

# Marine Weapon Modifications

Name	Min Rank	Slot	Prerequisite	Honour Investment	Effect
Targeter Basic	1	Gun Top Mount			10 Aim +1
Motion Tracker Basic	1	Gun Top Mount	Heavy/Support Weapon		20 Full Auto +1
Range Finder	1	Gun Under Mount			20 Blast Accuracy -1 (min 1)
Gyro Stabiliser Basic	1	Gun Under Mount			10 Full Auto +1
Under Barrel Grenade Launcher	1	Gun Under Mount			20 Gives under barrel grenade launcher weapon. Grenades are extra.
Laser Sight Basic	1	Gun Under Mount	Basic Weapons only		10 At PB range, each aim action counts as two AIMS.
Laser Sight Improved	2	Gun Under Mount	Basic Weapons only		20 At PB & M range, each aim action counts as two AIMS.
Laser Sight Advanced	3	Gun Under Mount	Basic Weapons only		40 At PB & M & L range, each aim action counts as two AIMS.
Balance Servomechanisms Basic	1	Melee Haft Modification			10 Full Attack +1
Control Interface Basic	1	Melee Handle Modification			10 Focus +1
Ammo Regular	1	Specialist Ammunition			0 Normal Weapon Stats
Self Sharpening Nanites Improved	2	Melee Edge Modification	Weapon Improved		20 Strength +0.5
Ammo belt and backpack	2	Gun Body/Barrel Mount			40 Full auto attacks jam as basic attacks (not if 1s = hits)
Silencer and Flash suppressor	2	Gun Body/Barrel Mount			40 Shooting from hidden does not reveal position.
Ammunition Selector	2	Gun Body/Barrel Mount			20 Choose between 1-3 different specialist ammunition types when shot is fired
Accelerator/Focusing crystals Improved	2	Gun Body/Barrel Mount	Weapon Improved		20 Dead Eye +0.5
Gyro Rig	2	Gun Body/Barrel Mount			40 Ready Actions Count Double
Weapon Improved	2	Improve Weapon			50 All attacks +1 die
Ammo Redeemer	2	Laser Ammunition	Very Reliable	10 each	Weapon loses Very Reliable, gains Very Hot (1), Penetration +2, Single use
Ammo Max Power	2	Laser Ammunition	Very Reliable		0 Weapon loses Very Reliable, gains Overheats, Penetration +1
Poison Secretor Improved	2	Melee Edge Modification			20 Poison (1/4)
Ammo Flechettes	2	Specialist Ammunition	Penetration 1 or more		10 Penetration -1 Devastating (1)
Ammo Thunderbolt	2	Specialist Ammunition	Penetration 1 or more		10 Penetration -1 Ion (1)
Ammo Paralyser Rounds	2	Specialist Ammunition	Penetration 1 or more		10 Penetration -1 Stun
Ammo Inferno	2	Specialist Ammunition	Not Overheat or Very Hot		20 Penetration +1 Very Hot (1)
Ammo Depleted Neutronium	2	Specialist Ammunition			20 Anti-Vehicle (1)
Targeter Improved	3	Gun Top Mount			30 Aim +2
Motion Tracker Improved	3	Gun Top Mount	Heavy/Support Weapon		60 Full Auto +2
Gyro Stabiliser Improved	3	Gun Under Mount			30 Full Auto +2
Poison Secretor Advanced	3	Melee Edge Modification			40 Poison (2/2)
Balance Servomechanisms Improved	3	Melee Haft Modification			30 Full Attack +2
Energy Capacitors Advanced	3	Melee Haft Modification			60 Power up rating +1
Control Interface Improved	3	Melee Handle Modification			30 Focus +2
Self Sharpening Nanites Advanced	4	Melee Edge Modification	Weapon Masterworked		40 Strength +1
Accelerator/Focusing crystals Masterwork	4	Gun Body/Barrel Mount	Weapon Masterworked		40 Dead Eye +1
Weapon Masterworked	4	Improve Weapon			250 All attacks +2
Flash Capacitors	4	Melee Haft Modification			40 Power up as bonus action
Targeter Advanced	5	Gun Top Mount			50 Aim +3
Motion Tracker Advanced	5	Gun Top Mount	Heavy/Support Weapon		100 Full Auto +3
Gyro Stabiliser Advanced	5	Gun Under Mount			50 Full Auto +3
Balance Servomechanisms Advanced	5	Melee Haft Modification			50 Full Attack +3
Control Interface Advanced	5	Melee Handle Modification			50 Focus +3