GM HUZZ'S
Sci-Fi
ARMOURY

GENESYS™

V.1.1.5

INTRODUCTION

Setting up a sci-fi setting for FFG's Genesys and need some weapons and armour? Well look no further than GM Huzz's Sci-Fi Armoury! This document is intended to give players and GM's a comprehensive, but as generic as possible, sci-fi armoury.

Of course this isn't an all inclusive list of items, so we encourage GMs and players to dip into the Genesys rulebook (and even other resources) for even more items, such as the generic attachments found on page 206.

This is a living document and will be updated regularly upon feedback from the community and my own playtesting. So, if you have any feedback, suggestions, or queries, then feel free to get in touch with me, GM Huzz, via the Dice Pool Podcast's Facebook page.

Page layout provided by Scott Zumwalt (reddit.com/u/DrainSmith).

PART 1: RANGED WEAPONS AND ATTACHMENTS

Laser Weapons

A common feature across many a sci-fi setting is the laser. These weapons fire focused laser beams that punch through body armour and flesh with ease. Their accuracy and penetrating power comes at the cost of less than average raw damage output.

TABLE 1.1 - LASER WEAPONS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Compact Laser Pistol	R:Light	4	4	S	1	300	4	1	Accurate 1, Pierce 1
Heavy Laser Pistol	R:Light	4	4	M	2	500	6	1	Accurate 1, Pierce 2
Laser Pistol	R:Light	4	4	M	1	400	4	1	Accurate 1, Pierce 1
Laser Rifle	R:Heavy	6	4	L	4	850	7	2	Accurate 1, Linked 1, Pierce 1
Laser Discharger	R:Heavy	6	4	S	3	800	8	2	Blast 4, Pierce 1
Laser Lance	R:Heavy	6	4	L	5	950	8	2	Accurate 1, Pierce 1, Prepare 2
Laser Marksman Rifle	R:Heavy	6	4	E	5	1250	7	3	Accurate 1, Pierce 3

Slug Weapons

Many sci-fi settings still make use of slug weapons not too dissimilar of our current modern society. Their reliability goes hand-in-hand with their easy to manufacture ammunition.

New Qualities
Suppressive (Passive)
The target, and each character (friend of foe) engaged with them, suffers an amount of strain damage equal to value of this quality.

Versatile (Passive)
This weapon may be used one handed, although when it is it gains the Cumbersome 3 quality.

TABLE 1.2 - SLUG WEAPONS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Pistol	R:Light	6	3	M	1	500	4	1	
Pistol, Compact	R:Light	4	3	S	1	250	3	1	
Pistol, Heavy	R:Light	7	3	M	2	550	5	1	
Pisotl, Rapid	R:Light	5	4	S	1	225	6	1	Autofire, Inaccurate 1
Assault Rifle	R:Heavy	9	3	L	5	1175	7	3	Autofire
Carbine	R:Heavy	8	3	L	3	950	6	2	
Light Machine Gun (LMG)	R:Heavy	10	3	L	7	1750	8	3	Autofire, Suppressive 2
LMG, Compact	R:Heavy	9	3	L	6	1200	8	3	Autofire, Suppressive 1
Marksman Rifle	R:Heavy	10	3	L	4	1550	7	2	Accurate 1
Shotgun, Full-auto	R:Heavy	8	3	S	3	1350	8	2	Autofire, Blast 4, Knockdown, Vicious 2
Shotgun, Pump Action	As an action, the operator may switch which ammo is loaded in this weapon. When purchased, both ammo types are included.					1750	6	2	See ammo type
- Scatter Shot	R:Heavy	8	3	S	3			2	Accurate 1, Blast 4, Knockdown, Vicious 2
- Solid Slug	R:Heavy	10	3	M	3			2	Pierce 2
Shotgun, Semi-auto	R:Heavy	8	2	S	4	1500	7	2	Blast 4, Knockdown, Vicious 4
Submachine Gun (SMG)	R:Heavy	6	3	M	2	700	6	1	Autofire, Versatile
SMG, Compact	R:Heavy	5	3	S	2	450	5	1	Autofire, Versatile
Sniper Rifle	R:Heavy	12	2	E	5	2200	7	3	Accurate 2, Pierce 1, Prepare 1
Sniper Rifle, Heavy	R:Heavy	15	2	E	7	4600	8	3	Accurate 2, Pierce 2, Prepare 1
Anti-Material Rifle	Gunnery	15	2	E	10	5200	10	4	Accurate 2, Breach 1, Cumbersome 2, Limited Ammo 4, Prepare 2
Heavy Machine Gun	Gunner	15	3	E	12	4525	10	4	Autofire, Cumbersome 3, Pierce 1, Suppressive 3

