

WEAPON DESCRIPTIONS

LASER RIFLE

Honour Investment: 0

Type: Basic

Description: Consisting of various types of automatic rifles, laser rifles and light magnetic propulsion rifles. These are built for their reliability, ease of use and simple and abundant ammunition stocks. They are the mainstay of most defence forces, armies, terrorist groups, militia. Also popular on spacecraft for they are unlikely to puncture the hull.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount, Laser Ammunition.

Penetration adds Dead Eye

HEAVY RIFLE

Honour Investment: 0

Type: Basic

Description: More advanced than their light counterparts, these rifles use armour piercing rounds some which explode once they have penetrated the armour, over-powered laser bolts or heavier magnetic propulsion ammunition. Their increased complexity makes them slightly less reliable, ammunition is slightly more expensive too.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount, Use Specialist ammunition.

Penetration adds Dead Eye

HYPERKINETIC RIFLE

Honour Investment: 50

Type: Basic

Description: An advanced pulse rifle firing self propelling armour piercing explosive rounds. An accelerator at the end of the barrel gives the round a magnetic shunt in addition to the conventional propellant. These complex rifles are reserved for experienced marines, and elite military forces.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount, Use Specialist ammunition.

Penetration adds Dead Eye

COMBAT SHOTGUN

Honour Investment: 0

Type: Basic

Description: The combat shotgun consists of two barrels usually mounted one above the other. Devastating over short range but lacking any long range potential. Different Cartridges allow very different effects from the weapon. The weapon lacks an under mount (because of the pump action).

Modifications Allowed: Improve Weapon, Body/Barrel mount.

Penetration is not modified

PRECISION LASER RIFLE

Honour Investment: 0

Type: Precision

Description: Laser sniper rifles have great precision and range, but lack the armour piercing qualities of their kinetic counterparts.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount, Laser Ammunition.

Penetration adds Dead Eye

WEAPON DESCRIPTIONS

SNIPER RIFLE

Honour Investment: 20

Type: Precision

Description: The sniper rifle is largely unchanged in the last few centuries, it consists of a long rifled barrel and firing a projectile at very great speed over a very long distance. Ammunition is armour piercing and explosive.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount, Use Specialist ammunition.

Penetration adds Dead Eye

MACHINE CARBINE

Honour Investment: 0

Type: Basic

Description: Higher power lasers or greater calibre rounds make the sub machine gun better at penetrating armour than its light counterpart, at the expense of reliability though.

Modifications Allowed: Improve Weapon, Under mount, Body/Barrel mount, Use Specialist ammunition.

Penetration adds Dead Eye

ANTI-MATERIAL RIFLE

Honour Investment: 50

Type: Precision

Description: The anti-material rifle is a recent innovation on the sniper rifle. It projects a very massive shell at hyper velocities. Capable of going straight through a vehicle and out the other side the quality of the user, not the weapon is the only limiting factor.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount, Use Specialist ammunition.

Penetration adds Dead Eye

HYPERKINETIC CARBINE

Honour Investment: 20

Type: Basic

Description: This weapon uses advanced acceleration, ammunition or magnetic propulsion to increase muzzle velocities significantly. However the down side is it causes some significant heating in the small weapon.

Modifications Allowed: Improve Weapon, Under mount, Body/Barrel mount, Use Specialist ammunition.

Penetration adds Dead Eye

LASER CARBINE

Honour Investment: 0

Type: Basic

Description: A hand held sub machine gun. This weapon fires either an almost continuous laser beam or a series of micro flechettes. They are deadly at close range.

Modifications Allowed: Improve Weapon, Under mount, Body/Barrel mount, Laser Ammunition.

Penetration adds Dead Eye

LASER PISTOL

Honour Investment: 0

Type: Basic

Description: Mainstay of the military for centuries these light projectile or laser weapons are very reliable with readily available ammunition to keep them in service for years.

