

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			Very Important Rolls		
Weapon Type	Damage	Cost*	Roll	Target	What you roll
Baton, Security	1+ STR	12/3	Initiative	4	Wits + Alertness
Baton, Stun	1+ Stuns	12/30	Soak	6	Stamina + Armor
Brass Knuckles	1+STR	.8/2	Dodge	6	Dex + Dodge
Club	3 + STR	.2/1	Hand 2 Hand		
Hatchet	4 + STR	16/40	Roll	Target	What you roll
Katana	3 + STR	50/100	Strike	6	STR + Brawl
Knife, Combat	4 + STR	1.6/4	Grapple	6	STR + Brawl
Knife, Utility	1 + STR	.8/2	Damage = STR + Hits		
Machete	2 + STR	3.2/4			
Sword	3 + STR	24/60			
Rapier	2 + STR	26/65			

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

Melee Damage: Total Hits + Damage + STR