

STAR FRONTIERS



UNISYSTEM CONVERSION

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Introduction

The Star Frontiers Unisystem Conversion Project was something I have wanted to do for a while now. My first roleplaying experience was with the original Star Frontiers game way back in 1987. My friend Tim Darnell and I spent most of the summer playing this game, which eventually expanded beyond the Star Frontiers universe and exposed me to an extensive range of colorful characters and planet-hopping fun.

As a fan of the game, I later began collecting books and modules for Star Frontiers. To my surprise, after a few years I had collected about all of what was available. In 1999, Tim Darnell, the Game Master that introduced me to gaming, passed away. At that time, I knew that I wanted to do something to pay tribute our friendship but my plan was unclear.

In 2001, I read a review for a game called All Flesh Must Be Eaten on the Guild Companion Website. In the review, Randy Campbell talked about the scenario he ran for his players and after I read it, I wanted to get the game. It reminded me of the enthusiasm I had in my Star Frontiers game in the past. Once I purchased the game and began to appreciate the rules, I knew the Unisystem would be ideal for a Star Frontiers game.

What you need

Those wanting to use these rules need to own Terra Primate EDN8100 or Witchcraft EDN4000 and modify The Sight powers for Psions.

Character Types

Heroic

20 points for Attributes
15 points for Qualities (and up to 10 points for Drawbacks)
35 points for Skills
Heroic characters may not purchase the Powered Quality.

Powered

20 points for Attributes
10 points for Qualities (and up to 10 points for Drawbacks)
25 points for Skills
15 points for Powers
Powered characters must buy the Powered Quality.

Race

Dralasite (8 point Racial Quality)

Average Height - 4'2" Tall
Average Weight - 140 pounds
Average Lifespan - 250 years

The Dralosite Racial Quality grants the following abilities:

Attributes

- +1 to Strength (1)
- +1 to Constitution (1)
- 1 to Dexterity (-1)

Qualities

- Acute Senses (Smell) (2)
- Contacts (Other Dralosites) (2)
- Hard to Kill (2)

Drawbacks

- Clown (-1)
- Impaired Senses (Color Blind) (-1)

Skills

- Questioning (Lie Detection) (1)

Powers

- Elasticity (2)

New Skill

Questioning (Lie Detection) - All Dralosite characters receive one level of this modified version of the questioning skill that allows them to realize when someone is lying to them. The Dralosite must be communicating face to face with the character, and the Dralosite's player must tell the referee he is trying to detect a lie. A player may improve this modified skill by spending experience points.

