

# FILE X/11790W WEAPONS UPDATE

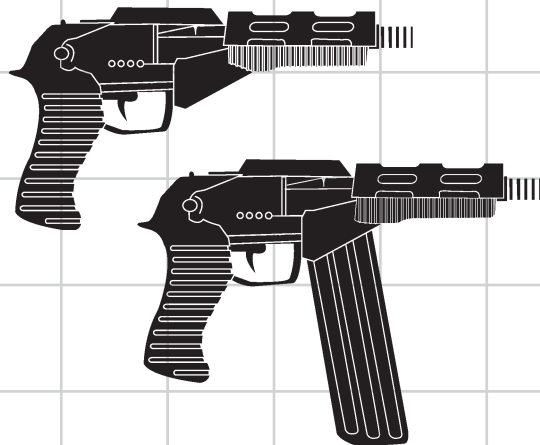
THIS UPDATE BOOKLET REQUIRES THE COLONIES RPG.

## EXPLOSIVE PROJECTILE WEAPONS (EP)

*Direct descendants of the firearms from the twentieth and early twenty-first centuries, modern EP weapons use caseless, light explosive rounds which are launched when the gaseous propellant stored in the ammunition magazine is injected into the firing chamber and detonated.*

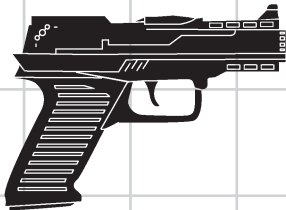
### KRESMEYER KP-5

Type: EP Pistol  
Range: 5 m / 10 m / 30 m / 50 m / 100 m+  
Damage: 1♣ / 3♣ / 5♣ / 7♣ / 10♣  
Ammunition: 1x 20 round clip (flip-up handle); optional 50 round clip  
Traits: burst fire, detonation [1m], recoil [-1]



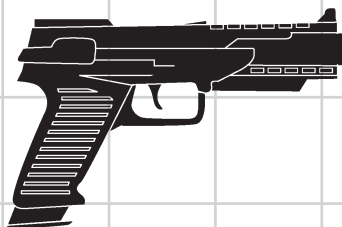
### TERREL LABS "NO. ONE"

Type: EP Pistol  
Range: 5 m / 10 m / 30 m / 50 m / 100 m+  
Damage: 1♣ / 3♣ / 5♣ / 7♣ / 10♣  
Ammunition: 1x 15 round clip  
Traits: none



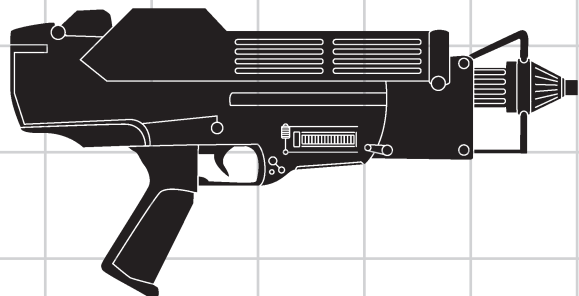
### TERREL LABS "LOW-CAL"

Type: EP Pistol  
Range: 5 m / 10 m / 30 m / 50 m / 100 m+  
Damage: 1♣ / 3♣ / 5♣ / 7♣ / 10♣  
Ammunition: 1x 20 round clip  
Traits: none



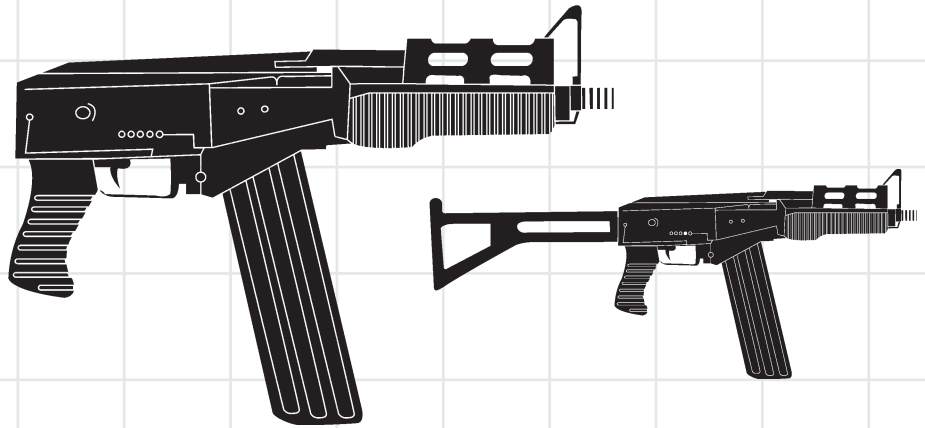
### SIMTEK 150

Type: EP Pistol  
Range: 5 m / 10 m / 30 m / 50 m / 100 m+  
Damage: 1♣ / 3♣ / 5♣ / 7♣ / 10♣  
Ammunition: 2x 20 round clips in ammo bay  
Traits: burst fire, detonation [1m], recoil [-1]



