Human Sphere / Campaign: Paradiso N3
Weapons Chart

Name	Range	Dam.	B	Ammo	Traits
Akrylat-Kanone	Short (0–8): -3, Medium (8–16): 0, Long (16–32): +3, Maximum (32–48): -3	-	1	Adhesive	Disposable (2), Non-Lethal
AP Marksman Rifle	Short (0–8): -3, Medium (8–24): +3, Long (24–40): -3, Maximum (40–48): -6	13	3	AP	Suppressive Fire
Assault Pistol	Short (0–8): +3, Medium (8–16): 0, Long (16–24): -6	13	4 (1 in CC)	N	CC
Blitzen	Short (0–8): -3, Medium (8–16): 0, Long (16–32): +3, Maximum (32–48): -3	14	1	E/M2	Disposable (2)
Chain-Colt	-	13	1	N	Direct Template (Small Teardrop), Intuitive Attack
Contender	Short (0–8): 0, Medium (8–16): +3, Long (16–32): -3, Maximum (32–48): -6	13	1	DA	Anti-materiel
D.E.P.	Short (0–8): 0, Medium (8–16): +3, Long (16–32): -3, Maximum (32–48): -6	14	1	AP + EXP	Anti-materiel, Disposable (1)
E/Marat	-	13	1	E/M	Direct Template (Large Teardrop), Intuitive Attack
E/Mitter	Short (0–8): 0, Medium (8–16): +3, Long (16–32): -3, Maximum (32–48): -6	13	1	E/M	-
Feuerbach	Short (0–8): 0, Medium (8–24): —, Long (24–32): 0, Maximum (32–48): -6	14	2	AP + DA	Anti-materiel
Flammenspeer (Blast Mode)	Short (0–8): -3, Medium (8–16): 0, Long (16–32): +3, Maximum (32–48): -3	14	1	Fire	Disposable (2), Impact Template (Circular)
Flammenspeer (Hit Mode)	Short (0–8): -3, Medium (8–16): 0, Long (16–32): +3, Maximum (32–48): -3	15	1	Fire	Disposable (2)
Flash Grenades	Short (0–8): +3, Medium (8–16): -3	13	1	Flash	Impact Template (Circular), Speculative Fire, Throwing Weapon
Flash Light Grenade Launcher	Short (0–8): 0, Medium (8–16): +3, Long (16–24): -3, Maximum (24–48): -6	13	1	Flash	Impact Template (Circular), Speculative Fire
Heavy Rocket Launcher (Blast Mode)	Short (0–8): -3, Medium (8–16): 0, Long (16–32): +3, Maximum (32–48): -3	14	2	Fire	Impact Template (Circular)
Heavy Rocket Launcher (Hit Mode)	Short (0–8): -3, Medium (8–16): 0, Long (16–32): +3, Maximum (32–48): -3	15	2	Fire	-
Hedgehog Weapon	-	PH	1	N	CC
Jammer	Short (0–8): 0	13	1	-	Intuitive Attack, No LoF, State: Isolated, Technical Weapon
Katyusha MRL (Blast Mode)	Short (0–8): 0, Medium (8–16): +3, Long (16–40): -3, Maximum (40–48): -6	14	1	DA	Anti-materiel, Impact Template (Circular), Non-Lootable, Speculative Fire
Katyusha MRL (Guided Mode)	-	14	1	DA	Anti-materiel, Guided, Impact Template (Circular), Non-Lootable
Light Rocket Launcher (Blast Mode)	Short (0–8): 0, Medium (8–24): +3, Long (24–32): -3, Maximum (32–48): -6	13	2	Fire	Impact Template (Circular)
Light Rocket Launcher (Hit Mode)	Short (0–8): 0, Medium (8–24): +3, Long (24–32): -3, Maximum (32–48): -6	14	2	Fire	-
Marker	Short (0–8): 0, Medium (8–16): +3, Long (16–32): —, Maximum (32–48): -6	-	1	-	Disposable (2), Indiscriminate, Non-Lethal, Speculative Fire, Targetless
Marksman Rifle	Short (0–8): -3, Medium (8–24): +3, Long (24–40): -3, Maximum (40–48): -6	13	3	N	Suppressive Fire