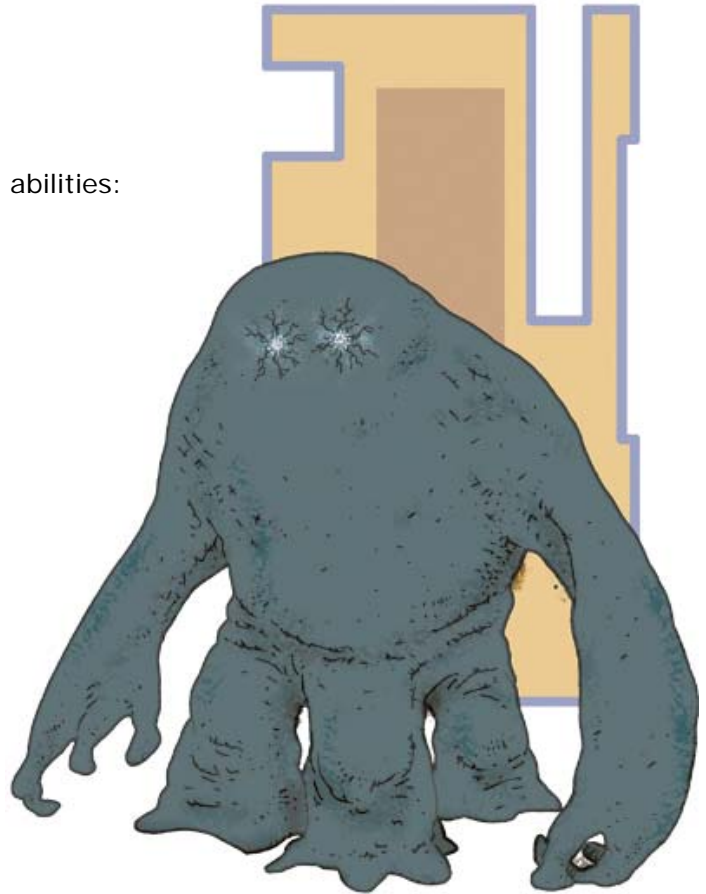
New Power

Elasticity - A Dralosite's skin is stretchable and supported by a complex muscle structure. This allows them to change the shape of their bodies, within limits. They can "grow" arms and legs to use for walking and handling tools and weapons, and reabsorb limbs when they are not needed.

A Dralosite can have a number of limbs equal to its Dexterity plus 2. The player must decide whether a limb is an arm or a leg when it is grown. For example, a Dralosite with a Dexterity score of 3 can control up to 5 limbs. It could have three legs and two arms, two legs and one arm, no legs and five arms, or any other combination adding up to five or fewer.

Growing or absorbing a limb takes five minutes. During those five minutes, only one limb can be grown. A limb can be up to 3 feet long and no less than 4 inches thick. "Fingers" for handling items can be up to 4 inches long and no less than 3/8 inch thick.

Even though a Dralosite can have many arms, it cannot fire more than two weapons at once. When a Dralosite player creates limbs, he must specify one as the dominant limb, the same way a Human must choose to be either right or left handed. In addition, despite a Dralosite's stretching and shrinking, the pattern of veins and ridges on its skin does not change, so they have a permanent "fingerprint" for identification.



Vrusk (8 point Racial Quality)

Average Height - 5' Tall,
Average Weight - 185 pounds
Average Lifespan - 175 years

The Vrusk Racial Quality grants the following abilities:

Attributes

- +1 to Intelligence (1)
- +1 to Perception (1)
- 1 to Strength (-1)

Qualities

- Ambidexterity (3)
- Physical Advantage (8 Legs) (2)

Drawbacks

- Covetous (Greedy) (-1)
- Covetous (Ambitious) (-1)
- Covetous (Conspicuous) (-1)

Skills

- Notice (2)

Powers

- Armor (Hard Carapace) (3)

New Power

Armor (Hard Carapace) - Vrusk have the appearance of sizeable insects with eight legs emerging from their abdominal region. They possess a humanoid torso, positioned in front of their abdomen, and two arms that append at their shoulders.

The shoulders of a Vrusk are exceptionally flexible and allow them to rotate their arms in a full revolution without muscle damage. This flexibility permits the Vrusk to reach any point on their abdomen or on their backs with no difficulty. The hands of a Vrusk consist of circular pads with five fingers regularly spaced around the edge.

Covering the body of a Vrusk is a hard carapace or shell. Joints are located at positions along the carapace that require movement. The carapaces main function is to protect a Vrusk body from abrasions, contusions and secondary damage.

The carapace does not hold up the body like in an insect, the Vrusk instead have an internal skeleton. Coloration of the carapace alters as a Vrusk matures. Vrusk from birth to the age of forty have a turquoise or indigo carapace with bright orange around the joints. Older Vrusk over the age of forty, the carapace will slowly change to a muted green with yellow around the joints.

The carapace provides protection like armor with an Armor Value of $d6+5(8)$. The carapace provides this protection over most of its body, except at the joints.



Yazirians (8 point Racial Quality)

Average Height - 6'10" Tall

Average Weight - 110 pounds(male), 130 pounds(female)

Average Lifespan - 140 years

The Yazirian Racial Quality grants the following abilities:

Attributes

-1 to Strength (-1)

+1 to Dexterity (1)

+1 to Intelligence (1)

Qualities

Gliding (1)

Nightvision (2)

Iron Grip (1)

Hard To Kill (2)

Fast Reaction Time (2)

Drawbacks

Obsession (Life Enemy) (-2)

Honorable (-2)

Light Sensitive (-1)

Skills

Hand Weapon (Zamra) 1

Powers

Rage (3)

New Quality

Gliding - Yazirians have the capacity to glide for short distances using wing membranes that are down their sides. A Yazirian can glide three feet for every three feet they are above ground with a starting position of at least thirty feet. The maximum distance of a glide is also conditional on the gravity of the planet, as illustrated to the right. In gravity greater than or equal to 1.1g or less than or equal to .5g a Yazirian cannot glide.