Modifications Allowed: Improve Weapon, Laser Ammunition.

Penetration adds Dead Eye

WEAPON DESCRIPTIONS

HEAVY PISTOL

Honour Investment: 0

Type: Basic

Description: A much heavier version of the pistol firing armour penetrating high calibre rounds.

Modifications Allowed: Improve Weapon, Use Specialist ammunition.

Penetration adds Dead Eye

HYPER KINETIC PISTOL

Honour Investment: 25

Type: Basic

Description: A pistol version of the hyperkinetic technology. Additional accelerator packs are added to the end of the barrel. The extra penetration comes at the expense of reliability.

Modifications Allowed: Improve Weapon, Use Specialist ammunition.

Penetration adds Dead Eye

PLASMA PISTOL

Honour Investment: 25

Type: Assault

Description: The plasma pistol fires a ball of super heated plasma that melts through armour with devastating effectiveness.

Modifications Allowed: Improve Weapon.

Penetration adds Dead Eye

ADV. PLASMA PISTOL

Honour Investment: 50

Type: Assault

Description: Advanced plasma pistols are able to achieve even higher temperatures and maintain them over the short range of the weapon. This leads to slightly greater penetration.

Modifications Allowed: Improve Weapon.

Penetration adds Dead Eye

FUSION PISTOL

Honour Investment: 25

Type: Assault

Description: Fusion pistol create a miniature nuclear reaction that is fired at the target. The super heat can melt through most armour before it burns itself out. The downside is packing that much energy into a small space means the weapon gets very hot and requires venting between uses.

Modifications Allowed: Improve Weapon.

Penetration adds Dead Eye

FLAMETHROWER

Honour Investment: 0

Type: Support

Description: The flamethrower fires a spray of burning fuel out of its nozzle. It is less effective against targets with sealed and environmentally protected armour, but can still be devastating.

Modifications Allowed: Improve Weapon.

Penetration is not modified

ARC THROWER

Honour Investment: 25

Type: Support

Description: The Arc Thrower projects a blast of electricity in a spray from the weapon. It can overload shields and is more deadly than the flamethrower against armoured targets.

Modifications Allowed: Improve Weapon.

Penetration is not modified

WEAPON DESCRIPTIONS

LIGHTNING GUN

Honour Investment: 100

Type: Support

Description: The Lightning Gun is a higher powered and more expensive version of the arc thrower. By improving the power output of the generator the weapon deals more damage, overloads shields more effectively and actually weakens armour.

Modifications Allowed: Improve Weapon.

Penetration is not modified

PLASMA RIFLE

Honour Investment: 50

Type: Support

Description: A weapon that rapid fires many hundreds of superheated plasma bolts to melt the target. Not technically a "rifle" but the name has stuck. This weapon is feared by even heavily armoured infantry.

Modifications Allowed: Improve Weapon, Top mount, Body/Barrel mount.

Penetration adds Dead Eye

SONIC BLASTER

Honour Investment: 25

Type: Support

Description: This weapon emits a super high power high frequency sound wave that stuns opponents or knocks them out. It loses power over a very short range so is only useful at very close quarters.

Modifications Allowed: Improve Weapon.

Penetration is not modified

ADV. PLASMA RIFLE

Honour Investment: 200

Type: Support

Description: Using super advanced and miniaturised cooling systems and heat sinks allow the weapon to achieve even higher temperatures without actually melting itself. This gives it greater penetration than the regular plasma rifle.

Modifications Allowed: Improve Weapon, Top mount, Body/Barrel mount.

Penetration adds Dead Eye

STORM RIFLE

Honour Investment: 25

Type: Support

Description: The storm rifle is the essential squad assault weapon. Half way between a rifle and a machine gun. It has excellent firepower but is not as bulky as the machine gun so is more versatile.

Modifications Allowed: Improve Weapon, Top mount, Body/Barrel mount.

