

**Weapons and armor of the Verse**

Weapon	TL	skill	damage	note	cost	weight
Fist	-	unarmed	0 s		-	-
Brass knuckles	4	unarmed	0 b		10	0.2
Baton	4	melee	1d2 s		30	0.4
Club	0	melee	1d6 b		5	1.2
Hatchet	1	melee	1d6 w		20	1.5
Knife, combat	5	melee	1d4 w		40	0.2
Knife	1	melee	1d2 w		5	0.3
Machete	3	melee	1d4 w		25	1.0
Marine cutlass	4	melee	1d6 w		200	1.2
Spear	1	melee	1d6 w reach		50	2.5
Firemans axe	4	melee	1d6 w slow (1 att), STR6-		30	3.0

Damage and to hit categories				
	Person	Vehicle	Ship	Capital
Person	-	/ 4	-	-
Vehicle	x 4	-	/ 4	-
Ship	-	x 4	-	/ 4
Capital	-	-	x 4	-

  

	Person	Vehicle	Ship	Capital
Person	-	+2 steps	-	-
Vehicle	-2 steps	-	+2 steps	-
Ship	-	-2 steps	-	+2 steps
Capital	-	-	-2 steps	-

Ammo	Availability	# / box	cost
6mm Pistol	Easy	50	25
8mm Pistol	Easy	50	20
10mm Pistol	Easy	50	25
12mm Pistol	Average	50	30
6mm Rifle	Easy	100	45
8mm Rifle	Easy	100	60
12mm Rifle	Difficult	20	50
Shotgun shells	Easy	20	25
3mm Gauss	Formidable	100	50
5mm Gauss	Formidable	100	60

1-Handed Firearms	Type	cal.	TL	skill	damage	note	range	ROF	magazine	cost	Availability	weight	Req.
Ancient pistol	Muzzleloader pistol	10mm	3	Pistols	1d6 w	reload 2 turns	(3) 5	1/3	1	150	Difficult	1.2	
Isamu Seika	Body Pistol	6mm	6	Pistols	1d4 w	concealable	(3) 6	3	1	500	Hard	0.4	
Torgue Special	Body Pistol	8mm	7	Pistols	1d6 w	concealable	(3) 6	3	5	700	Hard	0.4	
Dahl Dobbeltauf	Holdout Pistol	10mm	5	Pistols	1d8 w	concealable	(2) 2	2	2	325	Average	0.4	
S&S innuendo	Holdout Pistol	8mm	7	Pistols	1d6 w	concealable	(2) 4	2	2	250	Average	0.3	
Malivan Manaca	Revolver	8mm	4	Pistols	1d6 w	-	(3) 6	2	6	100	Easy	0.8	
Atlas Freelancer	Revolver	10mm	4	Pistols	1d8 w	-	(3) 8	2	6	175	Easy	1.0	
Torgue Fifty	Revolver	12mm	5	Pistols	1d10 w	-	(3) 10	2	5	350	Average	1.5	STR8+
Tedior short	Autopistol	6mm	6	Pistols	1d4 w	-	(3) 8	3	10	300	Average	0.8	
Atlas Mk2	Autopistol	8mm	5	Pistols	1d6 w	-	(3) 10	3	8	250	Easy	1.0	
Dahl Standard Acht	Autopistol	8mm	6	Pistols	1d6 w	-	(3) 10	3	15	400	Easy	1.1	
Isamu Shimashita	Autopistol	8mm	7	Pistols	1d6 w	-	(3) 15	3	12	650	Average	1.2	
Vladof Uborshchik	Autopistol	10mm	5	Pistols	1d8 w	-	(3) 10	3	8	300	Easy	1.2	STR6+
Jakobs J-21S	Autopistol	10mm	6	Pistols	1d8 w	-	(3) 12	3	12	450	Easy	1.0	STR6+
Gearbox Targeteer	Autopistol	10mm	8	Pistols	1d8 w	-	(3) 20	2	8	750	Hard	1.2	STR6+
Jakobs J-21K	Snub Pistol	10mm	7	Pistols	1d8 w	-	(3) 6	3	6	250	Easy	0.8	
Atlas Deckwesep	Snub Pistol	12mm	7	Pistols	1d10 w	-	(3) 6	3	4	450	Average	1.0	STR8+
Remington G4A	Gauss Pistol	3mm	12	Hightech	1d10 w	-	(3) 15	3**	60	2500	Formidable	2.0	STR6+
Isamu mk-3 Reza	Laser Pistol	-E-	11	Hightech	1d8 w*	AP-1	(3) 30***	3	10/50	1750	Formidable	1.5	+1kg/ 8kg

  