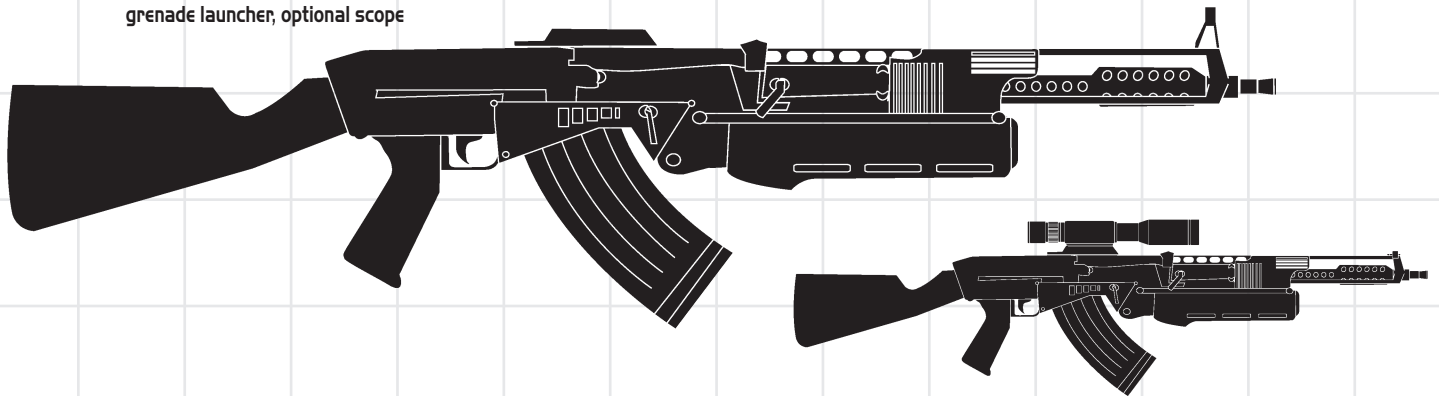
### KRESMEYER KR-14

Type: Mini EP Rifle  
Range: 5 m / 10 m / 30 m / 50 m / 100 m+  
Damage: 2♣ / 4♣ / 6♣ / 7♣ / 12♣  
Ammunition: 1x 70 round clip  
Traits: burst fire, spray fire, detonation (1m),  
recoil [-10]



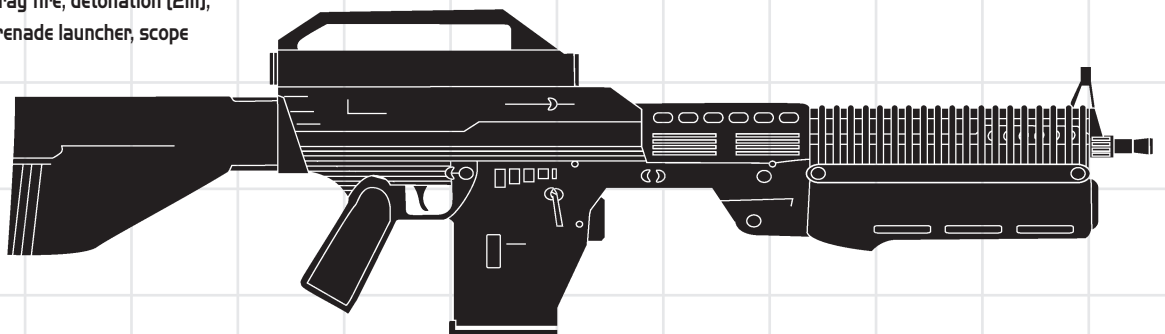
### CLARK M-2

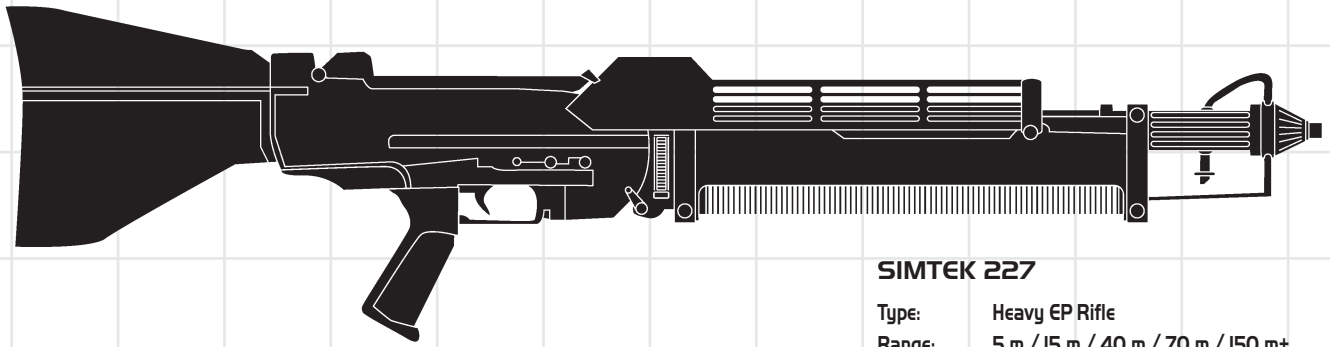
Type: EP Assault Rifle  
Range: 5 m / 10 m / 30 m / 50 m / 100 m+  
Damage: 2♣ / 4♣ / 6♣ / 7♣ / 12♣  
Ammunition: 1x 70 round clip  
Traits: burst fire, spray fire, detonation (2m), recoil [-2],  
grenade launcher, optional scope