Penetration adds Dead Eye

FUSION GUN

Honour Investment: 25

Type: Support

Description: Very short range, but the super heated miniature sun can cause tremendous damage to armour before it burns itself out. These weapons are feared by tank crews across the galaxy.

Modifications Allowed: Improve Weapon, Top mount, Body/Barrel mount.

Penetration adds Dead Eye

WEAPON DESCRIPTIONS

GRAVITY GUN

Honour Investment: 100

Type: Support

Description: The gravity gun is a highly complex weapon that manipulates gravity fields causing the target to crush or rip itself apart. It generates tiny black holes in the target area which over a microsecond cause havoc. No armour is a defence and shields offer no protection. Scaling this weapon has proved problematic and hand held versions of greater range have proved impossible to use.

Modifications Allowed: Improve Weapon, Top mount, Body/Barrel mount.

Penetration adds Dead Eye

SHREDDER GUN

Honour Investment: 25

Type: Support

Description: The shredder gun fires thousands of tiny flechettes in a burst that each have a chemical reagent designed to dissolve and melt armour. Feared by militaries and police they are often used by rebel groups who are up against more heavily armoured foes.

Modifications Allowed: Improve Weapon, Top mount, Body/Barrel mount.

Penetration adds Dead Eye

ENTROPY GUN

Honour Investment: 50

Type: Support

Description: The entropy gun is similar in design to the shredder gun, but the flechettes emit an EM pulse which disrupts shields as well.

Modifications Allowed: Improve Weapon, Top mount, Body/Barrel mount.

Penetration adds Dead Eye

ION RIFLE

Honour Investment: 25

Type: Support

Description: The ion rifle is designed to blast an EM pulse over the target in order to disable shields. Its double blast allows it to target multiple systems. If it can penetrate vehicle armour and protective systems it can shut down electronic systems rendering vehicles sitting ducks.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount.

Penetration adds Dead Eye

GRENADE LAUNCHER

Honour Investment: 25

Type: Support

Description: This fires modified grenades (not ones for hand throwing) over much greater ranges than can be accomplished by throwing. Cheap and effective grenade launchers are in virtually every low tech military force.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount.

Penetration is not modified

UNDER BARREL GRENADE LAUNCHER

Honour Investment: 20

Type: Support

Description: A grenade launcher that can be attached to the under mount of other weapons. It must be reloaded after every shot. It fires the same modified grenades that the normal grenade launcher uses.

Modifications Allowed: None.

Penetration is not modified

WEAPON DESCRIPTIONS

CONTINUOUS FIRE LASER

Honour Investment: 0

Type: Heavy

Description: This laser version of the traditional machine gun fires a continuous beam or very rapid pulses of laser light. Its heavy power packs make it unwieldy for most people.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount, Laser Ammunition.

Penetration adds Dead Eye

CHAIN GUN

Honour Investment: 50

Type: Heavy

Description: Also known as a minigun, the chain gun's rate of fire is unparalleled. Rotating barrels allow the device to cool, but even then it can destroy itself with sustained firing.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount.

Penetration adds Dead Eye

MEDIUM MACHINE GUN

Honour Investment: 0

Type: Heavy

Description: The machine gun is little changed from its forbearers. The size of the weapon allows it to fire heavy rounds at a phenomenal rate of fire. Some form of stabilisation is really required to make it effective.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount, Use Specialist ammunition.

Penetration adds Dead Eye

HEAVY PLASMA GUN

Honour Investment: 100

Type: Heavy

Description: The heavy plasma fires a stream of hundreds of bolts of super heated plasma, just like the plasma rifle, but on a larger scale. The additional energy required usually means heavy boxes or backpacks to fit all the power packs into.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount.

Penetration adds Dead Eye

HEAVY MACHINE GUN

Honour Investment: 20

Type: Heavy

Description: The heavy machine gun fires a larger calibre of round than the medium, which in turn can cause more damage.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount, Use Specialist ammunition.

