

ENERGY WEAPONRY

<i>Weapon</i>	<i>Damage</i>	<i>Range in Meters</i>	<i>Cost</i>	<i>Magazine</i>	<i>Attribute</i>	<i>Tech</i>
Laser Pistol	1d6	100/300	75	10	Dex	4
Laser Rifle	1d10 *	300/500	150	20	Dex	4
Thermal Pistol	2d6	25/50	200	5	Dex	4
Plasma Projector	2d8	50/100	400	6	Dex	4
Shear Rifle	2d8 *	100/300	600	10	Dex	5
Whip Beam	2d6	30/60	600	6	Dex	5
Blackout Rifle	2d6	100/300	300	6	Dex	5
Neutron Blaster	2d8	30/30	1,000	6	Dex	5

* These weapons can use burst fire. A burst gains +2 to hit and damage and uses up three rounds of ammunition.

Almost all energy weapons are Old Terran relics, as only the very finest scrapsmiths and scavengers of the New Earth have the expertise and raw materials necessary to build these weapons. Among Old Terran rebels, a modest number of laser pistols and rifles were cobbled together by hidden gunsmiths.

Energy weapons all operate using Type A power cells. Due to the lack of recoil or disorienting noise, energy weapons grant a +1 bonus on hit rolls. Most of them are also effectively silent in operation. Repair can be an issue, however, as even the simplest laser pistol requires TL4 spare parts for maintenance. Salvaged energy weapons that originated in Mandate armories or from core world munitions factories are also very likely to be Enigmatic items as per the guidelines in the Systems chapter.

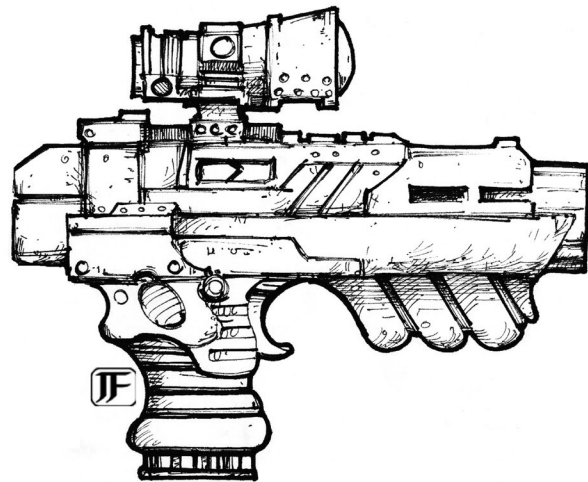
Laser Pistol: Small and relatively simple, many rebel laser pistols were patched together out of cutting tools or salvaged focal elements from decommissioned holo units. Both laser pistols and laser rifles suffer when the air is full of particulate matter such as smoke or dust, suffering as much as a -4 penalty to hit rolls.

Laser Rifle: A larger beam crystal and bigger passive cooling elements allow laser rifles to be significantly more energy-efficient than their smaller brethren. Not only are its beams more powerful, but it can also fire in the electromagnetic equivalent of burst mode, expending three charges and gaining +2 on the hit and damage roll for the attack.

Thermal Pistols and Plasma Projectors: More focused weapons than the prosaic flamethrower, thermal pistols and their two-handed plasma projector cousins launch bubbles of superheated plasma at a nearby target.

Shear Rifle: The few remaining examples of this lethal energy weapon are Old Terran relics of elite Mandate security forces. Shear rifles use miniaturized gravitic engines to set up a lethal repulsor field within a target. Unlucky victims simply fall apart. Shear rifles can fire in bursts.

Whip Beam: An unusual breaching weapon used to crack barricaded rebel lairs, the whip beam gouts a pencil-thin beam of plasma



at its target. The beam persists long enough to be used as a cutting tool, and ignores up to 5 points of wall or door armor as described on in the real property section of this chapter.

Blackout Rifle: A non-lethal energy weapon much in favor with Mandate security officers, blackout rifles fire an electrical charge that temporarily disrupts a living target's nervous system. Damage done by a blackout rifle is tracked normally, but if a shot would bring the target to zero hit points or lower, the victim makes an immediate saving throw versus Tech at a penalty equal to the shooter's Combat/Energy skill. If the throw is successful, the hit does no damage. If the save fails, the victim collapses alive but unconscious for five minutes, waking up afterwards with 1 hit point remaining.

Neutron Blaster: These radiation-emitting energy weapons were usually built by rebels hoping to kill Mandate security officers without damaging their valuable equipment. The gouts of high-energy neutrons they emit are largely harmless to inanimate objects, but wreak havoc on living tissues. By their nature, Neutron Blasters are somewhat indiscriminate weapons and automatically target all subjects in a one-meter-wide line out to the limit of the weapon's range, allowing a hit roll against each. The radiation will penetrate multiple organic targets and will only be stopped by a wall, door or other solid barrier.