Revolvers

Not to be confused with their early predecessors, sci-fi revolvers are often intimidating hand cannons, known to hit as hard as they kick. Despite limited ammo capacity, they're a favoured weapon for their reliability.

New Qualities
Click-Click
The GM may spend ⬦ ⬦ ⬦ to have this weapon run out of ammo.

Reliable
This weapon ignores any ⬛ imposed on it due to being damaged. Any repairs attempted on this weapon apply 🟦 to the check.

TABLE 1.3 - REVOLVERS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Godhunter Revolver	R:Light	10	3	M	2	1225	8	1	Accurate 1, Click-click, Reliable
Heavy Revolver	R:Light	8	3	S	1	625	4	1	Accurate 1, Click-click, Reliable
Revolver Rifle	R:Heavy	12	3	L	4	1450	7	2	Accurate 1, Click-click, Reliable
Standard Revolver	R:Light	6	3	S	1	375	4	0	Accurate 1, Click-click, Reliable

Pulse Weapons

These weapons discharge a bolt of energy of either searing plasma or burning gas. Despite solid stopping power, pulse weapons are bulky and leave little room for attachments and modifications.

TABLE 1.4 - PULSE WEAPONS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Pulse Array Pistol	R:Light	4	4	M	3	775	8	0	Linked 3, Inaccurate 1
Pulse Burst Pistol	R:Light	4	4	M	3	500	8	0	Blast 3
Pulse Charge Pistol	R:Light	6	4	M	3	700	9	0	Pierce 3, Prepare 2
Pulse Pistol	R:Light	6	4	L	3	700	6	0	
Pulse Burner	R:Heavy	8	4	S	6	950	8	1	Burn 2
Pulse Lance	R:Heavy	10	4	M	7	1225	8	1	Pierce 3, Inaccurate 2
Pluse Rifle	R:Heavy	10	4	E	6	1650	7	2	Knockdown
Pulse Suppressor	R:Heavy	10	4	M	6	1150	7	1	Autofire

Stun Weapons

Used for personal defense, stunners are as cheap as they are common.

TABLE 1.5 - STUN WEAPONS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Compact Stunner	R:Light	3	5	Eng	1	75	3	0	Pierce 2, Stun Damage
Stunner	R:Light	3	5	S	1	150	3	0	Pierce 2, Stun Damage
Crowd Stunner	Gunnery	10	5	M	6	1500	7	0	Blast 5, Pierce 4, Stun Damage

Shockwave Weapons

These weapons unleash a devastating short ranged concussive blast that can break bones and rupture organs.

TABLE 1.6 - SHOCKWAVE WEAPONS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Shockwave Rifle	R:Heavy	5	2	M	5	1725	7	0	Concussive 1, Prepare 1, Vicious 3
Shockwave Cannon	Gunnery	8	2	L	7	2725	10	0	Blast 4, Concussive 1, Prepare 1, Vicious 3

Thermal Weapons

These weapons fire a short but incredibly devastating beam of thermal energy that makes short work of armour and the person unlucky enough to be wearing it.

TABLE 1.7 - THERMAL WEAPONS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Thermal Pistol	R:Light	8	3	S	2	1750	10	0	Breach 1, Limited Ammo 1, Prepare 1, Vicious 2
Thermal Rifle	R:Heavy	10	3	M	6	2350	10	0	Breach 1, Vicious 2, Prepare 1, Limited Ammo 2

Terror Weapons

Terror weapons is a catch all term for any weapon that has a ghastly effect on its targets whilst never guaranteeing a quick death. Using these weapons is often regarded as inhuman, and can cast a negative light on their user in some settings.