### CLARK M-14

Type: EP Assault Rifle  
Range: 5 m / 10 m / 30 m / 50 m / 100 m+  
Damage: 2♣ / 4♣ / 6♣ / 7♣ / 12♣  
Ammunition: 1x 50 round clip  
Traits: burst fire, spray fire, detonation (2m),  
recoil [-2], grenade launcher, scope



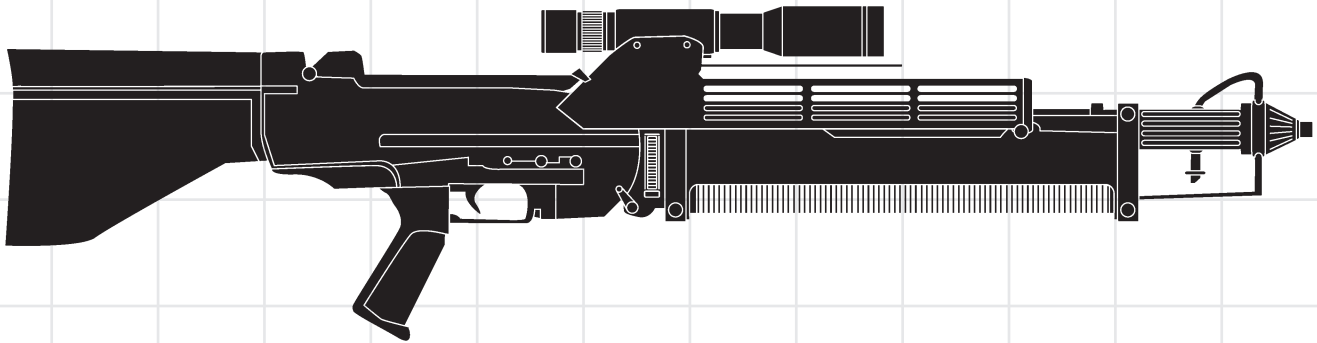


### SIMTEK 227

Type: Heavy EP Rifle  
Range: 5 m / 15 m / 40 m / 70 m / 150 m+  
Damage: 4☉ / 6☉ / 8☉ / 10☉ / 15☉  
Ammunition: 2x 70 round clips in ammo bay  
Traits: burst fire, spray fire, detonation [3m], recoil [-☉], optional stabilizer

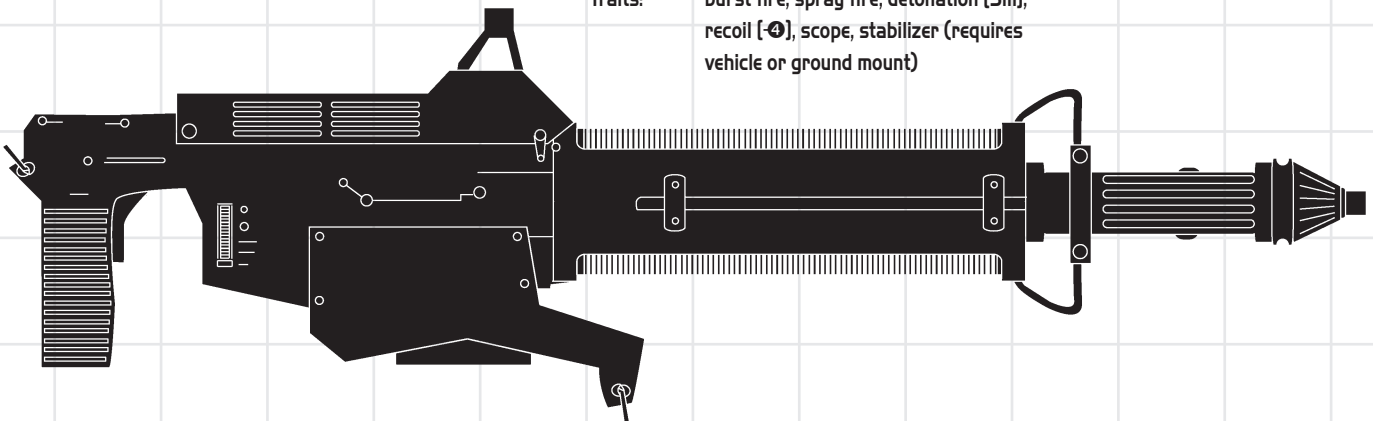
### SIMTEK 227SN

Type: Heavy EP Rifle  
Range: 5 m / 15 m / 40 m / 70 m / 150 m+  
Damage: 4☉ / 6☉ / 8☉ / 10☉ / 15☉  
Ammunition: 2x 70 round clips in ammo bay  
Traits: burst fire, spray fire, detonation [3m], recoil [-☉], scope, optional stabilizer