2-Handed Firearms	Type	cal.	TL	skill	damage	note	range	ROF	magazine	cost	Availab	weight	Req.
Ancient rifle	Muzzleloader musket	10mm	3	Rifles	1d8 w	reload 2 turns	(-1) 25	1/3	1	300	Difficult		
Reval Huntsman	Shotgun	Shotgun	4	Rifles	1d10 w	(-1 step/range)	(3) 20	2	2	550	Easy	4.0	
Huntsman, saved off	Shotgun	Shotgun	4	Rifles	1d10 w	(-1 step/range)	(3) 3	2	2	500	Difficult	2.5	
Tedior S4 Automatic	Assault Shotgun	Shotgun	6	Rifles	1d10 w	(-1 step/range)	(3) 10	3	8	1250	Difficult	5.0	STR6+
Dahl Survival rifle	Rifle	8mm	5	Rifles	1d6 w	pistol ammo	(-1) 20	2	5	250	Easy	2.5	
Jakobs R-33	Rifle	8mm	5	Rifles	1d8 w	(A), AP-1	(-1) 100	2	10	450	Easy	4.0	
Vladof precision	Rifle	8mm	5	Rifles	1d8 w	(A), AP-1	(-1) 150	2	5	800	Average	4.0	
Reval Big game	Rifle	12mm	5	Rifles	1d10 w	AP-2	(-1) 125	1	2	2000	Difficult	5.5	STR6+
Atlas Defender	Karbine	6mm	6	Rifles	1d6 w	(A)	(-1) 70	3	15	650	Easy	3.5	
Malivan Mauser	Karbine	8mm	6	Rifles	1d8 w	(A), AP-1	(-1) 80	3	10	850	Easy	3.5	
Jakobs M06	Assault Rifle	6mm	7	Rifles	1d6 w	(A)	(-1) 80	3**	30	1000	Average	4.0	
Dahl Sturmgewehr 72	Assault Rifle	8mm	7	Rifles	1d8 w	(A), AP-1	(-1) 80	3**	30	1250	Difficult	5.0	STR6+
Isamu Asaruto	Assault Rifle	6mm	9	Rifles	1d8 w	(A), AP-1	(-1) 100	3**	42	1750	Hard	4.5	
Dahl MP 7 leicht	Submachinegun	6mm	6	Rifles	1d6 w	pistol ammo	(3) 10	3**	30	1250	Average	4.0	
Gearbox Stinger mini	Submachinegun	6mm	8	Rifles	1d6 w	pistol ammo	(3) 6	3**	15	2000	Hard	2.0	
Vladof Stechkin	Submachinegun	8mm	6	Rifles	1d8 w	pistol ammo	(3) 15	3**	30	1000	Average	5.0	
Atlas Manstopper	Submachinegun	10mm	6	Rifles	1d10 w	pistol ammo	(3) 15	3**	30	1500	Difficult	5.5	STR6+
Remington GR2	Gauss rifle	5mm	11	Hightech	1d12 w	(A)	(-1) 120	3**	120	3000	Formidable	6.0	STR6+
Malivan Master-II	Laser karbine	-E-	9	Hightech	1d8 w*	(A)	(-1) 60	3***	6/20	1250	Difficult	4.0	
Atlas Fleetkarbine-III	Laser karbine	-E-	10	Hightech	1d10 w*	(A), AP-1	(-1) 80	3***	10/30	1800	Hard	4.0	
Jakobs L32 precision	Laser rifle	-E-	10	Hightech	1d10 w*	(A), AP-1	(3) 120***	3***	10/30	2250	Formidable	4.5	
Isamu T-2 Parasu	Pulse-laser rifle	-E-	11	Hightech	1d10 w*	(A), AP-2	(3) 100***	3***	8/25	2250	Formidable	4.0	

\* Laser Weapons halve armor effect, round up.

\*\* Burst and Full auto capable

\*\*\* halve ranges in atmosphere 4+

(A) can use scope

Accessories	Type	TL	skill	damage	note	range	ROF	magazine	cost	Availab	weight	Req.
-	Rifle scope	6	Rifles	-	+2 steps for aiming	extreme	1	-	250	Average	0.3	
-	Nightvision Scope	8	Rifles	-	+2 steps for aiming	-	1	-	1000	Difficult	0.4	
-	Silencer	6	Rifles/Pistols	-	noise reduction	1/2 ranges	-	-	500	Hard	0.2	
-	Armor piercing ammunition	7	Rifles/Pistols	-	add AP-1	-	-	-	x3	+1 M	-	