Gravity	Limit
1.0g	30 feet
0.9g	80 feet
0.8g	160 feet
0.7g	325 feet
0.6g	500 feet

New Drawback

Obsession (Life Enemy) - All Yazirians choose a life enemy, which they dedicate their lives to defeating, restraining, or exceeding that enemy. Prior to the frontier, a Yazirian would choose an rival clan or clan member as his or her life enemy, now the options are much more diverse. A Yazirian scientist could choose a terminal disease or a merchant could choose a hostile corporation as his or her life enemy.

New Power

Rage - Yazirians have the ability to go into a focused rage, which adds +2 to Strength and +2 to Dexterity for the duration of the rage. Once in a rage state, it costs the Yazirian 5 Endurance points per turn to stay in the state and 10 Endurance points to end the state.



Names

Dralasite Names

All Dralasite names describe the smell of the Dralasite to other Dralasites and have a tendency towards genderless descriptions.

Akia, Alta, Aoko, Arya, Azra, Barr, Bern, Bron, Cais, Chao, Coye, Deka, Deon, Dior, Dumi, Dyre, Flan, Hien, Iden, Ilar, Isra, Jace, Jess, Kiho, Kuma, Loba, Maro, Moke, Naal, Nuru, Orde, Qwin, Rach, Remi, Romy, Shan, Tait, Teva, Toan, Tomi, Tyme, Umami, Wafa, Xola, Xuan, Yank, Zaci, Zayn, and Zoan.

Human Names

All Humans have names similar to those used today, but they spell them differently and on occasion phonically.

Male Names - Charriz, Danyell, Dayvid, Jaahn, Jaymzz, Jaysen, Jozef, Kristeafer, Mathyoou, Mikell, Pol, Reechar, Robburt, Tomass, and Willyem.

Female Names - Barrbraah, Bettea, Careall, Careolinee, Dieannaah, Doorathee, Jennafur, Kimburrlee, Nansee, Phatrishaah, Reebeckaah, Suezzan, Shareronn, Sinnthea, and Tearreeseeah.

Last Names - Andeersun, Dayvess, Dayvidsun, Garseeah, Hairees, Jaahnsun, Jacksun, Marrten, Robbinsun, Smyyth, Tayylore, Tomass, Tomassun, Wheelyuums, and Willsun.

Vrusk Names

All Vrusk names begin with Z the first name having five letters, the second having four and their last having three.

Male First Names - Z'cruz, Z'kazi, Z'ozan, Z'razi, Z'uzor, Z'zani, Z'zazu, Z'zeki, Z'ziff, and Z'zurl

Female First Names - Z'aliz, Z'diza, Z'gizi, Z'xyza, Z'zana, Z'zera, Z'zila, Z'zora, Z'zula, and Z'zuri.

Middle Names - Z'gur, Z'kaz, Z'ker, Z'lok, Z'luz, Z'mar, Z'mór, Z'nek, Z'paz, and Z'roz.

Last Names - Zak, Zek, Zik, Zok, and Zuk.

Yazirian Names

All Yazirians begin with their family names first where males use their fathers family name and females use their mother's family names, followed by their personal names.

Male Family Names - Bo'th, Co'x, Fo'n, Go'w, Ho'c, Lo'k, Mo'c, Mo'y, Qo'm, Qo'x, Ro'w, So'y, Vo'k, and Vo'l.

Male Names - Bir, Daw, Gath, Gom, Gux, Har, Jath, Kez, Lud, Maf, Mup, Nid, Niz, Poc, Qid, Spal, Spuk, Tasp, Thoc, Vom, Xaer, Xim, Yot, Yuf, Zal, Zasp, Zat, and Zul.