### SIMTEK EP FIELD UNIT

Type: EP Field Weapon  
Range: 5 m / 15 m / 40 m / 70 m / 150 m+  
Damage: 4☉ / 6☉ / 8☉ / 10☉ / 15☉  
Ammunition: 2x 100 round clips in ammo bay  
Traits: burst fire, spray fire, detonation [5m], recoil [-☉], scope, stabilizer (requires vehicle or ground mount)



## LASER WEAPONS

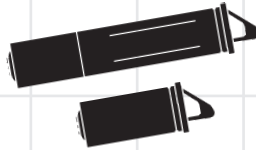
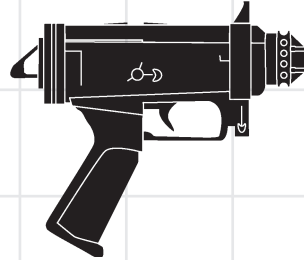
*Small and ineffective against specially coated structures, laser weapons are safe to use on space craft and other pressurized environments. All laser weapons fire an invisible beam. Some, however, use low power targeting beams which are often mistaken for the actual laser. A high pitched wining sound always accompanies activation.*

*All laser weapons use standard powerpacks. There are two varieties:*

- *low yield; for pistols*
- *high yield; for rifles and heavy weapons*

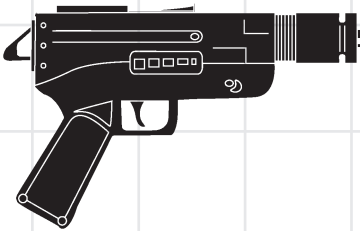
## SIMTEK XS

Type: Laser Pistol  
Range: 10 m / 25 m / 75 m / 150 m / 400 m+  
Damage: 1% / 2% / 3% / 5% / 8%  
Ammunition: 1x low yield powerpack  
Traits: laser tracking



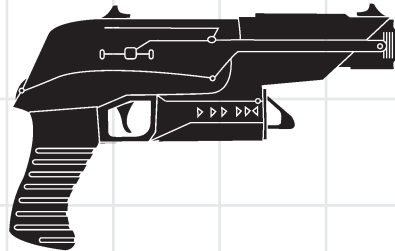
## CLARK L-30

Type: Laser Pistol  
Range: 10 m / 25 m / 75 m / 150 m / 400 m+  
Damage: 1% / 2% / 3% / 5% / 8%  
Ammunition: 1x low yield powerpack  
Traits: laser tracking



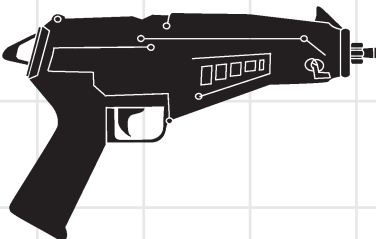
## YAMATO RAZOR 5

Type: Laser Pistol  
Range: 10 m / 25 m / 75 m / 150 m / 400 m+  
Damage: 1% / 2% / 3% / 5% / 8%  
Ammunition: 1x low yield powerpack  
Traits: none



## YURAVITCH ML-6000

Type: Laser Pistol  
Range: 10 m / 25 m / 75 m / 150 m / 400 m+  
Damage: 1% / 2% / 3% / 5% / 8%  
Ammunition: 1x low yield powerpack  
Traits: laser tracking



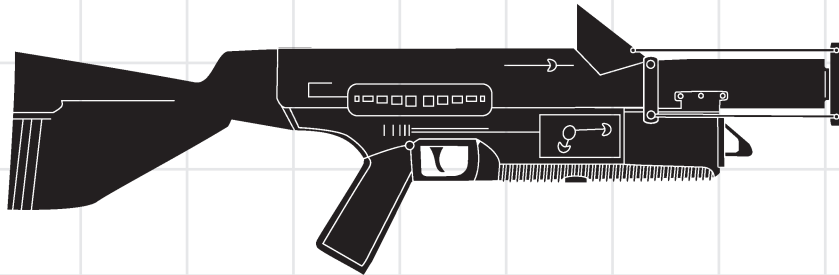
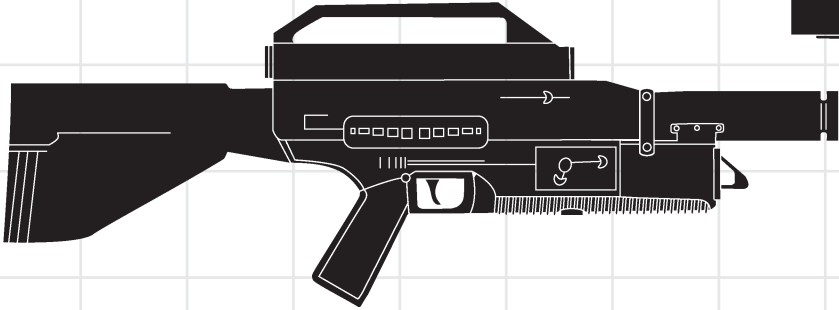
## YURAVITCH ML-10

