

HAND WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Mag Pistol	10"	20"	30"	1	-
Plasma Pistol	10"	20"	30"	2	-
X-Slinger	10"	20"	None	0	Blast D3

STANDARD WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Mag Gun	20"	30"	60"	1	-
Mag Repeater	20"	30"	None	0	RF 2
Plasma Carbine					
• Single Shot	20"	30"	50"	2	-
• Scatter	20"	30"	None	0	RF 2
Compression Carbine	10-20"	30"	50"	2/1/0	No Cover
Micro-X Launcher					
• Overhead	10-20"	30"	50"	0	OH, Blast D4, No Cover
• Direct Fire	20"	30"	None	1	-

SUPPORT WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Mag Light Support	30"	50"	100"	2	RF 3
Light Mag Cannon	30"	50"	100"	3	-
Plasma Light Support	30"	40"	80"	3	RF 3
Plasma Cannon	30"	40"	80"	5	-
Compression Cannon	10-30"	40"	80"	4/3/2	No Cover
Fractal Cannon	30"	40"	80"	2 (+1 max 5)	Fractal Lock
X-Launcher	10-30"	60"	120"	1	OH, Blast D5, No Cover

HEAVY WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Mag Heavy Support	30"	50"	100"	3	RF 5
Heavy Mag Cannon	50"	100"	250"	6	-
Plasma Bombard	50"	100"	200"	7	-
Compression Bombard	10-50"	100"	150"	9/7/5	No Cover
Fractal Bombard	50"	100"	200"	3 (+2 max 10)	Fractal Lock
X-Howitzer	10-50"	100"	250"	2	OH, Blast D10, No Cover
Mag Mortar	10-30"	40"	50"	3	OH, Blast D10, No Cover