TABLE 1.8 - TERROR WEAPONS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Flechette Rifle	R:Heavy	4	2	M	4	1000	8	2	Limited Ammo 6 , Vicious 5
Flechette Shotgun	R:Heavy	4	2	M	6	1400	8	3	Blast 4, Limited Ammo 6, Vicious 5
Flamethrower	Gunner	8	5	M	10	1800	8	0	Blast 4,Burn 4, Limited Ammo 4
Arc Rifle	R:Heavy	1	5	M	4	1200	9	0	Blast 1, Breach 1

Rail Weapons

Rail weapons are prevalent in many sci-fi settings. Implementing magnetic technology, they fling rounds at hypervelocities, and punch through even the most durable of targets with ease.

TABLE 1.9 - RAIL WEAPONS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Rail Pistol	R:Light	8	2	L	2	1400	8	1	Pierce 3
Rail Rifle	R:Light	10	2	E	6	2200	9	2	Cumbersome 2, Pierce 3
Rail Cannon	Gunnery	20	1	E	10	7825	10	3	Breach 1, Cumbersome 4 Limited Ammo 4, Prepare 1

Launchers

These deadly weapons are used for either knocking out large groups of soft targets or punching through the hulls of armoured combat vehicles.

TABLE 1.10 - LAUNCHERS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Rocket Propelled Grenade Launcher	Gunnery	20	2	E	7	12700	8	0	Blast 15, Pierce 5, Cumbersome 3, Prepare 1, Limited Ammo 1
Missile Launcher	Gunnery	30	2	E	8	22600	10	0	Breach 2, Cumbersome 4, Prepare 1, Limited Ammo 1
Salvo Launcher	Gunnery	10	4	L	8	3000	8	0	Autofire, Blast 10, Prepare 1, Cumbersome 4, Limited Ammo 1

Grenade Launchers

Grenade launchers are versatile weapons, capable of being loaded with a variety of grenade cartridges for all manner of combat situations.

Using Grenade Launchers

Grenade launchers do no possess an innate Damage or Critical rating, instead these are derived from the grenade cartridge they're loaded with. Different grenade cartridges will bring different weapon qualities, so apply these to the launcher when used. Each grenade cartridge is of course single use, and so once used it's consumed. By default, a grenade launcher doesn't not come with grenade cartridges.

TABLE 1.11 - GRENADE LAUNCHERS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Grenade Launcher, Basic	Gunnery	-	-	L	4	250	6	1	Limited Ammo 1
Grenade Launcher, Complex	Gunner	-	-	L	6	600	8	1	Limited Ammo 6

Grenades

There is very few sci-fi settings that grenades don't exist. These pocket sized devices are easy to use and pack some serious punch. All that anyone needs to use one is functioning throwing arm.

New Qualities

Choke (Passive)

The target (or impact point), and all engaged characters (friend or foe), must pass a Resilience check with a difficulty equal to this weapon's Choke rating; those that fail they'll suffer 2 strain damage for each ✖ result. Wearing a breathing apparatus of some variety, such as a gasmask, will improve the chance of success, or even negate the requirement for a check to be made at all - this is up to the GM's discretion.

Decay (Passive)

The target (or impact point), and all engaged characters (friend or foe), must pass a Hard (◆ ◆ ◆) Resilience check; those that fail decrease their soak value by 1 for a number of rounds equal to the weapon's Decay rating.

Overload (Passive)

The target (or impact point), and all engaged characters (friend or foe), suffer damage to all electronic (or electronically enhanced) equipment they possess. The number of levels of damage suffered is equal to the weapon's Overload rating.

Screech (Active)

The target (or impact point), and all engaged characters (friend or foe), must pass a Resilience check with a difficulty equal to the weapon's Screech rating; those that fail are Disoriented for a number of rounds equal to the weapon's Screech rating.

Synthetic Killer (Passive)

Synthetic targets (robots, androids, cyborgs, etc) hit by a weapon with quality, must pass a Hard (◆ ◆ ◆) Resilience or Computers check; those that fail suffer 2 strain damage for each ✖ result.