Penetration adds Dead Eye

HEAVY FLAMETHROWER

Honour Investment: 50

Type: Heavy

Description: This is just a larger version of the flamethrower. Very deadly at close quarters, even armoured targets get melted by the intense heat.

Modifications Allowed: Improve Weapon.

Penetration is not modified

WEAPON DESCRIPTIONS

HEAVY LIGHTNING THROWER

Honour Investment: 50

Type: Heavy

Description: Just like the lightning gun, but with larger power coils and greater range. The extra power comes at the expense of portability.

Modifications Allowed: Improve Weapon.

Penetration is not modified

HEAVY BREACHER

Honour Investment: 0

Type: Heavy

Description: Designed originally to break down bulkheads in ships, the heavy breacher has proven highly effective against vehicles (if one can get close enough). It fires long bars of neutronium at enormous speeds to blast anything in its way. The bars tend to topple and are ineffective at range. Only people wearing power armour are capable of lifting the thing let alone firing it.

Modifications Allowed: Improve Weapon, Body/Barrel mount.

Penetration adds Dead Eye

HYPER BREACHER

Honour Investment: 50

Type: Heavy

Description: The hyperbreacher uses additional power coils and magnetic propulsion to propel the metal slugs at significantly greater speeds causing even more damage.

Modifications Allowed: Improve Weapon, Body/Barrel mount.

Penetration adds Dead Eye

FUSION BREACHER

Honour Investment: 100

Type: Heavy

Description: The fusion breacher is the largest version of the fusion weapon group. Its miniature sun lasts longer and burns hotter than any of the others. The ball cannot move very far before it has to trigger, and the light emitted is blinding to any not wearing protection. Once powered up it can make short work of even the most heavily armoured vehicles.

Modifications Allowed: Improve Weapon, Body/Barrel mount.

Penetration adds Dead Eye

LASER CANNON

Honour Investment: 25

Type: Heavy

Description: Tried and tested anti-armour cannon. It needs its power pack replacing after each shot, but it has the range and the penetration to deal with most armour units.

Modifications Allowed: Improve Weapon, Top mount.

Penetration adds Dead Eye

HYPERVELOCITY CANNON

Honour Investment: 50

Type: Heavy

Description: The hypervelocity cannon fires a self propelling armour piercing shaped shell which detonates with a devastating plasma explosion once in its target. Easily good enough to destroy even heavily armoured vehicles.

Modifications Allowed: Improve Weapon, Top mount.

Penetration adds Dead Eye

WEAPON DESCRIPTIONS

ANTIMATTER CANNON

Honour Investment: 100

Type: Heavy

Description: The antimatter cannon has a super effective armour penetrating charge which then delivers small piece of antimatter deep into the target, there it will annihilate a tiny portion of the vehicle and the energy released will devastate the rest.

Modifications Allowed: Improve Weapon, Top mount.

Penetration adds Dead Eye

MISSILE LAUNCHER

Honour Investment: 0

Type: Heavy

Description: The missile launcher is a very versatile weapon with many different types of shell it can fire. The shells are similar to grenades, but are generally slightly more powerful or have larger blast range or efficacy.

Modifications Allowed: Improve Weapon, Under mount, Top mount, Body/Barrel mount.

Penetration is not modified

DISPOSABLE ANTI-TANK LAUNCHER

Honour Investment: 10

Type: Heavy

Description: Consisting of a tube with all the targeting hardware inbuilt into the missile. It is a one shot anti tank weapon. Easy to carry and effective when vehicles are likely to be in the target area.

Modifications Allowed: None.

Penetration is not modified

GRENADE FRAGMENTATION

Honour Investment: 0

Type: Basic

Description: Fragmentation or frag grenades remain virtually unchanged for centuries. Highly effective against light armoured targets, virtually useless against armoured or shielded targets.

Modifications Allowed: None.