Type: Concealable Laser Pistol  
Range: 10 m / 25 m / 50 m / 100 m / 200 m+  
Damage: 1% / 2% / 4% / 4% / 6%  
Ammunition: 1x low yield powerpack  
Traits: none



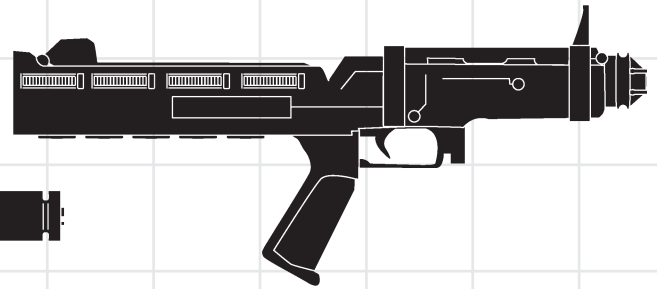
### CLARK L-500

Type: Laser Rifle  
Range: 10 m / 25 m / 75 m / 150 m / 400 m+  
Damage: 2% / 3% / 5% / 7% / 10%  
Ammunition: 2x high yield powerpacks  
Traits: scope, laser tracking



### SIMTEK XTEN

Type: Mini Laser Rifle  
Range: 10 m / 25 m / 75 m / 150 m / 400 m+  
Damage: 2% / 3% / 5% / 7% / 10%  
Ammunition: 2x high yield powerpacks in ammo bay  
Traits: laser tracking



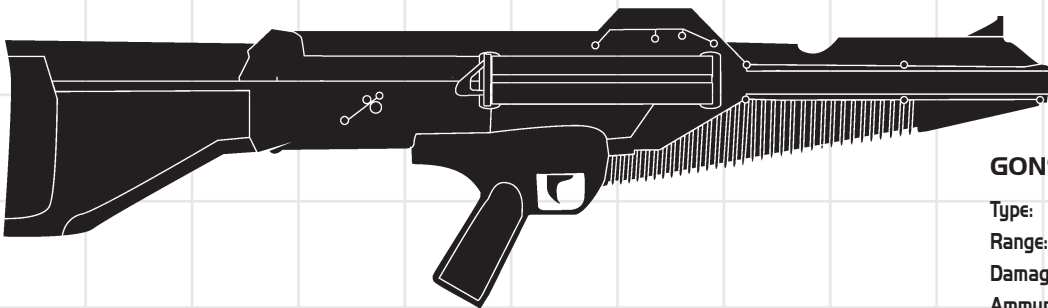
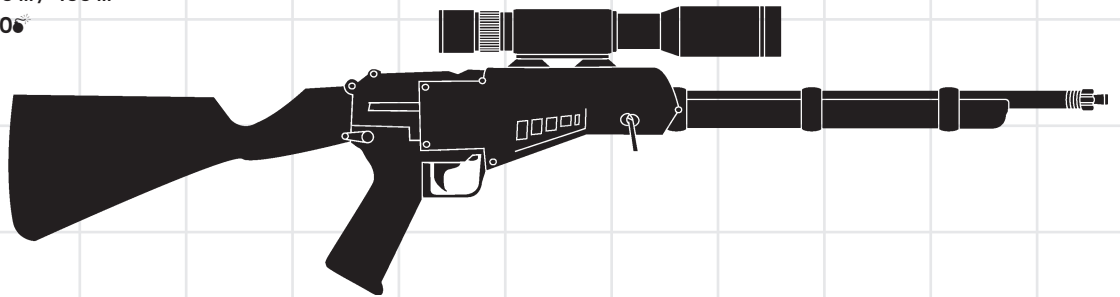
### CLARK L-515

Type: Laser Rifle  
Range: 10 m / 25 m / 75 m / 150 m / 400 m+  
Damage: 2% / 3% / 5% / 7% / 10%  
Ammunition: 2x high yield powerpacks  
Traits: laser tracking, POM scope\*

\* See Rules Addendum in the back of this booklet.

