

Ranged Weapons:					
Weapons Name:	Damage:	Accuracy:	Point Blank:	Long range:	Reload Turns:
Blaster Pistol	2 2 d4		1	-1	1
Blaster Rifle	3 4 d6		0	-1	1
Heavy blaster rifle	4 4 d6		0	-1	2
Blaster Sniper rifle	6 3 d4		-2	1	3
Rocket Launcher	20 2 d8		-3	0	5
Thrown objects	1 3 d4		1	-1	1
Force Choke	3 1 d1		0	0	1
Force Lightning	5 3 d4		1	-3	1

Melee Weapons		
Weapon Name	Damage Range	Recovery Turns
Fists	0 to 1	1
VibroKnife	1 to 3	1
VibroSword	3 to 5	2
Electrostaff	2 to 6	2
Light saber	8 to 12	1
Electroshank	6 to 8	4

Ship Weapons			
Weapon Name	Damage range	Accuracy	Reload Turns
Gatling blaster	10 4 d8		1
Heavy blaster cannon	15 6 d8		2
Light blaster cannon	7 6 d8		1