

WEAPONS & ARMOR

Hand Weapon	Damage On Hit*	Target Numbers					Tech Level
		Grapple	Close	Near	Far	Distant	
Dagger	1d	+2	0	-3 (thrown)	–	–	Stone
Cudgel	2d	0	-2	–	–	–	Stone
Ax	2d	-2	0	-4 (thrown)	–	–	Stone
Sword	3d	-4	0	–	–	–	Iron
Hammer	2d	0	0	–	–	–	Iron
Spear	2d	–	-2	+2	–	–	Stone
Polearm	3d	–	-2	0	–	–	Iron
Martial Arts	1d**	+2	0	–	–	–	Stone
Club	1d	-2	0	–	–	–	Stone
Bayonette	1d	-4	0	–	–	–	Industrial
Pistol Whip	1d	0	–	–	–	–	Industrial

*Advanced/futuristic weapons (monomolecular sword, vibroblade, energy lance, etc.) deal +1d damage per type and are Quantum Tech.

**While grappling, instead inflict 3+Margin damage when you beat the opponent's throw.

Ranged Weapon	Damage On Hit	Target Numbers					Tech Level
		Grapple	Close	Near	Far	Distant	
Sling	2d	–	0	0	-2	-4	Stone
Javelin	2d	-2	+2	0	-4	–	Stone
Bow	2d	–	+2	0	-2	-4	Stone
Crossbow	2d	–	0	+2	-2	–	Iron
Musket	2d	–	-2	-2	-4	–	Industrial
Pistol	3d	-2	0	0	-2	–	Industrial
Shotgun	4d/2d*	–	+2	0	–	–	Industrial
Auto Rifle	3d	–	-2	0	-2	-4	Atomic
Sniper Rifle	4d	–	–	-4	0	0	Atomic
Energy Pistol	4d	-2	0	0	-2	-4	Quantum
Energy Rifle	4d	–	-2	0	0	-2	Quantum

*Shotguns deal 4d damage at close range and 2d at near range.

Explosive Weapons	Damage On Hit*	Target Numbers					Tech Level
		Grapple	Close	Near	Far	Distant	
Grenade	4d/2d	–	0	0	-4	–	Industrial
Mortar	4d/2d	–	-4	-2	0	-4	Industrial
Rocket	6d/2d	–	–	0	-2	-4	Atomic
Disintegrator	8d/4d	–	0	0	-2	-4	Quantum
Pocket Nuke	Death/Dying	–	Auto	Auto	-4	-4	Quantum

**Explosives deal more damage on a direct hit and less damage in the immediate area.*

Heavy Weapons	Damage On Hit*	Target Numbers					Tech Level
		Grapple	Close	Near	Far	Distant	
Catapult/Trebuchet	4d/2d	–	–	-2	0	-4	Iron
Cannon	6d/2d	–	0	0	-4	–	Industrial
Large-Caliber Gun	8d/4d	–	–	0	-2	-4	Industrial
Artillery	8d+10/6d	–	–	-4	0	0	Atomic
Rail Gun	8d+25	–	–	0	0	-2	Quantum
Disintegration Cannon	8d+30	–	–	-2	0	0	Quantum

**Some Heavy Weapons deal more damage on a direct hit and less damage in the immediate area.*

Armor	DR	Special DR	Tech Level
Padded	2	4 vs Blasts	Stone
Mail	2	4 vs Brawling, Blades, Piercing	Iron
Plate	4	6 vs Brawling, Blades, Blasts	Iron
Ballistic	4	8 vs Firearms, Blasts	Industrial
Reflective	2	10 vs Energy/Plasma	Atomic
Power Armor	8	Requires Drive Skill, STR = 14	Atomic
Dislocation	6	8 vs Ranged	Quantum