TABLE 1.12 - GRENADES

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
EMP	R:Light	N/A	N/A	S	1	50	8	N/A	Limited Ammo 1, Overload 2, Synthetic Killer
Frag	R:Light	10	4	S	1	140	7	N/A	Blast 8, Limited Ammo 1
Gas	R:Light	N/A	N/A	S	N/A	100	8	N/A	Choke 3, Limited Ammo 1
Incendiary	R:Light	8	5	S	1	70	8	N/A	Blast 3, Burn 2, Limited Ammo 1
Locust	R:Light	N/A	N/A	S	1	80	10	N/A	Decay 1, Limited Ammo 1
Screech	R:Light	N/A	N/A	S	1	40	8	N/A	Limited Ammo 1, Screech 3
Stun	R:Light	10	5	S	1	50	6	N/A	Blast 8, Limited Ammo 1, Stun Damage
Thermal	R:Light	20	2	S	1	1200	10	N/A	Blast 15, Breach 2, Burn 2, Limited Ammo 1

Grenade Cartridges

New Qualities

Choke (Passive)

The target (or impact point), and all engaged characters (friend or foe), must pass a Resilience check with a difficulty equal to this weapon's Choke rating; those that fail they'll suffer 2 strain damage for each ✗ result. Wearing a breathing apparatus of some variety, such as a gasmask, will improve the chance of success, or even negate the requirement for a check to be made at all - this is up to the GM's discretion.

Decay (Passive)

The target (or impact point), and all engaged characters (friend or foe), must pass a Hard (◆◆◆) Resilience check; those that fail decrease their soak value by 1 for a number of rounds equal to the weapon's Decay rating.

Overload (Passive)

The target (or impact point), and all engaged characters (friend or foe), suffer damage to all electronic (or electronically enhanced) equipment they possess. The number of levels of damage suffered is equal to the weapon's Overload rating.

Pull (Passive)

The target (or impact point), and all engaged characters (friend or foe), must pass a Athletics or Coordination check with a difficulty equal to the weapon's Pull rating; those that fail are Ensnared for a number of rounds equal to the weapon's Pull rating.

Screech (Active)

The target (or impact point), and all engaged characters (friend or foe), must pass a Resilience check with a difficulty equal to the weapon's Screech rating; those that fail are Disoriented for a number of rounds equal to the weapon's Screech rating.

Synthetic Killer (Passive)

Synthetic targets (robots, androids, cyborgs, etc) hit by a weapon with quality, must pass a Hard (◆◆◆) Resilience or Computers check; those that fail suffer 2 strain damage for each ✗ result.

TABLE 1.13 - GRENADE CARTRIDGES

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Armour Piercing	N/A	10	2	N/A	N/A	175	8	N/A	Blast 4, Pierce 2
Bore	N/A	5	3	N/A	N/A	130	10	N/A	Breach 1, Guided 3
EMP	N/A	N/A	N/A	N/A	N/A	65	8	N/A	Overload 2, Synthetic Killer
Flechette	N/A	4	2	N/A	N/A	115	8	N/A	Blast 4, Vicious 5
Frag	N/A	10	4	N/A	N/A	175	7	N/A	Blast 8
Gas	N/A	N/A	N/A	N/A	N/A	100	8	N/A	Choke 3
Incendiary	N/A	8	5	N/A	N/A	90	8	N/A	Blast 3, Burn 2
Locust	N/A	N/A	N/A	N/A	N/A	100	10	N/A	Decay 1
Screech	N/A	N/A	N/A	N/A	N/A	50	8	N/A	Screech 3
Shockwave	N/A	6	2	N/A	N/A	200	9	N/A	Blast 4, Concussive 1, Knockdown, Vicious 3
Singularity	N/A	8	4	N/A	N/A	100	10	N/A	Pull 3
Slug	N/A	15	3	N/A	N/A	250	7	N/A	Knockdown, Inaccurate 1
Stun	N/A	10	5	N/A	N/A	60	6	N/A	Blast 8, Stun Damage
Thermal	N/A	20	2	N/A	N/A	1500	10	N/A	Blast 15, Breach 2, Burn 2