Female Family Names - A'nu, A'ti, A'xae, E'doe, E'jo, E'vi, I'nu, I'ti, O'moe, O'ri, O'so, U'nu, U'ri and U'woe.

Female Name - Aeba, Aga, Aso, Ebu, Eda, Eju, Esi, Ewa, Ija, Ina, Iva, Izo, Ola, Ona, Ote, Ugi, Uji, Uku, Uma, Unu, and Uti.

New Qualities and Drawbacks

New Skills

Beam Weapons (Type)

This skill allows the character to use any one type of beam weapon. The Types include Pistol, Rifle, and Assault. If the skill is taken for one Type, the character can use other types of beam weapon, but at a -2 penalty to all Tasks. Beam Weapons and Dexterity are used to fire the weapon. Aiming rolls use Beam Weapons and Perception; each Success Level adds +1 to the effective Beam Weapons Skill on the next shot fired at the aimed target.

Diplomacy

This skill allows the character to negotiate treaties and accords. This skill provides the knowledge of appropriate ways of conducting interstellar relations, negotiating alliances, devising treaties or advantageous agreements. Use Intelligence and Diplomacy to conceive concessions that would benefit (or hinder) your government; use Willpower and Diplomacy to "get your own way."

Gyrojet (Type)

This skill allows the character to use any one type of gyrojet weapon. The Types include Pistol, Rifle, and Mortar. If the skill is taken for one Type, the character can use other types of Gyrojet, but at a -2 penalty to all Tasks. Gyrojet and Dexterity are used to fire the weapon. Aiming rolls use Gyrojet and Perception; each Success Level adds +1 to the effective Gyrojet Skill on the next shot fired at the aimed target.

Questioning (Lie Detection)

This modified skill is only available for Dralosite Characters. All Dralosite characters receive one level of this skill that allows them to realize when someone is lying to them. The Dralosite must be communicating face to face with the character, and the Dralosite's player must tell the referee he is trying to detect a lie. Spotting a lie uses Perception and Questioning (Lie Detection), also resisted by a Simple Intelligence Test.

Spacewise

This skill allows basic knowledge of the traditions and regulations of space. A character with this skill knows how to behave in a given situation, knows the names and most of the faces of the more notorious local members of the underworld, and can identify most illegal transactions and operations. Use Intelligence and Spacewise to recognize a pirate ship, marauder group, and Perception and Spacewise to spot trouble or detect criminal activities nearby.

Character Archetypes

Assessor

An Assessor is an individual employed by a MegaCorp or Government to obtain secret information concerning its potential or actual enemies.

Racial Limits - None

Core Skills (10 extra points for skills)

Beam Weapons (Type*) or Guns (Type*) 2
Computer Hacking or Computer Programming 2
Computers 2
Disguise 2
Driving (Type)1
Escapism 2
Notice 2
Pick Pocket 1
Questioning 2
Research/Investigation 2
Smooth Talking 2
Stealth 3
Surveillance 2

Gear Access - Military or Research and Development

* Pistol, Rifle, or Assault



Explorer

An Explorer is a person employed by a MegaCorp or Government to be the first one down to a planet or into a system to gather information.

Racial Limits - None

Core Skills (10 extra points for skills)

Brawling 1
Computers 1
Driving (Type)1
First Aid 2
Guns (Type) 2
Humanities (Type*) 3
Notice 3
Piloting 1
Research/Investigation 2
Science (Type***) 3
Stealth 2
Survival 2
Tracking 2

Gear Access - Military

* Anthropology, Archaeology, Linguistics, or Sociology

** Biology, Botany, Genetics or Zoology



Frontiersman

A Frontiersman is one that is self-employed and is willing to investigate and research in potentially hazardous regions of space.

Racial Limits - None

Core Skills (10 extra points for skills)

Acrobatics 1
Computers 1
Driving (Type) 2
Guns (Type*) 2
Humanities (Type**) 4
Humanities (Type**) 4
Notice 2
Piloting (Type) 2
Research/Investigation 2
Stealth 1
Survival (Type) 2
Survival (Type) 2

Gear Access - Common

* Pistol, Rifle, or Assault

** Anthropology, Archaeology, Linguistics, or Sociology



Marauder

A Marauder is a self-employed person that will commandeer or confiscate goods by the use of force or aggression.

