

d10 Combat

Ranged Weapons

Weapon Type	Damage	Range	Clip**	Cost*
Bow	2	70/140/280	1	6/15
Revolver, Light	2	20/40/80	6	18/45
Revolver, Hvy	3	35/70/140	6	25/65
Pistol, Light	2	20/40/80	7+1	23/50
Pistol, Hvy	3	30/60/120	7+1	35/70
Laser Pistol	5	100	30	330/825
Rifle	4	200/400/80	3	30/75
Rifle, Assault	4	150/300/450	3	40/100
Rifle, Sniper	4	1000	3	160/400
Rifle, Sonic	4	15/30/45	2	140/350
Shotgun	5	10/20/1940	2	50/125

* Alliance Credit/Platinum

** Clip size for pistols, shots per round for Rifles

Ranged Weapon Combat Roll: Perception + Firearms vs. 6 = total hits

Ranged Weapon Damage: Total hits + Weapon Damage - Soak/Dodge

Melee Weapons

Weapon Type	Damage	Cost*
Baton, Security	1+ STR	12/3
Baton, Stun	1+ Stuns	12/30
Brass Knuckles	1+STR	.8/2
Club	3 + STR	.2/1
Hatchet	4 + STR	16/40
Katana	3 + STR	50/100
Knife, Combat	4 + STR	1.6/4
Knife, Utility	1 + STR	.8/2
Machete	2 + STR	3.2/4
Sword	3 + STR	24/60
Rapier	2 + STR	26/65

* Alliance Credit/Platinum

Melee Combat Roll: Melee + STR vs. 6 = Total Hits

Melee Damage: Total Hits + Damage + STR

Very Important Rolls

Roll	Target	What you roll
Initiative	4	Wits + Alertness
Soak	6	Stamina + Armor
Dodge	6	Dex + Dodge

Hand 2 Hand

Roll	Target	What you roll
Strike	6	STR + Brawl
Grapple	6	STR + Brawl
Damage = STR + Hits		