| BLAST WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|--------------------|--------------|--------------|------------------|----------------|------------------|------|
| Blast pistol | 4 | A | 6 | None | +1 | 8 |
| Light blast rifle | 8 | A | 6 | 4 x 2 | +1 | 10 |
| Medium blast rifle | 10 | A | 6 | 4 x 2 | +1 | 10 |
| Heavy blast rifle | 12 | A | 6 | 4 x 2 | +1 | 11 |
| Magnum blast rifle | 14 | A | 6 | 6 x 2 | +1 | 11 |
| Ultra blast rifle | 16 | A | 6 | 6 x 2 | +1 | 12 |

| BLAZER WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|----------------|--------------|--------------|------------------|----------------|------------------|------|
| Blazer pistol | 3 | S | 7 | None | +2 | 7 |
| Light blazer | 5 | S | 7 | None | +2 | 8 |
| Medium blazer | 7 | S | 7 | None | +2 | 8 |
| Heavy blazer | 9 | S | 7 | None | +2 | 9 |
| Magnum blazer | 11 | S | 7 | None | +2 | 9 |
| Ultra blazer | 13 | S | 7 | None | +2 | 10 |

| BOLT WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|-------------------|--------------|--------------|------------------|----------------|------------------|------|
| Bolt pistol | 6 | A | 6 | 4 x 2 | +1 | 8 |
| Light bolt rifle | 10 | A | 6 | 4 x 2 | +1 | 10 |
| Medium bolt rifle | 12 | A | 6 | 4 x 2 | +1 | 11 |
| Heavy bolt rifle | 14 | A | 6 | 4 x 2 | +1 | 11 |
| Magnum bolt rifle | 16 | A | 6 | 6 x 2 | +1 | 12 |
| Ultra bolt rifle | 18 | A | 6 | 6 x 2 | +1 | 12 |

| DISRUPTOR WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|------------------------|-----------------|--------------|------------------|----------------|------------------|------|
| Disruptor pistol | 5 | P | 6 | None | 0 | 8 |
| Light disruptor rifle | 9 | P | 6 | None | 0 | 9 |
| Medium disruptor rifle | 12 | P | 6 | None | 0 | 10 |
| Heavy disruptor rifle | 15 | P | 6 | None | 0 | 10 |
| Magnum disruptor rifle | 18 | P | 6 | None | 0 | 11 |
| Ultra disruptor rifle | 21 | P | 6 | None | 0 | 12 |

| FLAMER WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|----------------|--------------|--------------|------------------|----------------|------------------|------|
| Flamer pistol | 4 | S | 6 | 4 x 2 | +2 | 8 |
| Light flamer | 6 | S | 6 | 6 x 2 | +2 | 8 |
| Medium flamer | 8 | S | 6 | 6 x 2 | +2 | 9 |
| Heavy flamer | 10 | S | 6 | 6 x 2 | +2 | 9 |
| Magnum flamer | 12 | S | 6 | 6 x 2 | +2 | 10 |
| Ultra flamer | 14 | S | 6 | 6 x 2 | +2 | 10 |

| FUSION WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|---------------------|--------------|--------------|------------------|----------------|------------------|------|
| Fusion pistol | 6 | S | 7 | 2 | +1 | 9 |
| Light fusion rifle | 12 | S | 7 | 3 | +1 | 11 |
| Medium fusion rifle | 15 | S | 7 | 3 | +1 | 11 |
| Heavy fusion rifle | 18 | S | 7 | 3 | +1 | 12 |
| Magnum fusion rifle | 21 | S | 7 | 4 | +1 | 13 |
| Ultra fusion rifle | 24 | S | 7 | 4 | +1 | 14 |