Racial Limits - None

Core Skills (10 extra points for skills)

Acrobatics 2
Computer Hacking 2
Computers 2
Guns (Type*) 3
Hand Weapon (Type) 3
Intimidation 2
Martial Arts 3
Notice 3
Piloting (Type) 1
Spacewise 2
Stealth 2

Gear Access - Military

* Pistol, Rifle, or Assault



Officer

An officer is a individual employed by a Military or Government that possesses a rank of authority or command.

Racial Limits - None

Core Skills (10 extra points for skills)

Beam Weapons (Type*) or Guns (Type*) 3
Brawling or Martial Arts 2
Computers 2
Diplomacy 3
Driving (Type) 2
First Aid 2
Hand Weapon (Type) 2
Intimidation 2
Notice 2
Piloting (Type) 3
Questioning 2

Gear Access - Military

* Pistol, Rifle, or Assault



Psion

A Psion is a person employed by a Government that possesses the aptitude to employ their minds to perceive outside the five standard senses.

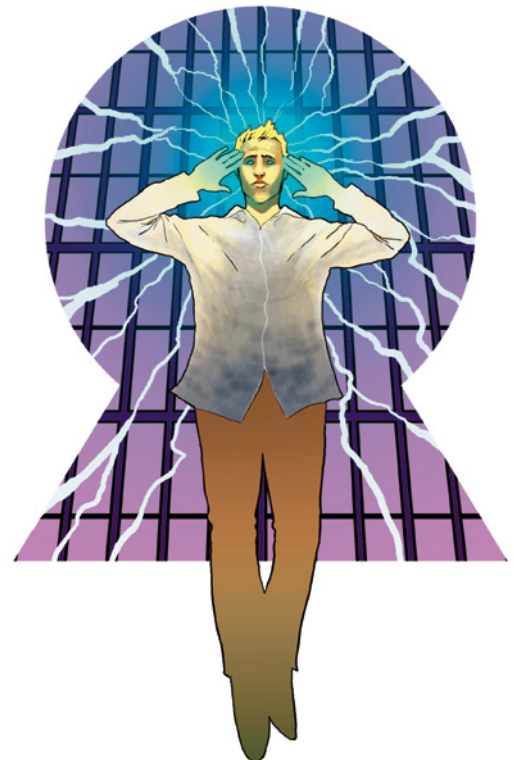
Racial Limits - Human Only

Core Skills (10 extra points for skills)

Beam Weapons (Type*) or Guns (Type*) 2
Computers 2
Diplomacy 3
Driving (Type) 1
First Aid 2
Notice 2
Questioning 3

Gear Access - Varies

* Pistol, Rifle, or Assault



Scientist

A Scientist is a person working for a Government, MegaCorp, or Military that possesses expert knowledge of one or more sciences.

Racial Limits - None

Core Skills (10 extra points for skills)

Beam Weapons (Type*) or Guns (Type*) 1
Computers 3
First Aid 3
Medicine 3
Notice 2
Research/Investigation 4
Science (Type**) 5
Science (Type**) 4

Gear Access - Varies

- * Pistol, Rifle, or Assault
- ** Life Sciences - Biology, Botany, Genetics or Zoology
- ** Physical Sciences - Chemistry, Mathematics, or Physics
- ** Planetary Science - Geology, Meteorology, or Oceanology
- ** Space Sciences - Astrogration, Astronomy, or Astrophysics



Soldier

A soldier is an individual that enlisted in a Military that studies the principles of warfare by land, air, sea, or space.

Racial Limits - None

Core Skills (10 extra points for skills)

Beam Weapons (Type*) 2
Brawling or Martial Arts 2
Climbing 2
Demolitions 1
Driving (Type) 3
Guns (Type*) 2
Gyrojet (Type**) 2
Intimidation 2
Notice 2
Stealth 2
Survival (Type) 2
Survival (Type) 2
Swimming 1

Gear Access - Military

- * Pistol, Rifle, or Assault
- ** Pistol, Rifle, or Mortar



Techie

A Techie is a person employed by a Government, MegaCorp, or Military that uses scientific knowledge to solve practical problems.

