

ANDROMEDA 2500

WEAPONS & EQUIPMENT QUICK REFERENCE

Weapons

Ancient Weapon List

Weapon	Cost	Damage	Length	Parry	CL
Melee Weapons:					
Axe-Battle	100	3d6	1 m	16	1
Axe-Hand	15	2d4	.25 m	18	1
Dagger	10	1d4	.2 m	19	1
Sai	35	2d6	.3 m	8	1
Sword-Short	50	2d6	.8 m	14	1
Sword-Long	100	3d6	1.2 m	12	1
Sword-Katana	200	3d8	1 m	12	1
Whip	15	1d4	2 m	10	1
Distance Weapons:					
Bow	50	2d4	90 m	1	1
Crossbow	75	2d8	60 m	1	1
Sling	5	1d8	TRx2	1	1

Archaic Weapon List

Weapon	Cost	Damage	Length	Parry	CL
Melee Weapons:					
Survival Knife	50	1d6	.2 m	18	1
Nightstick	20	1d8	.75 m	15	1
Weapon					
Cost	Damage	Range	Shots	CL	
Pistols:					
Colt .45	300	4d6	100 m	8	1
Desert Eagle .44	350	4d6	100 m	10	1
S & W .357	250	4d6	100 m	6	1
Glock 9mm	300	4d6	75m	19	1
Rifles:					
M-14	550	5d6	250 m	30	1
M-21 Sniper Rifle	600	5d6	350 m	10	1
12 Gage Auto	650	6d6	15 m	6	1
HK CAW	800	7d6	30 m	8	1
Sub-Machine Guns:					
M16	800	6d6	250 m	10	1
9mm Uzi	600	5d6	100 m	6	1
Mac 9mm	650	6d6	100 m	10	1
Machine-Guns:					
M60	1500	9d6	300 m	20	1
M-19	1200	7d6	250 m	50	1
XM-214	2000	10d6	200 m	100	1
Heavy Weapons:					
M-72 LAW	2000	6d6 x 3	300 m	1	1
M-203 Grenade Launcher	1500	Varies	20 m	1	1
RPG-16	2500	6d6 x 5	100 m	1	1

Weapon	Cost	Damage	Range	Shots	CL
Explosives:					
Fragmentation Grenade	25 each	8d6	TRx2	1	1
Anti-Tank Grenade	40 each	12d6	TRx2	1	1
Dynamite Stick	25 each	10d6	TRx2	1	1
Plastic Explosive	30/kg	8d6/kg	N/A	1	1
Miscellaneous:					
M21 Flame Thrower	475	7d6	7 m	25	1
Flare Gun	80	3d6	125 m	1	1
Tranquilizer Gun	120	Special	25 m	1	1
Tear Gas Gun	100	N/A	50 m	1	1

Modern Weapons-Standard List

Weapon	Cost	Damage	Length	Parry	CL
Melee Weapons:					
Tri-Sword	350	5d6	1 m	10	1
Vibro Knife	100	3d6	.5 m	18	1
Vibro Sword	200	4d6	1.2 m	13	1
Bladed Gauntlets	75	3d6	.3 m	15	1
Battle Staves	50	2d6	.5 m	16	1
Weapon					
Cost	Damage	Range	Shots	CL	
Distance Weapons:					
Throwing Glaive	125	3d6	60 m	1	1
Laser Guided Bow	250	2d6	100 m	1	1
Laser Guided Crossbow	300	2d8	150 m	1	1
Bladed Boomerang	40	2d6	TRx2	1	1
Pistols:					
Disc Launcher	350	4d6	50 m	10	1
Bolt Launcher	400	Varies	50 m	12	1
Blade Launcher	500	5d6	75 m	20	1
Needle Pistol	400	5d6*	50 m	10	1
Micro-Rocket Launcher	650	6d6	300 m	10	1
Flame Pistol	300	4d6	8 m	20	1
Rifles:					
Needle Rifle	750	6d6	100 m	20	1
Blast Rifle	1000	7d6	200 m	8	1
Gatling Rifle	2000	12d6	300 m	10	1
Nitro-Rifle	1000	6d6	400 m	30	1
Heavy Weapons:					
Repeating Grenade Launcher	1500	6d6	100 m	30	1
Blast Cannons	3500	6d6 x 5	750 m	25	1