TABLE 1.14 - RANGED WEAPON ATTACHMENTS SUMMARY

NAME	COST	RARITY
Angled Grip	600	2
Airbust Trigger	250	6
Cornershot	950	8
Double Tap	3500	8
Exacto-rounds	3000	10
Extended Ammo Supply	150	6
EZ-PZ Combat Hacking Device	50	8
Extended Barrel	750	6
Heartbeat Sensor	500	8
Hight Burn	500	6
Last Laugh	50	8
Med-grip	150	5
Rapid Rail Loader	750	9
Reflex Scope	500	3
Suppressor	250	5
Tagger	950	7
Velocity Selector	550	7
Vertical Grip	500	2

Angled Grip

This attachment enables quick transition from off the hip firing to aiming down sights.
Use With: This attachment can be used with any weapon.
Modifiers: The first aim maneuver taken each turn is treated an incidental.
Hard Points Required: 1

Airburst Trigger

This attachment allows the user to detonate grenade cartridges before they impact, allow for devastating airbursts that reduce or ignore any cover a target may be hiding behind.
Use With: This attachment can only be used on grenade launchers.
Modifiers: Remove up to ■ generated by cover that the target is benefiting from.
Hard Points Required: 1

Cornershot

This specialised attachment allows the operator to aim the weapon around corners, up to 90-degrees left or right. Aiming the shot is made possible thanks to a small video feed from the barrel of the weapon.
Use With: This attachment can only be used on assault rifles, carbines, laser rifles, or marksman rifles.
Modifiers: As an incidental this weapon can be set to fire up to 90-degrees around corners, without the need of a direct line of sight. However due to the disconnect of using a camera to make the shot, increase the difficulty of the Ranged check once.
Hard Points Required: 2

Double Tap

This extensive attachment outfits the weapon with a sensitive firing mechanism which allows it to be fired twice as quickly.
Use With: This attachment can be used with any weapon with the Limited Ammo or Linked quality.
Modifiers: Add the Linked 1 quality.
Hard Points Required: 2

EZ-PZ Combat Hacking Device

Not every combat is fought physically, sometimes a combatant needs to quickly hack computers whilst in the middle of a firefight. This attachment equips a fairly basic, but no less useful, hacking device to the weapon in the shape of a flip out panel.
Use With: This attachment can be used with any weapon.
Modifiers: Weapon doubles as a hacking device - enabling computer hacking without the need to waste time swapping to dedicated device.
Hard Points Required: 2

Heartbeat Sensor

This attachment equips a series of sensors and display screen to the weapon. When activated, the sensors are capable detecting the heartbeat of biological targets within a short range, even through thick concrete obstacle .
Use With: This attachment can be used with any weapon.
Modifiers: May make a Average (◆◆) Computers check to detect biological targets (assuming they have a beating heart) within short range. If solid obstructions stand between target and sensor, the GM may apply ■ to the check, or ■ ■ if they're very dense.
Hard Points Required: 2

Exacto-Rounds

This attachment equips the weapon with specialised exacto-rounds which are capable of adjusting their trajectory whilst approaching the target. The further the shot, the more time the round has to re-adjust its approach.
Use With: Heavy Sniper Rifle, Sniper Rifle, Anti-Material Rifle
Modifiers: Add to ✸ combat checks made at long range. Add ✸ ✸ to checks made at extreme range.
Hard Points Required: 1

Extended Ammo Supply

This weapon's ammo supply, be it a battery, magazine, clip, or etc, has a much larger capacity.
Use With: This attachment can be used with any weapon without the Limited Ammo quality.
Modifiers: As an out of turn incidental, spend a player story point to treat this weapon as not having run out of ammo.
Hard Points Required: 1

Med-Grip

With a simple swipe of the thumb, rows of miniscule needles inject a preloaded stimulant into the weapon's user via their palm from the grip of their weapon.
Use With: This attachment can be used with any ranged weapon.
Modifiers: As an action, a single dose of stimulant (often painkillers) can be loaded into this attachment. As an incidental, as so long as the weapon is in hand, the loaded dose of stimulant can be used. This can only be done once until another dose is loaded.
Hard Points Required: 1

High Burn

This attachment increases a laser weapons damage output at the cost of cell charge.
Use With: This attachment can be used on any laser weapon.
Modifiers: Increase damage value by +2. GM may spend ⊗ ⊗ to have it run out of ammo.
Hard Points Required: 1