Name	Range	Dam.	B	Ammo	Traits
Mk12	SHORT 0 / MEDIUM +3 / LONG -3 / MAXIMUM -6 (0–8–24–32–48–96)	15	3	N	Suppressive Fire
Molotok	SHORT 0 / MEDIUM +3 / LONG -3 / MAXIMUM -6 (0–8–24–32–48–96)	13	4	AP	Suppressive Fire
Pulzar	-	13	1	Nanotech	Direct Template (Large Teardrop, Intuitive Attack, Non-Lootable
Smart MULTI Sniper Rifle (AP Mode)	SHORT -3 / MEDIUM 0 / LONG +3 / MAXIMUM -3 (0–8–16–48–96)	15	2	AP	Medium MULTI
Smart MULTI Sniper Rifle (Anti-materiel Mode)	SHORT -3 / MEDIUM 0 / LONG +3 / MAXIMUM -3 (0–8–16–48–96)	15	2	DA	Anti-materiel, Medium MULTI
Smart MULTI Sniper Rifle (Guided Mode)	-	13	1	DA	Anti-materiel, Guided, Impact Template (Circular)
Smart Rocket Launcher (Blast Mode)	SHORT -3 / MEDIUM 0 / LONG +3 / MAXIMUM (0–8–16–32–48–96)	14	2	Fire	Impact Template (Circular)
Smart Rocket Launcher (Guided Mode)	-	14	1	Fire	Guided, Impact Template (Circular)
Stun Pistol	SHORT +3 / MEDIUM 0 / LONG -6 (0–8–16–24–96)	11	2 (1 in CC)	Stun	CC
Submachine Gun	SHORT +3 / MEDIUM 0 / LONG -3 / MAXIMUM -6 (0–8–16–24–32–96)	13	3	AP	Suppressive Fire
Swarm Grenades	SHORT +3 / MEDIUM -3 (0–8–16–96)	13	1	Swarm	Impact Template (Circular), Speculative Fire, Throwing Weapon
T2 Boarding Shotgun (Blast Mode)	SHORT +6 / MEDIUM 0 / LONG -3 (0–8–16–24–96)	14	2	N	Impact Template (Small Teardrop)
T2 Boarding Shotgun (T2 Mode)	SHORT +6 / MEDIUM 0 / LONG -3 (0–8–16–24–96)	14	2	T2	Anti-materiel
T2 Rifle	SHORT 0 / MEDIUM +3 / LONG -3 / MAXIMUM -6 (0–8–16–32–48–96)	13	3	T2	Anti-materiel, Suppressive Fire
T2 Sniper Rifle	SHORT / MEDIUM 0 / LONG +3 / MAXIMUM -3 (0–8–16–48–96)	15	2	T2	Anti-materiel
Uragan MRL (Blast Mode)	SHORT 0 / MEDIUM +3 / LONG -3 / MAXIMUM -6 (0–8–16–40–48–96)	14	3	AP + Shock	Burst: Single Target, Impact Template (Circular), Non-Lootable, Speculative Fire
Uragan MRL (Guided Mode)	-	14	1	AP + Shock	Guided, Impact Template (Circular), Non-Lootable
Uragan MRL (Hit Mode)	SHORT 0 / MEDIUM +3 / LONG -3 / MAXIMUM -6 (0–8–16–40–48–96)	15	3	AP + Shock	Burst: Single Target, Non-Lootable
Viral CC Weapon	-	PH	1	Viral	CC
Viral Combi Rifle	SHORT +3 / MEDIUM +3 / LONG -3 / MAXIMUM -6 (0–8–16–32–48–96)	13	3	Viral	Suppressive Fire
Viral Mines	-	12	1	Viral	Concealed, Deployable, Direct Template (Small Teardrop), Disposable (3), Intuitive Attack
Viral Rifle	SHORT 0 / MEDIUM +3 / LONG -3 / MAXIMUM -6 (0–8–16–32–48–96)	13	3	Viral	Suppressive Fire
Viral Sniper Rifle	SHORT -3 / MEDIUM 0 / LONG +3 / MAXIMUM -3 (0–8–16–48–96)	15	2	Viral	-
Vulkan Shotgun (Blast Mode)	SHORT +6 / MEDIUM 0 / LONG -3 (0–8–16–24–96)	14	2	Fire	Impact Template (Small Teardrop)