Modern Weapons-Energy List

Weapon	Cost	Damage	Length	Parry	CL
Melee Weapons:					
Electron Claw	225	H2H+2d6	.3 m	19	1
Electron Staff	375	1d6/5d6	1.2 m	17	1
Energy Knife	230	3d6	.5 m	18	1
Energy Sword	400	5d6	1.2 m	14	1
Energy Gauntlets	250	H2H+3d6	.5 m	17	1
Weapon	Cost	Damage	Range	NRG Use	CL
Pistols:					
Laser Blaster	600	4d6	500 m	1	1
Laser Pistol	750	6d6	800 m	2	1
Plasma Pistol	800	10d6	50 m	3	1
Energy Pistol	625	5d6	750 m	2	1
Concussion Pistol	650	6d6	200 m	2	1
Atomic Destabilizer	1500	4d6*	500 m	3	1
Stun Pistol	650	Special	300 m	1	1
Rifles:					
Energy Rifle	900	8d6	800 m	4	1
Electrical Bolt Rifle	750	7d6	500 m	3	1
Freon Rifle	1000	7d6*	100 m	4	1
Concussion Rifle	1100	8d6	500 m	4	1
Laser Rifle	3000	10d6	1000 m	5	1

Weapon	Cost	Damage	Range	NRG Use	CL
Stun Rifle	900	Special	500 m	3	1
Heavy Weapons:					
Heavy Laser	4500	10d6 x 2	800 m	8	1
Laser Gatling Gun	6000	3d6 x 10	1000 m	15	1
Plasma Bazooka	6500	6d6 x 4	300 m	8	1
Energy Bazooka	5000	6d6 x 3	800 m	6	1
Explosives:					
Plasma Grenade	50 each	10d6	TRx2	N/A	1
Energy Grenade	35 each	8d6	TRx2	N/A	1
Electrical Grenade	25 each	6d6	TRx2	N/A	1
Disrupter Grenade	200 each	Special	TRx2	N/A	1
Energy Mine	500 each	15d6	TRx2	N/A	1
Nitroplastic	500/kg	6d6 x 5/kg	TRx2	N/A	1
Vehicle Weapons:					
Plasma Gat. Cannon	10,000	10d6 x 10	2 km	12	1
Energy Cannon	7,500	7d6 x 10	5 km	15	1
Inferno Beam	8,000	6d6 x 10	10 km	12	1
Lightning Cannon	6,500	4d6 x 10	10 km	10	1
Nuclear Rifle	15,000	10d6 x 15	5 km	25	1
Pulsar Beam	15,000	10d6 x 20	25 km	50	1
Laser-Guided Missile	8,000	6d6 x 10	250 km	N/A	1
Laser-Guided Bomb	15,000	6d6 x 30	100 km	N/A	1

Equipment

Equipment List

Item	Wt(kg)	CL	Cost
Clothing			
Camouflage Combat Suit	1	1	15
Battle Outfit	2	1	25
Leather Jacket	1	1	40
Light Workman's Gloves	0	1	5
Heavy Leather Gloves	1	1	10
Heavy Leather Boots	2	1	20
Steel Toe Boots	2	1	35
Cloak	1	1	10
Belt	0	1	5
Temperature-Regulation Suit	3	4	60
Environment Suit	6	3	80
Survival Equipment			
Flashlight	1	2	5
Floodlight	2	3	40
Flare	1	2	5
Emergency Beacon	1	3	35
Rope, 15 m	4	1	20
Grappling Hook and Line	6	3	45
Climbing Equipment	4	2	25
Leather Backpack	1	1	10
Leather Pouch	0	1	5
Sleeping Bag	2	2	25
Tent	6	2	60