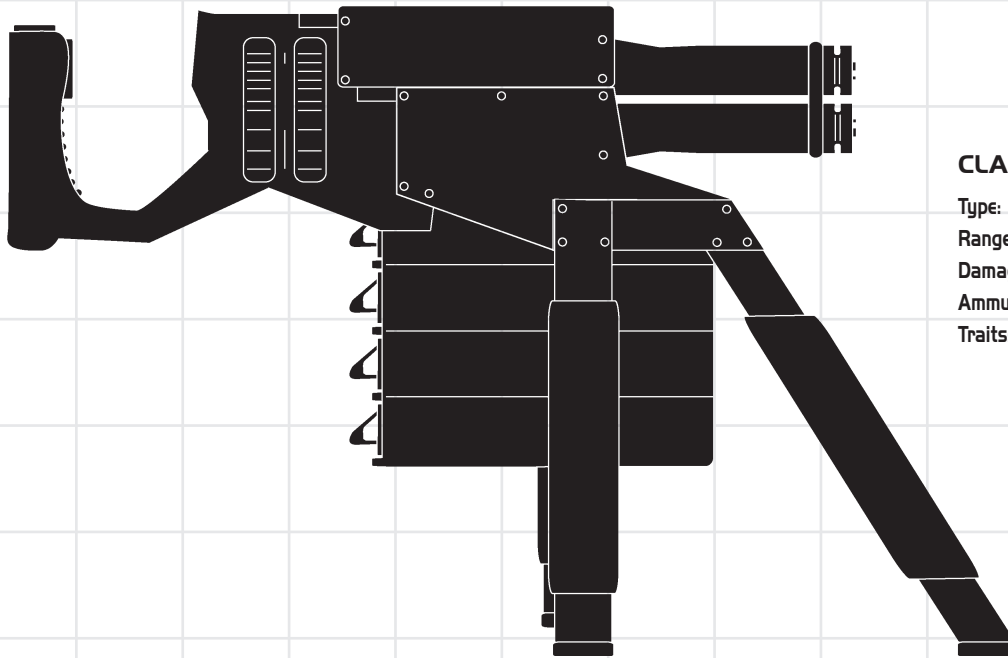
### YURAVITCH LASER SNIPER RIFLE

Type: Laser Sniper Rifle  
Range: 10 m / 25 m / 75 m / 150 m / 400 m+  
Damage: 2% / 3% / 5% / 7% / 10%  
Ammunition: 1x high yield powerpack  
Traits: scope, laser site



### GONSALEZ ENTERPRISES MARK 4

Type: Laser Rifle  
Range: 10 m / 25 m / 75 m / 150 m / 400 m+  
Damage: 2% / 3% / 5% / 7% / 10%  
Ammunition: 2x high yield powerpacks  
Traits: laser tracking



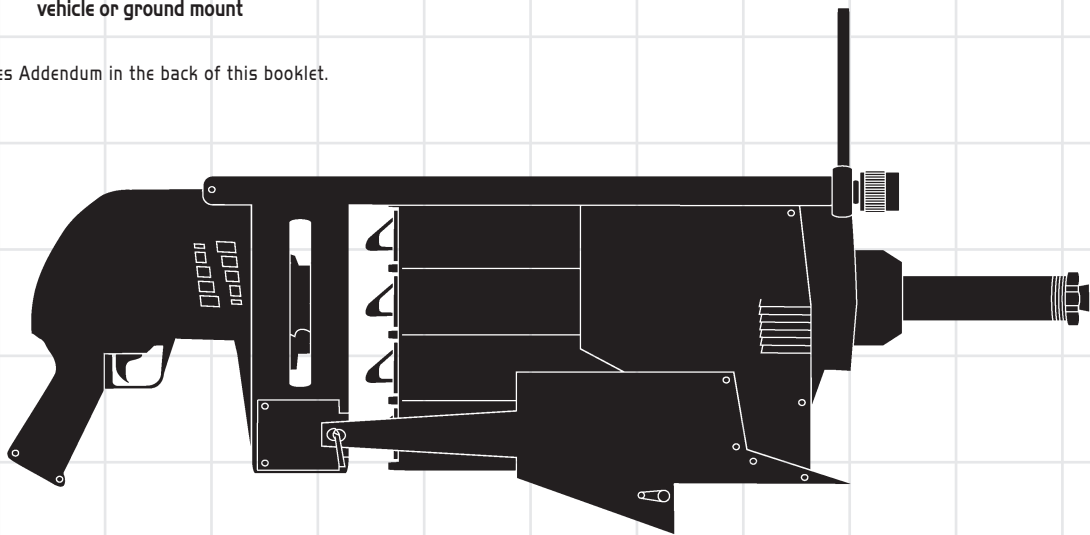
### CLARK L-1000

Type: Laser Field Weapon  
 Range: 15 m / 35 m / 85 m / 150 m / 400 m+  
 Damage: 4☉ / 6☉ / 10☉ / 12☉ / 15☉  
 Ammunition: 8x high yield powerpacks on drum  
 Traits: laser tracking

### YURAVITCH FIELD CUTTER

Type: Laser Field Weapon  
 Range: 15 m / 35 m / 85 m / 150 m / 400 m+  
 Damage: 4☉ / 6☉ / 10☉ / 12☉ / 15☉  
 Ammunition: 10x high yield powerpacks on drum  
 Traits: laser tracking, POM scope\*, requires vehicle or ground mount

\* See Rules Addendum in the back of this booklet.