Racial Limits - None

Core Skills (10 extra points for skills)

Beam Weapons (Type*) or Guns (Type*) 2
Brawling 2
Computer Hacking or Computer Programming 3
Computers 2
Driving (Type) 1
Electronics 2
Engineer (Type**) 4
Notice 2
Piloting (Type) 1
Research/Investigation 3
Traps 2

Gear Access - Research and Development

* Pistol, Rifle, or Assault

** Architecture, Civil, Construction, Electrical, or Mechanical



New Gear

Range: These numbers are expressed in yards and reflect point-blank, short, medium, long and extreme range.

Damage: The damage imposed by the most popular model for a given type of weapon are given.

Cap/SEU: Indicates the most common SEU unit used in that weapon. SEU units are stored in 20 SEU Clip, 50 SEU Belt pack, or 100 SEU Backpack.

EV: Encumbrance Value measures an item's weight, plus an additional factor to represent bulk. Both interfere with movement and cost Endurance. EV is expressed in two numbers separated by a slash; the first number is for those using US measurements, the second is for those using the metric system.

Encumbrance	Carrying Capacity	Penalty	Endurance Lost
None	50% or less	-0	none
Light	51% to 125%	-1	d4(2)/10 minutes
Medium	126% to 150%	-2	d4(2)/5 minutes
Heavy	151% to 175%	-3	d4(2)/2 minutes
Extra Heavy	176% or higher	-5	d4(2)1 minute

Cost: Cost is expressed in Frontier Credits.

Aval: Availability represents the difficulty in locating the item. Common (C) items are available in most places with relatively little effort. Military (M) items are only available from the UPF or Mega Corp that supplies the armed forces. Research and Development (R&D) items are only available from Research Facilities or Mega Corps.

Melee Weapon Descriptions

Shock Gloves: Layered with a highly conductive and flexible compound, shock gloves allow a user to shock or stun their opponents with hand contact. Connected to a backpack or powerpack for power, the shock gloves use 2 SEU for each contact. Gauss screen or an anti-shock implant with shield against shock glove attacks.

Sonic Knife & Sword: An alloy cylinder 6 inches in length and 1.5 inches in diameter, the sonic knife and sonic sword look similar. When turning on either weapon, a focused invisible "blade" of high-pitched sound discharges from the handle. The sonic knife generates a blade length of 8 inches while the sonic sword generates a blade length of 30 inches. Primarily powered by a 20 SEU clip, the sonic knife and sonic sword can also operate on a backpack or powerpack. After each strike, the sonic knife consumes 1 SEU while the sonic sword consumes 2 SEU.

Stunstick: A stunstick is a copper-colored tube 30 cm long and 3 cm in diameter, with an insulated grip. It has two settings: shock and stun. When set on shock, a successful hit causes 3d10 points of damage. When set on stun, a successful hit will stun the victim for d100 turns. A character can resist the stun by making a successful check against his current Stamina. A successful hit uses 2 SEU. A 20 SEU clip can be fitted into the handle, or the weapon can be connected to a backpack or powerpack. A character with an anti-shock implant is immune to the stun setting.

Vibroknife: A vibroknife has a 20 cm saw-toothed blade. When it is turned on, the blade vibrates at high speed. It uses 1 SEU with each successful hit. A 20 SEU clip can be plugged into the handle, or the weapon can be connected to backpack or powerpack. Inertia screens and skeinsuits halve vibroknife damage.

Beam Gun Descriptions

Electrostunner: An electrostunner looks like a large pistol. It is a short-range weapon. It fires an arc of electrons that looks like a lightning flash. It is commonly called a zapgun because of the noise it makes when fired. A zapgun uses two SEU per shot. It holds a 20 SEU clip, but can also be connected to a backpack or powerpack with a 1.5 meter powercord. A gauss screen will block the electrostunner's beam. An anti-shock implant will nullify a stun but not a blast.