Name	Range				Dam.	B	Ammo	Traits
Vulkan Shotgun (AP Mode)	SHORT +6	MEDIUM 0	LONG -3		14	2	AP	-
Zero-V Smoke Grenades	SHORT +3	MEDIUM -3			-	1	Zero-V Smoke	Impact Template (Circular), Non Lethal, Special Dodge, Speculative Fire, Targetless, Throwing Weapon
Zero-V Smoke Light Grenade Launcher	SHORT 0	MEDIUM +3	LONG -3	MAXIMUM -6	-	1	Zero-V Smoke	Impact Template (Circular), Non-Lethal, Special Dodge, Speculative Fire, Targetless
Chest Mines (BS Weapon Mode)	-				13	1	Shock	Disposable (2), Direct Template (Small Teardrop), Intuitive Attack.
Chest Mines (CC Weapon Mode)	-				13	1	Shock	CC (+3), Disposable (2).
Vorpal CC Weapon	SHORT +3				12	1	Monofilament	CC, Throwing Weapon.

TRAITS

Burst: Single Target
This weapon can only choose one single target. That target must be the same for all shots of the *Burst*.

TYPES OF WEAPONS

FLAMMENSPEER

This weapon possesses two different Shooting Modes from which players can choose.

Blast Mode possesses the *Impact Template (Small Teardrop)* Trait and applies the *Fire* Special Ammunition across the whole *Area of Effect* of the Teardrop Template. Meanwhile, the **Hit** Mode lacks the Impact Template Trait, but it possesses a higher *Damage* value.

KATYUSHA MRL

This weapon possesses two different Shooting Modes from which players can choose.

Blast Mode possesses the *Impact Template (Circular)* Trait and can perform *Speculative Fire*. **Guided** Mode applies the *Guided* Trait that allows its projectiles home in on a target previously flagged by a *Forward Observer*.

Both Modes apply *DA* Special Ammunitions across the whole *Area of Effect* of the Template.

HEDGEHOG WEAPON

HEDGEHOG WEAPON — SHORT SKILL, ARO
CC Attack

REQUIREMENTS
» Base to base contact.

EFECTS
» Hedgehog Weapon is a weapon that does not require a *CC* Roll to use.

» When an enemy in base to base contact declares a *CC Attack* or a *Dodge* against the user of a Hedgehog Weapon, this *CC* weapon applies a -6 *MOD* to that enemy's *CC* or *PH* for the appropriate Normal Roll.

» If the opponent fails his *CC* or *PH* Roll with a *Failure Category* equal to or less than 6 (that is, if he fails his *CC* or *PH* Roll due to the -6 *MOD*), then he must make an *ARM* Roll against a *Damage* value equal to the *PH* Attribute of the Hedgehog Weapon's user.

» Hedgehog Weapon can be used proactively by declaring a *CC Attack* with it, but the effect only applies if the enemy declares an *ARO*.

MARKER

A support *BS* Weapon that shoots *Deployable Repeaters*, a range amplifier for Hackers.

By succeeding the *BS* Roll players will place a Deployable Repeater Marker (REPEATER) in the point of impact.

VIRAL MINES

VIRAL MINES   SHORT SKILL, ARO

Attack

REQUIREMENTS

» In **Reactive Turn**, *LOF* to the Active trooper is required.

» Viral Mines follow the same rules as Anti-Personnel Mines, but using *Viral* Special Ammunition instead of *Shock*.

The most sophisticated version of this weapon, it uses Viral Special Ammunition to great effect.

VIRAL MINE			
ARM	BTS	STR	S
0	0	1	0

CHEST MINES

The most sophisticated version of this weapon, it uses Viral Special Ammunition to great effect.

Chest Mines example: BS weapon
During his Active Turn, a Krakot has not spent any of his two Chest Mines (Disposable 2) declares a BS Attack with them. He can apply the Twin Weapons rule (See Infinity N3) that grants him a +1 to the Burst and allows him to target different enemies. However, this does means the Attack of the Krakot consumes his two Chest Mines, and requires placing an UNLOADED Marker next to the model at the end of the Order.

Chest Mines example: CC Weapon
During his Active Turn, a Krakot equipped with Chest Mines (Disposable 2) declares a CC Attack with one of them. The Chest Mine used as CC Weapon grants him a +3 MOD to his CC Attribute.

