations. It consists mainly of a tripod stand, battery pack, breech and barrel assembly, sensor array, and 500-round ammo drum. The RSWS has 360-degree fire action,

and mounts a pulse-action machine gun with a cyclic rate of 1100 rpm. The RSW sensor array is mounted above the barrel, covering a 60-degree cone in front of the weapon. The sensing suite consists of an infrared detector, lidar, light optics, and an ultrasonic motion tracker. If set to "auto-remote", the RSWS system will scan all targets, then classify them using an Identification Friend Foe (IFF) transponder, and take appropriate action.

SR: 3/6/10; **ROF:** Burst of 20-60/MR; **Damage:** 2d6 per round; **Effective Range:** 1500m; **Weight:** 7.5kg; **Ammo:** 500 rd drum (2.5kg); **Fail:** 99.

M78 Lancer:

The M78 Lancer is a high speed ground launched space weapon designed to destroy spacecraft and satellites in near orbit. Usually launched in clusters in order to overwhelm any spaceship point defence, the Lancer comprises a two-stage booster designed to insert an ASAT missile with a kinetic warhead into orbit. Against low orbiting targets, the Lancer ASAT payload can be inserted directly into its path; however a typical injection profile versus a geostationary target involves lofting the payload into a hohmann transfer orbit before completing a circularisation burn into geostationary orbit (GSO). For an Earth-like world, the time from ignition to transfer to GSO is some 3800 seconds. A special feature of the M78 is its low launch signature that improves the chance of first-strike surprise on an armed or manoeuvring target. The M78 is typically vehicle mounted, and requires a crew of 2.

SR: DEX SR+2; **ROF:** 1/2MR; **Damage:** 10d6 to all in 5m radius of strike; **Effective Range:** 50km; **Weight:** 14.6kg; **Ammo:** 1; **Fail:** 99.

WEAPON TABLES:

SMALL ARMS:

Weapon:	SR:	ROF:	Damage:	Range:	Ammo:	Fail:
M11P Pistol	DEX	3/MR	1d10	50m	16	99
M44 TASER Pistol	DEX	2/MR	2d6+6 vs. CON	15m	05	99
M74A1 Shock Rifle	DEX+1	2/MR	1-4d6 vs. CON	25m	128	99
Shotgun	DEX	2/MR	3d6	15m	30	00
			1d6	30m		
		Baton	1d6/2d6	30m	30	00
M41 SMG	DEX	3/MR or 3x Bursts	1d10	100m	30	97
M25 / M25A1 Combat Rifle	DEX	3/MR or 3x Bursts	Flechette: 2d4 Shock: 2d6+6	550m	50	98
M240 Flamethrower	DEX	3x 'bursts'/MR	3d4	30m	20	96
M29 Tactical Assault Rifle	DEX	3/MR or 3x Bursts	2d6	1000m	95	98
M42 Gauss Rifle	DEX	3/MR	2d6+6	1260m	15	99

SQUAD SUPPORT WEAPONS:

Weapon:	SR:	ROF:	Damage:	Range:	Ammo:	Fail:
M56 Smart Gun	DEX	10mm: single shot or burst (5/10) 3/MR; 20mm: 3/MR	10mm: 2d6; 20mm: 3d6;	1100m	10mm: 95 20mm: 10	97
M90 Grenade Launcher	DEX	1/MR	Grenade	25m	5	99
M71 SSW	DEX	Burst (10/20) 3/MR	2d6	1200m	95/200	97
SADAR	DEX+1	1/MR	3d6+6:3m radius	1000m	1	99
M202 Smart Missile	DEX+2	1/2MR	4d6:3m radius	3000m	1	99
M95A1 Phased Plasma Pulse Rifle	DEX	3/MR	2d6+2	250m	64	97
M98A1 Phased Plasma Repeater	DEX	3/MR or Burst (10)	2d6+2	500m	256	98
M101 Phased Plasma Gun (PPG)	DEX	3/MR	2d6+2/3d6+3	300m	32/64	96

PLATOON SUPPORT WEAPONS:

Weapon:	SR:	ROF:	Damage:	Range:	Ammo:	Fail:
M88 Mini Gun	DEX	Burst of 20-60/MR	2d8	1200m	300	97
M201 Fusion Gun	DEX+2	3/MR	4d6+4	250m	32	95
M383 Particle Phalanx	DEX+1	1/MR	2d8+2	2500m	20	97
M112 Headhunter	DEX+2	1/4MR	8d6:3m radius			99
SAM-118 Thunderbolt	DEX+1	1/2MR	5d6:3m radius	3000m	1	99
M662 Railgun	DEX+1	1/MR	2d10+4	500m	5	96
M242 Intruder	DEX+3	1/2MR	Special	30km	1	99
RSWS	3/6/10	Burst of 20-60/MR	2d6	1500m	500	99
M78 Lancer	DEX	1/2MR	10d6: 5m radius	50km	1	99
	SR+2					

MÊLÉE WEAPONS:

Weapon:	SR:	ROF:	Damage:	Range:	Ammo:	Fail:
Combat Knife	3	n/a	1d4+2	n/a	n/a	00
Sword	2	n/a	1d10+1	n/a	n/a	00
Chainsaw	2	n/a	2d6+2	n/a	n/a	00
Vibro Blade	2	n/a	4d4	n/a	n/a	00
Stun Stick	3	n/a	2d6+6 vs. CON	n/a	256	00

GRENADES:

Weapon:	SR:	ROF:	Damage:	Range:	Ammo:	Fail:
Baton	DEX	1/MR	1d6/3d6	20m	n/a	98
Gas	DEX	1/MR	CON vs. POT :3m radius	20m	n/a	98
HE	DEX	1/MR	2d6+6 :3m radius	20m	n/a	98
Incendiary	DEX	1/MR	2d6 / 1d6 :3m radius	20m	n/a	98
Stun	DEX	1/MR	CON vs. POT or stunned	20m	N/a	98