Neo-Troops Equipment

Explosions

explosion	center*	next**	5m	10m	15m
basic	2x +0	+2	-	-	-
5m	d2+1x -2	2x +0	+2	-	-
10m	d3+1x -3	d2+1x -2	2x +0	+2	-
15m	d3+2x -4	d3+1x -3	d2+1x -2	2x +0	+2

Fire-explosions all hits saves +2, ignite on d6 4+

Charges

charge	area	sign n/v/h	notes
HE	5m	H/m/l	*Normal explosion*
Anti-Armor	*none*	H/m/l	2d2 hits, -4 save on center
Melta	basic	l/m/H	2d2 hits, -3 save on center, Heat-wave, explosion armor save +0 instead of +2
Inferno	5m	m/H/m	Fire-explosion
Flechette	5m	m/m/-	all hits armor save +1, no extra power in enclosed spaces

Firearms

weapon	range	rof	sv	sign n/v/h	size	ammo	notes
Blaster	25/50	1	+1	l/m/-	S/1kg	ul	
SMG	25/50	3	+1	m/l/l	S/1kg	10/0.5kg	Quickload
Heavy Pistol	25/50	1	-1	m/l/-	S/1kg	5/0.5kg	Quickload
Blaster Rifle	50/100	1	0	l/m/l	M/2kg	ul	
Assault Rifle	50/100	3	0	m/l/l	M/3kg	15/1kg	Quickload
Nailer	25/50	3	-1	m/l/l	M/4kg	12/1kg	Quickload
Slicer	50/100	5	+1	l/m/-	M/4kg	20/1kg	Quickload
Shotgun *explosive shell*	50/-	1	+2 -1	m/l/-	M/2kg	10/1kg*	causes 2d3 hits on range 10m or less, d3 on 25m or less *or* explosion
Flame Thrower	25/-	6	*	l/H/H	M/4kg	20/1kg 60/4kg	Fire-attack, Heat-wave. If used on small spaces, use fire-explosion instead (no to-hit roll)
Grenade Gun	50/100*	1	-2	l/m/l	M/2kg	8/4kg*	Explosion, same ammo as in built-in
Plasma Gun	50/100	2	-1	m/m/H*	M/5kg	30/2kg	
Melta Rifle	25/-	1	-3	l/l/H*	M/6kg	ul	Heat-wave, Must reload 2 turns after being fired
Rail Gun	100/200	1	-2	l/m/l	M/5kg	5/2kg	causes d2 hits, beam
Sniper Laser	100/200	1	0	l/*/l	M/3kg	ul	2-handed. Almost silent, uses IR laser (m visibility in IR)
Sniper Rifle *silenced*	100/500 100/200	1	-2 -1	m/l/- l/-/-	M/6kg +S/1kg	10/1kg	2-handed. -1 to-hit unless aimed shot. Optional silencer is detachable.
Fusion Lance	50/-	1	-3	m/H/m*	M/4kg	1/1kg	2-handed, causes d3 hits, beam, 2m stick
Rocket Launcher	100/200*	1	-	l/m/l	L/6kg	6/9kg*	2-handed, backblast, uses any charge types in rockets
Pulse Rifle	50/200	6	0	m/l/l	L/10kg	30/2kg	2-handed, can also use 60/4kg or 90/6kg clips
Plasma Rifle	50/100	4	-1	m/m/H*	L/12kg	60/4kg	2-handed
Assault Cannon	100/200	1	-3	m/l/l	L/10kg	8/4kg	2-handed, causes d2 hits, explosion
Heavy Rail Gun	100/200	1	-4	m/m/m	L/12kg	5/4kg	2-handed, causes d2 hits, beam
Built-in Grenade Launcher	25/100*	1	-2	l/m/l	S/1kg	4/2kg*	2-handed, explosion, combined to other weapon
Mini-Rocket	50/100*	1	-3	l/m/l	(1kg)	-	explosion, as part of battlesuit
LAW	50/200*	1	-4	H/m/l	M/3kg	-	see notes on other weapons, 2-handed, backblast, -1 to-hit unless aimed shot, explosion, 2d3 hits on center
MAW	50/200*	1	-6	H/m/l	L/8kg	-	see notes on other weapons, 2-handed, backblast, -1 to-hit unless aimed shot, explosion, 2d6 hits on center

Melee weapons and attacks

weapon	rof	sv	size	notes
Claws	2/3	+1	-	Inferior reach
Improvised	2/3	0	-	
Combat Blades	2/3	-1	1kg	Inferior reach, battlesuit accessory
Axe/Sword	3/4	-1	S/2kg	
Combat Spear	2	-1	M/3kg	2-handed, +1 melee, superior reach. 2.5m spear which can be retracted to 1m when not used.
Haymaker (Manouver)	1	*	-	As used weapon, but save extra -1 per strong boost-up. Used weapon might get broken.
Grenade	(1)	-	S/1kg	Inferior reach, stick to target

Other weapons and accessories

equipment	size	notes
grenade	S/1kg	can-sized grenade fitted with one charge, see grenades chapter
LAW/MAW	*varies*	Single-shot anti-tank weapon. Must be prepared for one turn (opened. If moved around when opened, can accidentally discharge). When fired, armed after 5 meters. Any target smaller than car is hit by GM's discretion.
timed bomb	S/2kg	10m explosion (sign H/H/H), if set carefully (3 turns), causes 2d3 hits on -5 save at center, otherwise as normal explosion. Detonated with remote control (radio), timer or proximity, as selected when primed
melta bomb	S/2kg	5m explosion (sign m/H/H), Heat-Wave, causes 2d6 hits on -6 save at center if set carefully, otherwise 2d2 at -4. Primed and set as timed bomb.

Battlesuit accessories

accessory	wt	effect
Blowtorch	1 kg	The varan has a powerful blowing torch inserted to its arm. This torch can be used to cut and weld metal things. Melee use limited to against pinned targets.
Buzz-Saw	1 kg	This retractable buffsaw in one arm can be used to cut open doors, light walls and most melee targets. Count as improvised attack in melee, but if used against pinned targets, mimimum save at -2 (regardless of strong attributes).
Cable System	1 kg	A small rocket and 20 meters of cable is fitted to arm, and can be fired to grab something or to stop fall. One use only. If used as a weapon, use mini-rockets but armor save +1 and no explosion.
Combat Blades	1 kg	Retractable blades at arm. See melee weapons.
Fire Extinguisher	1 kg	When used as part of extingush action, adds +2 to extinguish roll. Enough charges for 10-20 uses
Mini-Rocket	1 kg	A small rocket and its launching system is fitted to a small compartment, see weapon table for rocket statistics
Power Drill	1 kg	Varan has a built-in drill with switchable points from screwdriver heads to normal drills. This drill is mainly usable for making holes and opening (large) screws quickly, any combat use is limited to against pinned targets.
Suction System	2 kg	The varan has enhanced suckers in its arms/legs and can be used to stick into sheer surfaces. Movement with them is very slow (1 meter/turn), and they do not work against very rough surface, but varan can hang from wall or ceiling with them. They produce only very minimal sound when used.