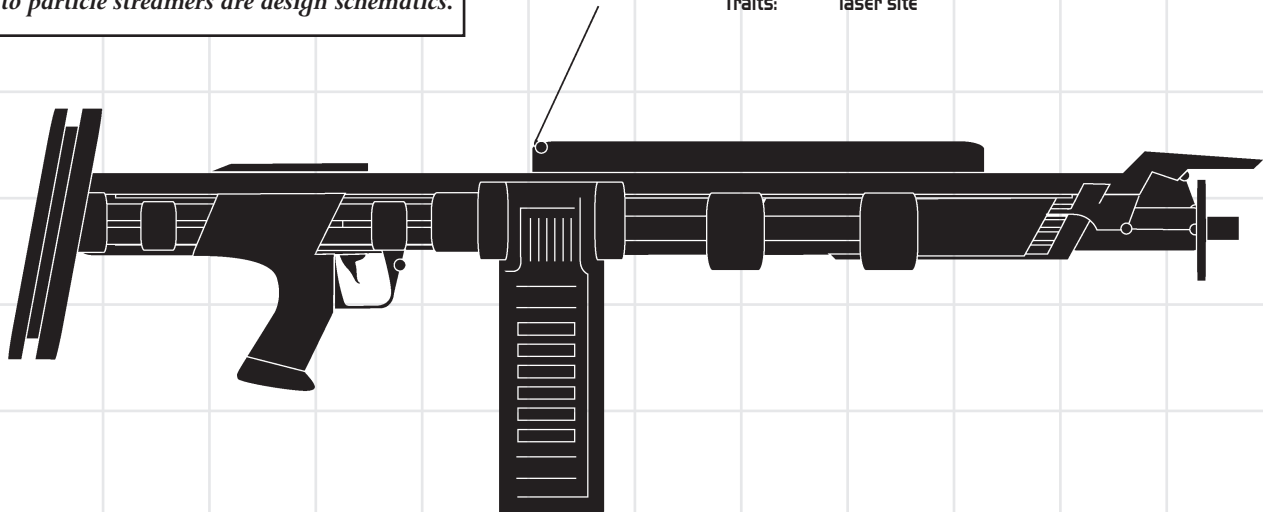


## PARTICLE STREAMERS

*Firing a barrage of magnetically accelerated darts, particle streamers offer incredible range and firepower. They can only be fired once per turn because of the time required for particle acceleration. Very few non-collaborators have access to particle streamers or design schematics.*

## VIRIMAR PARTICLE STREAMER

Type: Particle Streamer  
Range: 15 m / 40 m / 100 m / 300 m / 600 m+  
Damage: 4☉ / 6☉ / 8☉ / 10☉ / 12☉  
Ammunition: Virimar powerpack  
Traits: laser site

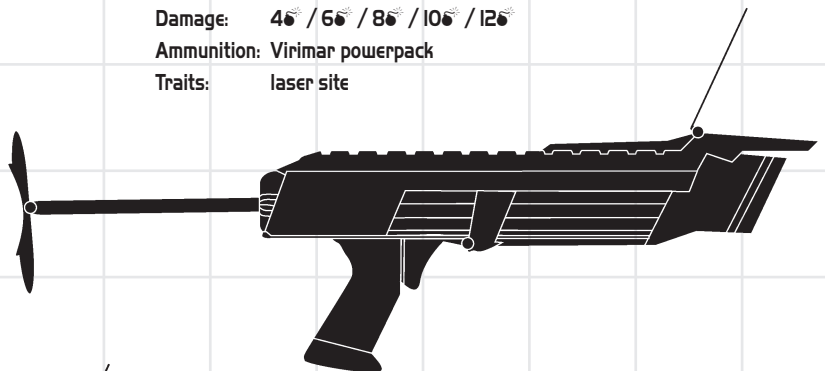


## PULSE DETONATORS / PLASMA GUNS

*Pulse Detonators launch bolts of hot plasma and dissipate over over distance. They are primarily used by Virimar controlled Earth forces, but Martian scientists have developed their own version dubbed the "plasma gun." It functions similarly to the alien model except that it uses standard laser powerpacks. These bolts can cause flammables to detonate but degrade over distance.*

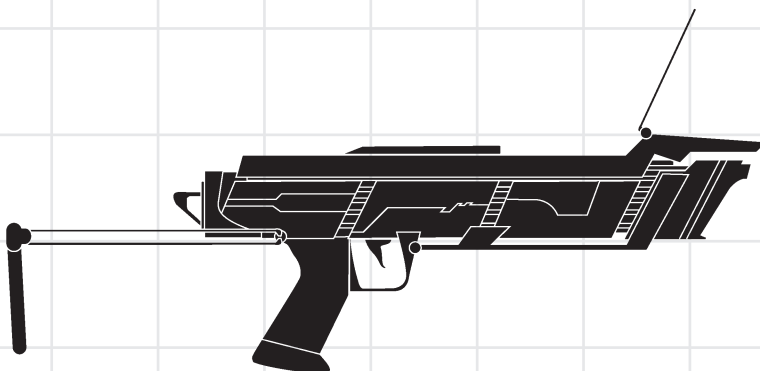
## VIRIMAR PULSE DETONATOR

Type: Pulse Detonator  
Range: 5 m / 10 m / 20 m / 30 m / 50 m+  
Dissipation: - / - / -2☉ / -4☉ / -6☉  
Damage: 4☉ / 6☉ / 8☉ / 10☉ / 12☉  
Ammunition: Virimar powerpack  
Traits: laser site