Laser Pistol: A laser pistol is a large handgun. It fires a pulse of bright light. Laser pistols are commonly called blasters. A laser pistol has a dial that can be set from 1 to 10 to control how many SEU are fired by each shot. Each SEU fired causes $D6 \times 2(6)$ points of damage. For example, when the dial is set at 3, the shot uses 3 SEU and causes $[D6 \times 2] \times 3(18)$ points of damage. Players must tell the referee what setting they are using before rolling the dice to see if the shot hits. Laser pistols use 20 SEU clips but can be attached to backpacks or powerpacks. An albedo suit or screen halves the damage from lasers.

Laser Rifle: A laser rifle is a rifle-sized version of a laser pistol. It has a longer range and the SEU dial can be set from 1 to 20 instead of 1 to 10.

Sonic Disruptor: A sonic disruptor is a type of rifle. It is commonly called a disruptor. A sonic disruptor generates a focused sound beam. The damage it causes depends on the range. At closer ranges, it causes more damage. It causes $D6 \times 5(15)$ at point blank range, $D6 \times 4(12)$ at short range, $D6 \times 3(9)$ at medium range, and $D6 \times 2(6)$ at long range. It has no extreme range. It uses a 20 SEU clip but can also be attached to a backpack or powerpack. A disruptor uses 4 SEU per shot. Only a sonic screen can stop its deadly beam.

Sonic Stunner: A sonic stunner is a type of pistol. It is commonly called a stunner. One shot uses two SEU. It uses a 20 SEU clip, but can be attached to a backpack or a powerpack. A target with an anti-shock implant can not be stunned. Otherwise, only a sonic screen can stop the stunner's sound beam.

Heavy Laser: A heavy laser is about the size of a machine gun. It must be mounted on a tripod or a swivel mount to be fired. It has longer range than a laser rifle, and a minimum SEU setting of 5. Otherwise it operates the same as the laser rifle.

Sonic Devastator: A sonic devastator is a heavy weapon that must be mounted on a tripod or a swivel mount to be fired. Except for its greater range and damage, the sonic devastator operates just like the sonic disruptor.

Projectile Gun Descriptions

Automatic Pistol: An automatic pistol is a refined version of the submachine gun. It looks like a heavy pistol, with a folding metal wire stock. The gun can be fired like a pistol when the stock is folded, or fired from the shoulder when the stock is extended. An automatic pistol can be set to fire single shots or bursts. The damage from a burst is divided as evenly as possible between all the targets. Skeinsuits and inertia screens reduce bullet damage by half. If a skeinsuit and an inertia screen are used together, damage is reduced to one-fourth the amount rolled.

Automatic Rifle. An automatic rifle is similar to the automatic rifles being used today. It is basically a heavier, longer version of the automatic pistol. It can fire up to three single shots or one burst.

Needler Pistol: A needler pistol is a handgun that uses an upright disc clip. It makes only a very soft, coughing noise when it is fired. Needler pistols magnetically propel a cluster of needles at high speed. Needles will not penetrate skeinsuits or inertia screens.

Needler Rifle: A needler rifle is a rifle-sized version of a needler pistol. It has a longer range than a needler pistol and the longer barrel gives the needles more velocity.

Machine Gun: A machine gun is a fully automatic heavyweapon that must be mounted on a tripod or a swival mount to fire. A burst fires 20 bullets. Except for its greater damage and range, it operates just like an automatic pistol.

Recoilless Rifle: A recoilless rifle is a heavy weapon that must be mounted on a tripod or a swival mount to fire. It fires an exploding shell that causes D10 x 6(30) points of damage if it hits. Only one shell can be fired per turn, and loading another shell takes one turn. Inertia screens and skeinsuits halve the damage.

Gyrojet Gun Descriptions

Gyrojet Pistol: A gyrojet pistol is a large handgun. It shoots miniature, self-propelled rockets that cause D4 x 4(8) points of damage when they explode. A gyrojet pistol is not effective at very short range, because the rocket is still accelerating. Thus the short range modifier is used even at point blank range. Skeinsuits and inertia screens absorb half the damage from a gyrojet rocket.