Last Laugh

This attachment allows any weapon to act like a grenade in a dire situation.
Use With: This attachment can be used with any ranged weapon.
Modifiers: As an incidental, this weapon may be switched to (or out of) explosive mode. Whilst in this mode it cannot be fired as normal, but can be thrown just like a frag grenade. Once thrown the weapon and any equipped attachments are destroyed.
Hard Points Required: 1

Rapid Rail Loader

Rail weapons are known for their usually methodical fire rate, however this clunky attachment does allow full auto fire.
Use With: This attachment can be use only rail rifles.
Modifiers: Gains the Autofire quality.
Hard Points Required: 2

Reflex Sight

These simple sights allow for efficient and reliable aiming at nearby targets, without the loss of peripheral vision.
Use With: This attachment can be used with any weapon.
Modifiers: Remove ⬙ from combat check results made at target's within short to medium range.
Hard Points Required: 1

Suppressor

This attachment greatly dampens the sound of a weapon's shot.
Use With: This attachment can be used with any slug or revolver weapon.
Modifiers: Shots can't be heard by ear at long to extreme range. At shorter ranges, ■ ■ is added to any checks to detect the sound of the weapon.
Hard Points Required: 1

Tagger

This attachment adds a powerful laser tagger to the weapon's barrel, which is used to gauge accurate distance to targets and improve the accuracy of attacks directed at them.
Use With: This attachment can be used with any weapon.
Modifiers: As an action, tag a visible target up to long range away. Until the start of their next turn allies add ◼ for Ranged checks against the target.
Hard Points Required: 1

Velocity Adjuster

This attachment allows the weapon's user to adjust the velocity of the bullets fired from the weapon, either increasing its damage output or overall handling - depending on the chosen setting.
Use With: This attachment can be used with any slug weapon.
Modifiers: As an incidental, switch weapon to either high

velocity, normal velocity, or low velocity. High velocity increases damage by +1; normal velocity applies no change; low velocity adds ⋀ to the results of Ranged checks.
Hard Points Required: 1

Vertical Grip

A vertical grip allows the user to maintain more control over their weapon, compensating for kick when firing.
Use With: This attachment can be used with any weapon.
Modifiers: Re-roll any one ☐ during ranged combat checks.
Hard Points Required: 1

PART 2: MELEE WEAPONS AND TEMPLATES

Standard Melee Weapons

TABLE 2.1 - STANDARD MELEE WEAPONS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	HARD	SPECIAL
Axe	Melee	+3	3	Eng	2	150	3	1	Vicious 1
Batton	Melee / Brawl	+2	5	Eng	2	50	3	1	Disorient 2
Brass Knuckles	Brawl	+1	3	Eng	0	20	1	0	
Combat Knife	Melee	+1	3	Eng	0	20	1	0	
Greataxe	Melee	+4	3	Eng	4	350	5	3	Cumbersome 3, Pierce 2 Vicious 2
Greathammer	Melee	+4	4	Eng	5	350	5	3	Cumbersome 3, Disorient 2, Knockdown, Vicious 2
Greatesword	Melee	+4	2	Eng	3	350	5	3	Defensive 1, Pierce 1, Unwieldy 3
Mace / Hammer	Melee	+3	4	Eng	4	150	3	2	Disorient 1, Knockdown
Rapier	Melee	+0	2	Eng	2	250	5	1	Accurate 1, Defensive 2
Riot Shield	Brawl	+1	5	Eng	8	250	5	2	Defensive 2, Deflect 1
Spear	Melee	+2	4	Eng	2	90	2	1	Accurate 1, Defensive 1
Stunstick	Melee	4	5	Eng	2	50	4	0	Stun Damage
Sword	Melee	+2	2	Eng	3	250	3	1	Defensive 1, Pierce 1
Whip	Melee	4	4	S	3	150	2	0	Ensnare 1, Unwieldy 2

Melee Weapon Templates

Melee templates are designed to allow a player to create the type of weapon they want for their character to use. When a character is acquiring a melee weapon they can either purchase a standard weapon (see above) or a specialised melee weapon by applying a melee weapon template. A PC nominates which template they're applying to what weapon, and then factor in the encumbrance value modifier, cost multiplier, and rarity increase. A standard melee weapon can only ever have one template applied to it. Furthermore, weapon templates are permanent, Melee templates aren't attachments or modifications as such, but rather a tool for the players to try and find that one perfect melee weapon which suits them best.