## GONSALEZ PLASMA GUN (RETROFIT)

Type: Pulse Detonator  
Range: 5 m / 10 m / 20 m / 30 m / 50 m+  
Dissipation: - / - / -2☉ / -4☉ / -6☉  
Damage: 4☉ / 6☉ / 8☉ / 10☉ / 12☉  
Ammunition: 1x low yield powerpack  
Traits: laser site

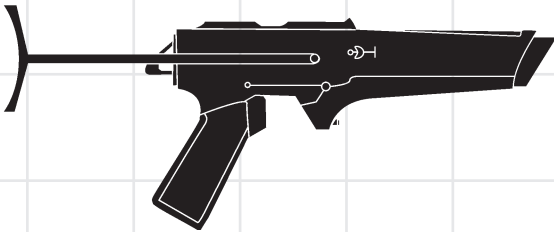


## ELECTROSTUN WEAPONS

*Used by Martian law enforcement agencies, electrostun weapons do not typically cause permanent injury. They fire ionized bolts of plasma which are attuned to the human nervous system, rendering their target unconscious. Their effectiveness degrades over distance.*

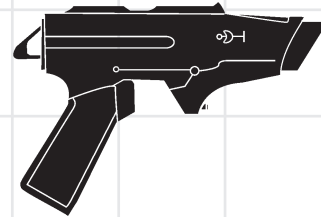
### CONRAD ELT

Type: Electrostun Carbine  
Range: 5 m / 10 m / 15 m / 25 m / 40 m+  
Dissipation: - / - / -1% / -2% / -4%  
Damage: 2% / 5% / 8% / 10% / 12%  
Ammunition: 1x low yield powerpack  
Traits: laser site, detonation [2m]



### CONRAD ELS

Type: Electrostun Pistol  
Range: 5 m / 10 m / 15 m / 25 m / 40 m+  
Dissipation: - / - / -1% / -2% / -4%  
Damage: 2% / 5% / 8% / 10% / 12%  
Ammunition: 1x low yield powerpack  
Traits: laser site, detonation [1m]



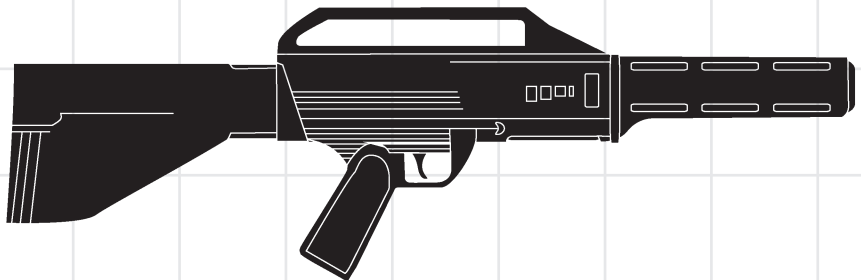
## GRENADE LAUNCHERS

*Self-propelled grenades can be projected using either variety of grenade launchers:*

- *component; an integral part of a primary weapon*
- *rifle; a self-contained weapon*

### CLARK GR-8 GRENADE RIFLE

Type: Grenade Launcher  
Range: 5 m / 10 m / 15 m / 25 m / 40 m+  
Damage: varies by grenade  
Ammunition: 12x self-propelled grenades  
Traits: none



### CLARK GR-7i

Type: Integral Grenade Launcher  
Range: 5 m / 10 m / 15 m / 25 m / 40 m+  
Damage: varies by grenade  
Ammunition: 12x self-propelled grenades  
Traits: none




# THE COLONIES RULES ADDENDUM




## New Weapon Trait

### POM SCOPE

This trait represents the combination of thermal imaging sensor, motion sensor, laser site, scope, video display and POM interface. When active, the POM can be used to analyze all available sensor data in order to predict movement patterns and target identification. The display can also overlay data from the POM.

- The difficulty of an attack is 1 at all ranges when at least one turn is spent aiming at the target.
- Identifying objects using the motion sensor depends on range and uses reasoning + perception or the skill of a search algorithm.
- Identifying heat sources using the thermal imaging sensor requires a perception roll for objects with which the character is not familiar.

### Sensor Ranges



PB 3m S 5m M 10m L 15m E 25m

## New Exotech Rules

### ADDING FIELD WEAPONS

One field weapon may be added to a grade two exotech unit as its sole weapon. Grade three units can accept a field unit in addition to a small weapon.

The addition of a field weapon yields the following effects:

- All Reaction rolls receive: -2
- All Dexterity rolls receive: -2
- A weapons store may not be used to house the field unit's ammunition.

### SENSORS / WEAPON TRAITS

If an exotech unit shares the same sensor equipment or trait as a weapon, the bonus(es) is applied only once.