Item	Wt(kg)	CL	Cost
Rations: 1 Week	1	1	15
Multi-Purpose Watch	0	3	65
Heavy Steel Chain	5	1	10
Communication Equipment			
Communicator	1	2	25
Long Range Radio	5	3	60
Communications Pack	8	4	100
Laser Communicator	1	5	200
CAT Communicator	1	6	N/A
Surveillance/Survey Equipment			
Portable Radar System	5	4	75
Mini Computer	3	5	115
Movement Detector	1	4	60
Metal Sensor	1	3	35
Geiger Counter	1	3	50
Target Tracking System	2	3	65
Audio Sensor/Recorder System	2	4	70
Video Sensor/Recorder System	4	4	100
Optical Equipment			
Laser Penlight	1	3	30
Binoculars	1	2	20
Protective Goggles	1	3	40
Goggles: Infrared	1	4	65
Nightvision	1	4	40
Telescopic/Microscopic	1	5	75

Item	Wt(kg)	CL	Cost
Helmet Attachments: Communicator	2	2	30
Nightvision	2	4	50
IR Visor	2	4	70
Flashlight	2	2	10
Scientific Equipment			
First-Aid Kit	2	2	50
Physicians Medical Kit	3	4	200
Electronics Kit	3	3	50
Mechanics Kit	6	3	65
Computer Kit	3	4	75
Bioplastics Kit	3	3	40
Laser Kit	3	4	50
Chemical Kit	3	3	60
Poisons/Toxins Kit	3	2	35
Makeup/Disguise Kit	3	2	20
Vehicle Repair Kit	10	3	300
Genetic Engineering Kit	5	6	750
Communications Kit	3	4	75
Robotics Kit	5	4	400
Bionics Kit	5	5	500
Miscellaneous			
Lock picking Tools	1	1	15
Computerized Lock picking System	2	4	100
Jump Pack	15	4	250
Handcuffs	1	2	15
Electronic Handcuffs	1	4	25
Restraining Bar	2	1	35
Weapon Accessories			
Explosives Kit	3	4	150
Sheath, Small	0	1	5
Medium	0	1	10
Large	0	1	15
Leather Shoulder Strap	1	1	15
Leather Fastening Straps	0	1	5
Holster, Small	1	1	10
Medium	1	1	15
Large	1	1	20
Ankle	1	1	5
Shoulder Holster, Small	1	1	10
Medium	1	1	20
Large	1	1	30
Spring Wrist Holster	2	2	30
Combat Webbing	2	1	20
Ammunition Clip(all-purpose)	1	1	1
Ammunition Bag	1	1	10
Ammunition Belt	1	1	15
Weapon Case, Small	2	1	20

Item	Wt(kg)	CL	Cost
Large	5	1	30
Magnetic Belt	2	5	75
Magnetic Shoulder Strap	3	5	60
Weapon Cleaning Kit, Archaic	2	3	50
Modern-Standard	2	4	50
Modern-Energy	2	5	60
Multi-Purpose	2	5	125
Energy Clip	1	4	5
Energy Belt	2	5	30
Energy Pack	3	6	200
Folding Weapon Mount	2	2	25
Combat Pack	4	3	100
Weapon Attachments:			
Silencer	1	2	10
Flash Suppressor	1	2	5
Bipod	2	1	15
Tripod	3	1	30
Sighting Scope	1	2	40
Infrared Scope	1	3	75
Laser Sighting Scope	1	4	75
IR Laser Sighting Scope	1	5	100

Armor List

Armor Type	Wt	CL	Area Covered	AP	Cost
Standard:					
Plastic Helmet	1	1	Head	1	10
Combat Helmet	1	2	Head	2	20
Steel Helmet	2	2	Head	3	30
Bioplastic Helmet	1	3	Head	5	50
Plastic Vest	2	1	Torso	2	50
Combat Vest	2	2	Torso	3	80
Steel Vest	4	2	Torso	4	140
Bioplastic Vest	2	3	Torso	6	200
Plastic Gauntlets	1	1	Arms	1	15
Combat Gauntlets	1	2	Arms	2	50
Steel Gauntlets	2	3	Arms	3	80
Bioplastic Gauntlets	1	3	Arms	5	120
Plastic Leggings	2	1	Legs	2	35
Combat Leggings	2	2	Legs	3	70
Steel Leggings	4	3	Legs	4	100
Bioplastic Leggings	2	3	Legs	6	150
Full Steel Vest	10	3	Torso	4	230
Bioplastic Shirt	5	2	Torso/Arms	5	360
Bioplastic Suit	10	4	All	8	900
C.L.A.A.W.	25	9	All	15	20,000