Penetration is not modified

DISPOSABLE ANTI-MATTER LAUNCHER

Honour Investment: 100

Type: Heavy

Description: Just like the disposable anti tank launcher but with a much more powerful warhead which releases a tiny portion of anti-matter into the target.

Modifications Allowed: None.

Penetration is not modified

GRENADE HYPER EXPLOSIVE

Honour Investment: 0

Type: Basic

Description: The hyper explosive grenade, when it detonates, shoots out fragments which in turn have a small propellant and anti-armour properties, meaning they will penetrate most regular body armour with ease.

Modifications Allowed: None.

Penetration is not modified

WEAPON DESCRIPTIONS

GRENADE PLASMA

Honour Investment: 0

Type: Basic

Description: The first major innovation on the frag grenade. Plasma grenades pack a lot more punch melting armour and anything else in the blast.

Modifications Allowed: None.

Penetration is not modified

GRENADE PLASMA EX

Honour Investment: 0

Type: Basic

Description: As the plasma grenade, but the blast is hotter and covers the target with more plasma. Increasing the potency of the weapon takes a lot more energy and is very hard to manufacture.

Modifications Allowed: None.

Penetration is not modified

GRENADE ANTI-ARMOUR

Honour Investment: 0

Type: Basic

Description: These grenades are thrown to stick onto a target using a magnetic or anti-grav lock. They then detonate a shaped charge designed to penetrate the armour. These very common grenades are used in abundance by Xeno-Force foes as they can penetrate Exo-Armour but are dirt cheap.

Modifications Allowed: None.

Penetration is not modified

GRENADE ANTIMATTER

Honour Investment: 0

Type: Basic

Description: Holding a small containment unit with a tiny amount of antimatter, when these grenades "detonate" they just drop the containment and the antimatter matter annihilation releases a deadly blast of energy. Very expensive and very hard to manufacture or store. Many soldiers consider them bad luck as stories of devastating malfunctions run rampant. They are very rare.

Modifications Allowed: None.

Penetration is not modified

GRENADE BLACK HOLE GENERATOR

Honour Investment: 0

Type: Basic

Description: This grenade trigger the formation of a minute black hole upon detonation. The black hole only lasts a microsecond before vaporising into gamma radiation, but that is enough time to suck all matter nearby into it first and leave a perfectly spherical vacuum. Disturbingly; the only sound this weapon makes is a "pop" as the vacuum refills with air. Super high tech and most soldiers are quite fearful about carrying these around with them.

Modifications Allowed: None.

Penetration is not modified

GRENADE ION

Honour Investment: 0

Type: Basic

Description: The Ion grenade releases a blast of EM which is designed to knock out shields. It can shock or kill unarmoured targets but is not very effective against armour.

Modifications Allowed: None.

Penetration is not modified

WEAPON DESCRIPTIONS

IMPROVISED ATTACK

Honour Investment: 0

Type: Basic

Description: Punching, kicking, head-butting, using the rifle butt or pommel, rock or even another body to strike an opponent. This is the most basic form of attack one can make. Attacks can be made to knock out opponents rather than killing them.

Modifications Allowed: None.

Penetration adds Strength

VIBRO KNIFE/CLAWS

Honour Investment: 25

Type: Assault

Description: These mono knives and claws vibrate at super high frequency and/or have serrated edges for additional cutting power.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

KNIFE/CLAWS

Honour Investment: 0

Type: Basic

Description: Large hunting knives, combat attachments or cybernetic claws (often retractable). These are a favoured weapon for their small size and ability to be used offhanded. Trained wielders can get them under an enemy's shield.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

ENERGY FIST/CLAWS

Honour Investment: 50

Type: Energy

Description: Energy claws have a xentronium alloy as a base and then a huge electric charge is passed through them to super heat the claws so they can cut almost anything. Their servo actuators also provide a very powerful grip and crushing power.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

MONO KNIFE/CLAWS

Honour Investment: 10

Type: Assault

Description: Knives or claws with super sharp neutronium mono-blade edges for immense cutting power.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

SHOCK GLOVE

Honour Investment: 10

Type: Assault

Description: These light security class weapons run a high frequency current through them to stun the nervous system of those struck. Normally used by police and light military troops or military police.

