



EQUIPMENT INFORMATION CARD

**M4A3 SERVICE PISTOL**

This inexpensive 9mm pistol is the standard sidearm of the USCMC. You should always have a backup for your backup, and this pistol might as well be it.

BONUS DAMAGE RANGE

+2**1****MED**

WEIGHT

COST

1/2**\$200**

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-
-



EQUIPMENT INFORMATION CARD

**.357 MAGNUM REVOLVER**

A classic high-caliber revolver, equally popular amongst both frontier marshals and lowlifes.

BONUS DAMAGE RANGE

+1**2****MED**

WEIGHT

COST

1**\$300**

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-
-



EQUIPMENT INFORMATION CARD

**RXF-M5 EVA PISTOL**

A miniaturized and weaponized version of a W-Y laser welder, created during an uprising in 2106 and studied, then co-opted into the Company's arsenal.

BONUS DAMAGE RANGE

+1**1****MED**

WEIGHT

COST

1/2**\$400**

ARMOR PIERCING
-
-



EQUIPMENT INFORMATION CARD

**DV-303 BOLT GUN**

A construction tool that uses expanding bolts to make emergency hull repairs. It can be turned into an improvised weapon as well. Grants +2 to Heavy Machinery rolls if used as part of the action.

BONUS DAMAGE RANGE

-**3****SHR**

WEIGHT

COST

1**\$400**

ARMOR PIERCING
SINGLE-SHOT
-



EQUIPMENT INFORMATION CARD

**M41A PULSE RIFLE**

The standard issue weapon of the USCMC, this weapon is a 10mm automatic assault rifle with underslung 30mm pump-action grenade launcher.

BONUS DAMAGE RANGE

+1**2****LNG**

WEIGHT

COST

1**\$800**

ARMOR PIERCING
FULL-AUTO
GRENADE LAUNCHER



EQUIPMENT INFORMATION CARD

**M42A SCOPE RIFLE**

Equipped with a folding bipod and a muzzle flash suppressor, this is the USCMC's semi-automatic electronic pulse sniper rifle of choice.

BONUS DAMAGE RANGE

+2**2****EXR**

WEIGHT

COST

1**\$1K**

ARMOR PIERCING
-
-



EQUIPMENT INFORMATION CARD

**MODEL 37A2 PUMP ACTION**

A classic pump-action combat shotgun, the M37A2 is an optional weapon in use by the USCMC. It's the gun you want handy for close encounters.

BONUS DAMAGE RANGE

+2**3****SHR**

WEIGHT

COST

1**\$500**

ARMOR DOUBLED
-
-



EQUIPMENT INFORMATION CARD

**ASSO-400 HARPOON GUN**

This weapon fires a grappling-hook-tipped harpoon that carries a tether. Depending on who is heavier, you can use a Slow Action to pull you or your target from Medium to Engaged range. Pulling requires an opposed Strength roll.

BONUS DAMAGE RANGE

-**1****SHR**

WEIGHT

COST

1**\$300**

ARMOR DOUBLED
SINGLE-SHOT
-



EQUIPMENT INFORMATION CARD

**XM99A PHASED PLASMA RIFLE**

Another prototype being tested by the USCMC, this weapon can kill almost any target in a single shot. It must be aimed carefully with a Fast Action before being fired. In addition, you must make a Power supply roll after every shot.

BONUS DAMAGE RANGE

-**4****EXR**

WEIGHT

COST

1**\$20K**

ARMOR PIERCING
POWER SUPPLY 5
-



EQUIPMENT INFORMATION CARD



U1 GRENADE LAUNCHER

Usually comes attached to M41A pulse rifles. Its standard payload is an M40 frag grenade, but it can also accomodate various other grenade types. (check pg. 125 for more information.)

BONUS BLAST RANGE

+1

9+1

LNG

WEIGHT

1/2

COST

\$400

CUSTOM PAYLOAD

FRAG
SMOKE
FLASH



EQUIPMENT INFORMATION CARD



M240 INCINERATOR UNIT

This carbine-style flame thrower uses naptha fuel canisters to fire a steady stream of flame. Targets hit by this weapon catch fire with a fire Intensity of 9.

BONUS DAMAGE RANGE

-

2

MED

WEIGHT

1

COST

\$500

FIRE INTENSITY 9

-

-



EQUIPMENT INFORMATION CARD



CUTTING TORCH

A utilitarian blowtorch used for both welding and cutting through metal. In a pinch, can be used as a weapon. Grants +2 to Heavy Machinery rolls, but requires a Power supply roll after every use.

BONUS DAMAGE RANGE

-

3

ENG

WEIGHT

1

COST

\$300

ARMOR PIERCING

POWER SUPPLY 5

-



EQUIPMENT INFORMATION CARD



M56A2 SMART GUN

Mounted on an articulating arm and gimbal, attached to an armored harness, this weapon auto-picks targets for you. All you need to do is pull the trigger.

BONUS DAMAGE RANGE

+3

3

LNG

WEIGHT

3

COST

\$6K

ARMOR PIERCING

FULL-AUTO

-



EQUIPMENT INFORMATION CARD



PLASMA CUTTER

Primarily used for industrial work outside starship hulls. Good for cutting up corpses in a pinch. Using a Fast action with this weapon lets you roll to inflict specific Critical Injuries on Broken targets.

BONUS DAMAGE RANGE

-

2

SHR

WEIGHT

1

COST

\$300

ARMOR DOUBLED

-

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