TABLE 2.2 - MELEE WEAPON TEMPLATES

NAME	ENCUMBRANCE INCREASE	BASE COST MULTIPLIER	RARITY INCREASE	BENEFIT
Brutal	+1	x3	+4	The weapon gains +3 to its Vicious Quality. If it has no Vicious quality, it gains Vicious 3.
Guard	+0	x2	+4	This weapon gains +1 to its Defense quality. If it has no Defense quality, it gains Defensive 1
Energised	+1	x3	+4	The weapon gains +1 to its Pierce quality. If it has no Pierce quality, it gains the Pierce 1.
Mastercrafted	+0	x2	+4	The weapon gains +1 Accurate quality. If it has no Accurate quality, it gains Accurate 1.
Phase	+1	x40	+8	The weapon gains the Breach 1 quality.
Shock	+0	x2	+2	The weapon gains +1 to its Disorient quality. If it has no Disorient quality, it gains Disorient 1.
Quicksilver	+0	x10	+5	The weapon gains the Linked 1 quality.

PART 3: ARMOUR AND ATTACHMENTS

ARMOURS

TABLE 3.1 - ARMOURS

NAME	DEFENSE	SOAK	ENCUM	PRICE	RARITY	HARD	SPECIAL
Combat Vest	1	1	3	1000	6	1	
Heavy Combat Armour	1	2	6	5000	7	4	
Dense Clothing	0	1	1	50	0	0	
Padded Armour	0	2	2	500	1	0	
Carapace Armour	0	3	3	2500	5	3	
Specialist Armour Set	0	1	3	1500	7	1	When a character acquires this armour, they nominate one skill for it be permanently specialised for. The wearer then upgrades any skill check that matches the armour's specialisation, once.
Power Armour	2	2	8	10000	10	5	The wearer increases their Brawn attribute by +1. However, they apply two SETBACK to any Coordination or Stealth check.
Technical Vest	0	1	3	300	5	3	
Wingsuit	0	1	3	1500	7	1	Wearer takes no falling damage, assuming they're able to open both arms to extend the gliding membrane.. Wearer can also make extended gliding leaps if they're launching from a higher enough point.

ARMOUR ATTACHMENTS

TABLE 3.2 - ARMOUR ATTACHMENTS SUMMARY

NAME	COST	RARITY
Articulated Limbs	2500	7
Anti-grav Shunters	1750	8
Energy Absorption Weave	500	8
Energy Shield	1500	9
Grenade Storage	250	4
Kinetic Absorption Weave	1500	8
Saviour Dome	3000	10
Shock Plating	750	6
Shunt Pulse	1500	8
Stimm-injectors	450	5
Total Optical Camouflage	6500	10
(X) Heads Up Display Software	500	5
(X) Specialisation Upgrade	3000	7

Articulated Limbs

Sprouting from armour with this attachment is four articulated limbs, giving the wearer a spider-like visage. These limbs are controlled by inputs into the user's nervous system, allowing them to control the limbs as if they were there own. The additional limbs can allow the user to grasp multiple objects, aid in complex tasks, or even to scale surfaces just like the spider they're mimicking.

Used With: This attachment can be used with any armour.

Modifiers: The user is treated as having four extra arms. During their turn, they may perform a second manoeuvre, in addition to an action, for a cost of 1 strain instead of the usual 2. Furthermore, they remove ■ ■ from any task where having the additional arms may be beneficial.

Hard Points Required: 2

Anti-Grav Shunters

This attachment positions a series of small anti-grav booster across the armour, that allow the wearer to make impressive gravity defying leaps, thanks to a brief moment of zero-gravity.

Use With: This attachment can be used with any armour.

Modifiers: Once per encounter, as an incidental, may ignore the effects of gravity for one manoeuvre.

Hard Points Required: 2

Energy Absorption Weave

This attachment sees a specialised anti-energy weave woven throughout the armour, increasing protection against energy weapons.

Used With: This attachment can be used with any amour not currently equipped with the kinetic absorption weave attachment.