Modifications Allowed: Improve Weapon.

Penetration adds Strength

WEAPON DESCRIPTIONS

AXE/MAUL/HAMMER

Honour Investment: 0

Type: Assault

Description: All clubbing and hacking weapons fall into this category.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

ENERGY AXE/MAUL/HAMMER

Honour Investment: 50

Type: Energy

Description: As a vibro axe, but laced with a massive charge to cut and melt armour.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

MONO AXE/MAUL/HAMMER

Honour Investment: 10

Type: Assault

Description: These weapons use neutronium blades or tips to cut or smash armour.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

BLADE

Honour Investment: 0

Type: Assault

Description: Any melee weapon that favours finesse over brute force.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

VIBRO AXE/MAUL/HAMMER

Honour Investment: 25

Type: Assault

Description: These weapons vibrate at super high frequencies and use super strong alloys to cut or smash through armour more effectively.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

MONO BLADE

Honour Investment: 10

Type: Assault

Description: A bladed weapon with a neutronium alloy blade sharpened to an almost perfectly sharp edge.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

WEAPON DESCRIPTIONS

VIBRO BLADE

Honour Investment: 25

Type: Assault

Description: Vibro blades oscillate at super high frequencies to provide additional armour penetration properties.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

ENERGY BLADE

Honour Investment: 50

Type: Energy

Description: A vibroblade that has a massive energy charge covering it. Sometimes called laser swords or light swords they are often seen as a mark of leadership.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

2 HANDED MELEE WEAPON

Honour Investment: 0

Type: Assault

Description: Two handed melee weapons give an extra crunch when they hit. Not usually favoured by Xeno-Force because they are too bulky and marines tend to prefer versatility.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

2 HANDED MONO WEAPON

Honour Investment: 20

Type: Assault

Description: As the two handed weapon but with a neutronium alloy blade to cut armour.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

2 HANDED VIBRO WEAPON

Honour Investment: 50

Type: Assault

Description: This two handed weapon vibrates at super high frequencies cutting armour like tissue paper.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

2 HANDED ENERGY WEAPON

Honour Investment: 100

Type: Energy

Description: The most deadly of all melee weapons, this is the best weapon for penetrating armour, but is still very bulky so often ignored.

Modifications Allowed: Improve Weapon, , Edge modification, Handle modification, Body Modification.

Penetration adds Strength

WEAPON DESCRIPTIONS

BASIC DEMOLITION CHARGE

Honour Investment: 5

Type: Assault

Description: Standard demolition charge using C40 plastic explosive. Much more effective if placed well on the target. Used to breaching walls and vehicles.

Modifications Allowed: None.

Penetration is not modified

PORTABLE BLACK HOLE

Honour Investment: 50

Type: Assault

Description: A very high tech charge that creates a mini black hole. Perfect for breaching walls as the whole generated is enough to put people through.

Modifications Allowed: None.

Penetration is not modified

ANTI-ARMOUR CHARGE

Honour Investment: 10

Type: Assault

Description: Similar to the demolition charge, but this uses a shaped charge to punch a hole, then a secondary explosive to do damage to the internal workings.

Modifications Allowed: None.

Penetration is not modified

FUSION CHARGE

Honour Investment: 25

Type: Assault

Description: The most effective but most expensive of the demolition charges, this one creates a small nuclear reaction inside the target to maintain intense heat for greater damage.

Modifications Allowed: None.

Penetration is not modified

ANTI-MATTER CHARGE

Honour Investment: 25

Type: Assault

Description: This small piece of antimatter has a containment field that deactivates once the device detonates, causing an immense explosion.

Modifications Allowed: None.

Penetration is not modified