Gyrojet Rifle: A gyrojet rifle is a rifle-sized version of a gyrojet pistol. It has a longer range and causes D6 x 4(12) points of damage per shot.

Grenade Rifle: A grenade rifle resembles a shotgun. It fires hand grenades that are fitted into special grenade bullets. Any type of grenade can be used. It can fire one shot per turn, and then must be reloaded, which also takes one turn. If a shot misses, the grenade does not scatter.

Grenade Mortar: A grenade mortar is a hollow tube that is attached at an angle to a large base plate. It can fire any type of grenade, using a special shell called a grenade shell. It operates like a grenade rifle, except for the greater range. Because it lobs grenades in a high arc, it has a minimum range of 10 meters.

Rocket Launcher: A rocket launcher is a long, hollow tube that is fired while resting across the firer's shoulder. It fires a large, long-range rocket. It must be reloaded after every shot, and reloading takes one turn.

Weapon Tables

Melee Weapons	Range	Damage	Cap/SEU	EV	Cost	Aval
Shock Gloves	N/A	D8 x 3(12)~	Varies/2	n/a	50	R&D
Sonic Knife	N/A	D6(3) x Str**	20/1	2/1	50	M
Sonic Sword	N/A	D12(6) x Str**	20/2	2/1	300	M
Stunstick	N/A	D6 x 3(9)~	20/2	2/1	75	M
Vibroknife	N/A	D8(4) x Str	20/1	2/1	25	M

** Indicates a stabbing/slashing weapon. After penetrating armor, damage is doubled.

~ Delivers only Endurance Point Damage.

Beam Guns	Range	Damage	Cap/SEU	EV	Cost	Aval
Electrostunner	5/15/-/-/-	D6 x 4(12)~	20/2	2/1	500	C
Laser Pistol	5/20/50/100/200	D6 x 2(6)/SEU	20/1-10	2/1	600	C
Laser Rifle	10/40/100/200/400	D6 x 2(6)/SEU	20/1-20	6/3	800	M
Sonic Disruptor	2/10/20/40/-	-	-	9/4	700	M
	PB	D6 x 5(15)	20/4	-	-	-
	Short	D6 x 4(12)	20/4	-	-	-
	Medium	D6 x 3(9)	20/4	-	-	-
	Long	D6 x 2(6)	20/4	-	-	-
Sonic Stunner	3/10/20/30/50	D4 x 4(8)~	20/2	2/1	500	M
Heavy Laser	10/100/500/1000/2000	D6 x 2(6)/SEU	100/5-20	44/20	6000	R&D
Sonic Devastator	5/25/50/100/-	-	-	33/15	5000	R&D
	PB	D10 x 8(40)	100/10	-	-	-
	Short	D10 x 6(30)	100/10	-	-	-
	Medium	D10 x 4(20)	100/10	-	-	-
	Long	D10 x 2(10)	100/10	-	-	-

~ Delivers only Endurance Point Damage.

Projectile Guns	Range	Damage	Cap	EV	Cost	Aval
Automatic Pistol	5/15/30/60/150	D6 x 4(12)	20	3/2	200	C
Automatic Rifle	10/40/100/150/300	D6 x 4(12)	20	8/4	300	C
Needler Pistol	5/10/20/40/100	D4 x 4(8)	10	2/1	200	C
Needler Rifle	10/20/40/75/150	D4 x 5(10)	10	6/3	400	C
Machine Gun	10/70/200/500/1000	D8 x 6(24)	100	33/15	2000	M
Recoilless Rifle	10/150/1000/2000/3000	D10 x 6(30)	1	44/20	4000	M

Gyrojet Guns	Range	Damage	Cap	EV	Cost	Aval
Gyrojet Pistol	-/5/50/100/150	D4 x 4(8)	10	2/1	200	C
Gyrojet Rifle	-/5/75/150/300	D6 x 4(12)	10	8/4	300	C
Grenade Rifle	-/25/50/100/200	as grenade	1	8/4	700	M
Grenade Mortar	-/200/500/1000/2000	as grenade	1	33/15	2000	M
Rocket Launcher	-/70/200/500/100	D8 x 8(32)	1	33/15	5000	M