

Marteau Galactique Weapons

NT 1 Weapons

Stick

Str	Dmg	Save Mod	Armor Pen	Special
User	1	User	-	Close combat

Cost: None

Stone

Range		To Hit		Save		Armor		Special
Short	Long	Short	Long	Str	Dmg	Mod	Pen	Special
-	S x 2	-	-	3	1	-	-	Close Combat

Cost: None

NT 2 Weapons

Dagger / Sword

Str	Dmg	Save Mod	Armor Pen	Special
User	1	User	S+D6	Close combat

Cost: Dagger 200 C, Sword 500 C

Bow

Range		To Hit		Save		Armor		Special
Short	Long	Short	Long	Str	Dmg	Mod	Pen	Special
0-12	12-24	-	-1	3	1	-	D6	

Any target with an armor save of 4+ or better automatically has its saving throw reduced to 2+ when hit by an arrow from a Bow.

Cost: 500 C

Marteau Galactique Weapons

Crossbow

Range		To Hit		Save		Armor		Special
Short	Long	Short	Long	Str	Dmg	Mod	Pen	
0-16	16-32	-	-1	4	1	-	D6	

Move or fire for foot troops. Any target with an armor save of **4+** or better automatically has its saving throw reduced to **2+** when hit by an bolt from a Crossbow.

Cost: 1,500 C

NT 3 Weapons

Auto Pistol

Range		To Hit		Save		Armor		Special
Short	Long	Short	Long	Str	Dmg	Mod	Pen	
0-8	8-16	+2	-	3	1	0	D6+3	Close combat

Cost: 3,000 C

Auto Rifle

Range		To Hit		Save		Armor		Special
Short	Long	Short	Long	Str	Dmg	Mod	Pen	
0-12	12-24	+1	-	3	1	-	D6+3	

Cost: 4,500 C

NT 4 Weapons

Needle Gun

Range		To Hit		Save		Armor		Special
Short	Long	Short	Long	Str	Dmg	Mod	Pen	
0-8	8-16	+2	-	3	1	-1	D6+3	Close combat

When used against living targets, roll to hit as normal; if a hit is scored, make saving throws as applicable, but no Strength/Toughness roll is needed.

Cost: 10 C

Marteau Galactique Weapons

Laser

Range		To Hit		Save		Armor		Special
Short	Long	Short	Long	Str	Dmg	Mod	Pen	
0-12	12-24	+1	-	4	1	-1	D6+3	

Cost: 12,000 C

NT 5 Weapons

Stunner

Str	Dmg	Save Mod	Armor Pen	Special
5	1	-3	2D6+5	Close combat

Cost: 5,000 C

Paralyzer

Range		To Hit		Save		Armor		Special
Short	Long	Short	Long	Str	Dmg	Mod	Pen	
0-4	4-8	-	-1	-	-	-	-	Close combat

Targets hit by a paralyzer may do nothing until they free themselves. At the start of their turn, paralyzed models may attempt to free themselves—roll a D6, and add the paralyzed model's Strength. If the score is 9 or more, the model is freed and may move and act normally thereafter. Otherwise, it must immediately make its normal saving throw or sustain 1 wound. Vehicles cannot be paralyzed.

Cost: 15,000 C

NT 6 Weapons

Karatapoinne (Karate Fist)

Str	Dmg	Save Mod	Armor Pen	Special
4	1	-1	D6+D10+4	Close combat

Cost: 1,500 C

Marteau Galactique Weapons

Antigrav

Range		To Hit				Sav e Mod	Armor	
Short	Long	Short	Long	Str	Dmg		Pen	Special
0-8	8-16	+1	-	-	-	-	Auto	1" Blast Area

Living targets are immobilized for the rest of the game and may not move or shoot, though a PSI user thus affected may use his powers. Vehicles roll for hit location as normal and ignore armor penetration. Add +1 to the die score when you roll for damage on the appropriate table. Cost: 20,000 C