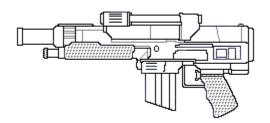
| LASER WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|--------------------|--------------|--------------|------------------|----------------|------------------|------|
| Laser pistol | 5 | P | 5 | None | +1 | 7 |
| Light laser rifle | 10 | P | 5 | None | +1 | 8 |
| Medium laser rifle | 12 | P | 5 | None | +1 | 9 |
| Heavy laser rifle | 14 | P | 5 | None | +1 | 9 |
| Magnum laser rifle | 16 | P | 5 | None | +1 | 10 |
| Ultra laser rifle | 18 | P | 5 | None | +1 | 10 |

| MASER WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|--------------------|--------------|--------------|------------------|----------------|------------------|------|
| Maser pistol | 7 | P | 5 | None | 0 | 7 |
| Light maser rifle | 11 | P | 5 | None | 0 | 8 |
| Medium maser rifle | 12 | P | 5 | None | 0 | 9 |
| Heavy maser rifle | 14 | P | 5 | None | 0 | 9 |
| Magnum maser rifle | 16 | P | 5 | None | 0 | 10 |
| Ultra maser rifle | 18 | P | 5 | None | 0 | 11 |

| PHASER WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|---------------------|--------------|--------------|------------------|----------------|------------------|------|
| Phaser pistol | 6 | В | 6 | None | +1 | 7 |
| Light phaser rifle | 11 | В | 6 | None | +1 | 8 |
| Medium phaser rifle | 13 | В | 6 | None | +1 | 9 |
| Heavy phaser rifle | 15 | В | 6 | None | +1 | 9 |
| Magnum phaser rifle | 17 | В | 6 | None | +1 | 10 |
| Ultra phaser rifle | 19 | В | 6 | None | +1 | 10 |

| PLASMA WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|---------------------|--------------|--------------|------------------|----------------|------------------|------|
| Plasma pistol | 5 | S | 7 | 2 | +1 | 9 |
| Light plasma rifle | 10 | S | 7 | 3 | +1 | 10 |
| Medium plasma rifle | 12 | S | 7 | 3 | +1 | 11 |
| Heavy plasma rifle | 14 | S | 7 | 3 | +1 | 11 |
| Magnum plasma rifle | 16 | S | 7 | 4 | +1 | 12 |
| Ultra plasma rifle | 18 | S | 7 | 4 | +1 | 12 |

| PULSE WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|--------------------|--------------|--------------|------------------|----------------|------------------|------|
| Pulse pistol | 7 | P | 6 | None | 0 | 8 |
| Light pulse rifle | 12 | P | 6 | None | 0 | 10 |
| Medium pulse rifle | 14 | P | 6 | None | 0 | 10 |
| Heavy pulse rifle | 16 | P | 6 | None | 0 | 11 |
| Magnum pulse rifle | 18 | P | 6 | None | 0 | 11 |
| Ultra pulse rifle | 20 | P | 6 | None | 0 | 12 |



| RAY WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|------------------|-----------------|--------------|------------------|----------------|------------------|------|
| Ray pistol | 6 | В | 6 | None | 0 | 7 |
| Light ray rifle | 10 | В | 6 | None | 0 | 8 |
| Medium ray rifle | 12 | В | 6 | None | 0 | 9 |
| Heavy ray rifle | 14 | В | 6 | None | 0 | 9 |
| Magnum ray rifle | 16 | В | 6 | None | 0 | 10 |
| Ultra ray rifle | 18 | В | 6 | None | 0 | 10 |

Variable fire mode: the ray weapon fires as a **pulse** weapon with an attack factor of **5**. All other characteristics are unchanged.

| SCRAMBLER WEAPONS | Range factor | Rate of fire | Attack factor | Effect area | Detection effect | Cost |
|------------------------|-----------------|--------------|------------------|----------------|------------------|------|
| Scrambler pistol | 4 | S | 8 | None | 0 | 9 |
| Light scrambler rifle | 8 | S | 8 | None | 0 | 10 |
| Medium scrambler rifle | 10 | S | 8 | None | 0 | 10 |
| Heavy scrambler rifle | 12 | S | 8 | None | 0 | 11 |
| Magnum scrambler rifle | 14 | S | 8 | None | 0 | 11 |
| Ultra scrambler rifle | 16 | S | 8 | None | 0 | 12 |