Modifiers: Treat soak rating as 1 higher against laser, pulse, stun, thermal weapons, and any other similar energy based weapon.

Hard Points Required: 1

Energy Shield

This attachment rigs armour with a sophisticated energy shield that helps absorb almost any incoming attack.

Used With: This attachment can be used with any armour.

Modifiers: Increase ranged defense rating by 2. However, the GM may spend ⬡ ⬡ ⬡ or ⊗ to overload the shield and have it power down. A energy shield requires 12 hours of recharging before it can be reactivated.

Hard Points Required: 2

Grenade Storage

Armour with this attachment is capable of carrying grenades in a far more efficient manner, either in integrated compartments and porches, or sophisticated magnetic slide-rails.

Used With: This attachment can be used with any amour.

Modifiers: Up to five grenades carried by the user do not count towards their encumbrance threshold.

Hard Points Required: 2

Kinetic Absorption Weave

This attachment sees a specialised anti-kinetic weave woven throughout the armour, increasing protection against kinetic weapons.

Used With: This attachment can be used with any amour not currently equipped with the energy absorption weave attachment.

Modifiers: Treat soak rating as 1 higher against rail, revolver, shockwave, slug weapons , and any other similar kinetic based weapon.

Hard Points Required: 1

Saviour Dome

This attachment projects a near-impenetrable dome around the user for a extremely short period of time.

Used With: Carapace or power armour only.

Modifiers: Once per session, as an out of turn incidental, this attachment can be engaged; increase the soak value of the user, and all characters they're engaged with, by 5 against ranged attacks originating from at least short range.

Hard Points Required: 3

Shock Plating

This attachment covers precise points of the user's armour with specialised shock plating. Specifically designed to greatly dampen incoming low velocity blows from the likes of brawling and melee attacks, shock plating a favourite for any combatant expecting to get up close and personal.

Used With: This attachment can be used with any amour.

Modifiers: Increase soak rating by 1 against all melee and brawl weapons. Increase armour's encumbrance by 2.

Hard Points Required: 1

Shunt-Pulse

This attachment is capable of unleashing a blast of raw kinetic energy to bowl over anyone too close.

Used With: This attachment can be used with any armour.

Modifiers: Once per encounter, as a manoeuvre, activate this attachment to force all characters (friend or foe) engaged with the user to make a Hard (◆ ◆ ◆) Athletics check; those who fail are immediately knocked prone. Targets with a silhouette value greater than 1, are not affected.

Hard Points Required: 2

Stim-Injectors

Stimm-injectors are often found in the armour of professionals, those who are too busy to stop fighting and apply life preserving medication. When activated, the attachment automatically applied a dose of stimulant to the user.

Used With: This attachment can be used with any armour.

Modifiers: As an incidental, attachment can apply a dose of painkillers (or any other injectable stimulant). A stim-injector can hold up to 6 doses.

Hard Points Required: 1

Total Optical Camouflage

Extremely advanced optical technology renders the user of this attachment near invisible.

Used With: This attachment can be used with any armor with a soak value less than 2.

Modifiers: Upgrade stealth checks twice.

Hard Points Required: 2

(X) Heads Up Display Software

This attachment feeds the user a sophisticated heads up display of a particular specialisation in their immediate vision, giving them a significant edge at a moment's glance.

Used With: This attachment can be used with any armour. It is possible to have this attachment equipped several times, but each instance must be of a different specialisation.

Modifiers: When acquired, choose one of the following skills for this attachment to be permanently specialised for: Computers, Cool, Driving/Piloting, Mechanics, Operating, Leadership, Perception, Ranged (any), Skulduggery or Vigilance. Replace (X) with the name of the chosen specialised skill. When making a check for the chosen skill, may re-roll any one positive dice.

Hard Points Required: 1

(X) Specialisation Utility Upgrade

This attachment covers a wide variety of tools and devices rigged into the armour that will assist the wearer in one particular field.

Used With: This attachment can be used with any armour that doesn't already have this attachment.

Modifiers: When acquired choose one of the following skills for this attachment to be permanently specialised for; Replace (X) with the name of the chosen specialised skill. Once per session, the user may spend a player story point to add a ✪ to their check that this attachment is specialised for.

Hard Points Required: 2