Heavy Weapons	Type	TL	skill	damage	Note	range	ROF	magazine	cost	Availab	weight	Req.	
LMG	Machinegun	8mm	7	Heavy	1d8 w	Setup	(-1) 150	3**	100	5000	Hard	10	
HMG	Machinegun	8mm	6	Heavy	1d10 w	AP-1, setup	(-1) 200	3**	100	6500	Hard	18	STR6+
Thr. Grenade, concussion	Grenades	-	5	Throwing	4d6 B	blastradius 4m	10	1	1	40	Difficult	0.7	
Thr. Grenade, flashbang	Grenades	-	7	Throwing	2d6 B	blastradius 4m	10	1	1	20	Average	0.5	
Thr. Grenade, fragment	Grenades	-	6	Throwing	5d6 W	blastradius 10m	10	1	1	50	Difficult	0.5	
Dahl Panzerfaust typ-28	Rocket-launcher (1-use)	-	7	Heavy	1d4 w veh	AP-2	(-1) 50	1	1	1200	Hard	5	
Vladof Bazuka-XI	Rocket-launcher	Rocket	6	Heavy	1d6 w veh	AP-4	(-1) 40	1/2	1	2500	Hard	12	STR6+
Grenadelauncher 40mm	Grenade launcher	40mm	6	Heavy	like thr. grenades	-	100	1	1	2500	Hard	2	STR6+
Grenadelauncher 80mm	Grenade launcher	80mm HE	6	Heavy	1d6 b veh	setup	250	1/10	1	15000	Formidable	20	
Mounted Gaussgun	Gaussgun	5mm	11	Hightech	1d4 w veh	setup	200	3**	1000	35000	Formidable	35	
Portable assaulter	Assaultlaser	-E-	10	Hightech	1d4 w veh	setup	60	3**/***	60	24000	Formidable	15	STR10+
Mounted LaserCannon	Lasercannon	-E-	9	Hightech	1d6 w veh	AP-1, setup	250	3	Generator	50000	Hard	35	
Mounted LaserCannon	Lasercannon	-E-	10	Hightech	1d8 w veh	AP-1, setup	400	3	Generator	75000	Formidable	25	
Atlas boarding blaster	Autocannon	15mm	9	Heavy	1d12 w (1d2 b veh)	AP-3	(-1) 20	3	10	5000	Formidable	15	STR10+
Autocannon 20mm	Autocannon	20mm	8	Heavy	1d2 w veh	AP-1, setup	300	3**	200	10000	Formidable	50	
Autocannon 30mm	Autocannon	30mm	9	Heavy	1d4 w veh	AP-1, setup	150	3	50	14000	Formidable	30	
40mm Gun	Artillery	40mm AT	6	Heavy	1d8 w veh	AP-2, setup	500	1	1	25000	Formidable	500	
100mm gun	Artillery	100mm AT	6	Heavy	1d12 w veh	AP-4, setup	750	0.5	1	100000	Formidable	3500	STR6+

red text is vehicle category damage

Armor	TL	Vaccum	Armor	Note	end. Air	end. Power	cost	Availab	weight	Req.
Leather	1	N	1W chest	-	NA	NA	200	Easy	2 kg	
Maille	2	N	2W chest	-	NA	NA	700	Difficult	10 kg	STR6+
Plate	3	N	3W chest	-1 Agi	NA	NA	1,000	Average	12 kg	STR6+
Flak Jacket	6	N	2W chest	-1 Agi	NA	NA	400	Average	8 kg	STR6+
Ballistic cloth	8	N	1W body	concealable	NA	NA	2,000	Average	2 kg	
Light combat suit	8	N	2W body (- head)	-	NA	NA	3,000	Average	8 kg	
Combat armor TL8	8	N	3W all	-1 Ale	NA	NA	4,500	Average	15 kg	
Combat armor TL8, powered (comm-5km, lights)	8	N	4W all	-1 Ale	0	4h	15,000	Difficult	10(30)kg	STR8+
Combat armor TL9, powered (comm-5km, lights)	9	N	5W all	-1 Ale	0	4h	20,000	Hard	10(30)kg	STR6+
Hvy. combat armor TL9, powered (comm-5km, lights)	9	N	6W all	-2 Ale	0	4h	32,000	Hard	20(45)kg	STR8+
Combat armor TL10, powered (comm-10km, lights, nightvision)	10	Y	7W all	-1 Ale, Str+1	6h	6h	58,000	Formidable	10(50)kg	STR8+
Combat armor TL-11 (comm-20km, lights, nightvision)	11	Y	8W all	-1 Ale, Str+2	24h	24h	85,000	Formidable	6(50)kg	STR8+
Marine Assault armor TL-11 (comm-20km, lights, nightvision)	11	Y	9W all	-1 Ale, Str+2	36h	48h	120,000	year, right...	10(60)kg	STR8+
Zero-G suit TL-9 (comm-5km, lights)	9	Y	1W all	-2 Agi, -1 Ale	6h	6h	1,500	Average	8(24)kg	
Zero-G suit TL-10 (comm-10km, lights)	10	Y	1W all	-1 Agi	12h	12h	3,500	Difficult	4(30)kg	
Zero-G suit TL-11 (comm-20km, lights)	11	Y	1W all	-1 Agi, Str+1	24h	24h	9,000	Hard	4(16)kg	
Arm. Zero-G suit TL-10	10	Y								