Chest Mines example: Self Detonation
Let's assume that the Krakot equipped with Chest Mines (Disposable 2) is defeated in CC, fails the ARM Rolls, and enters the Unconscious state. Because there are no friendly models in base to base contact with the Krakot the Self Detonation of the Chest Mines happens. Since the Krakot has not consumed either of his two Chest Mines, the Self Detonation of both of them happens. So, all enemy troopers in base to base contact

with the Krakot must make two ARM Rolls, even those who succeeded at a Dodge but didn't disengage from the CC.

ATTENTION: Use of this weapon is prohibited by the Concilium Convention. Violators shall be prosecuted by international courts.

CHEST MINES   SHORT SKILL, ARO

Attack

EFFECTS

This weapon has two Modes of use, as a *BS Weapon* and as a *CC Weapon*, also it has a special *Self Detonation in CC*.

» **BS Weapon**. The Chest Mines work as Direct Template Weapons with limited uses. In this Mode, the user can apply the *Twin Weapons* rule, if he has not spent either of his two Chest Mines (*Disposable 2*).

» **CC Weapon**. In CC, the Chest Mines work as a CC Weapon and don't use a Template.

» In *CC,* this weapon applies a **MOD of +3 to the CC** of its bearer.

» If the user wins the Face to Face Roll, the Chest Mines will affect all enemy troopers in base to base contact with its bearer. This weapon cannot be used in CC if there are friendly troopers in base to base contact with its bearer.

» The detonation of the Chest Mines in any of its two Modes does not affect the bearer.

» **Self Detonation in CC.** This effect will only apply if the bearer is **engaged in CC**. If the bearer of the Chest Mines falls *Unconscious* while engaged in *CC*, each unconsumed Chest Mine will detonate at the end of the Order in which the bearer falls into said state. Self Detonation affects all enemy troopers in base to base contact with its bearer.

» Self Detonation **will not apply** if there are friendly troopers in base to base contact with its bearer, or if the trooper goes directly into the *Dead State.*

» The *Disposable (2)* Trait is shared between both Modes. The bearer of this weapon has only two uses available, no matter the Mode he would be using.

ROCKET LAUNCHER (RL)

VARIANTS

Light Rocket Launcher (Light RL)
This weapon possesses two different Shooting Modes from which players can choose.

Blast Mode possesses the *Impact Template (Small Teardrop)* Trait and applies the *Fire* Special Ammunition across the whole *Area of Effect* of the Circular Template. Meanwhile, the **Hit** Mode lacks the Impact Template Trait, but it possesses a higher *Damage* value.

Heavy Rocket Launcher (Heavy RL)
This weapon possesses two different Shooting Modes from which players can choose.

Blast Mode possesses the *Impact Template (Circular)* Trait and applies the *Fire* Special Ammunition across the whole *Area of Effect* of the Circular Template. Meanwhile, the **Hit** Mode lacks the Impact Template Trait, but it possesses a higher *Damage* value.

Smart Rocket Launcher (Smart RL)
Smart Rocket Launchers are a more advanced version of the Rocket Launcher, possessing two different Shooting Modes from which players can choose.

Guided Mode applies the *Guided* Trait that allows its projectiles home in on a target previously flagged by a *Forward Observer*. Meanwhile, **Blast** Mode possesses a higher *Burst* value. Both Modes apply *Fire* Special Ammunitions across the whole *Area of Effect* of the Circular Template.

SHOTGUN

VARIANTS

T2 Boarding Shotgun
This powerful Shotgun that offers two different Shooting Modes from which players can choose.

Blast Mode possesses the *Impact Template (Small Teardrop)* Trait. Meanwhile, the **T2** Mode lacks the Impact Template Trait, but applies the *T2* Special Ammunition.

Vulkan Shotgun
This powerful Shotgun that offers two different Shooting Modes from which players can choose.

Blast Mode possesses the *Impact Template (Small Teardrop)* Trait and applies the *Fire* Special Ammunition. Meanwhile, the **AP** Mode lacks the Impact Template Trait, but applies the *AP* Special Ammunition.

SMART MULTI SNIPER RIFLE

This weapon allows its user the ability to choose between three different Shooting Modes on the fly: the usual of Medium MULTI Special Ammunitions and also another which applies the *Guided* and the *Impact Template (Circular)* Traits but with a lower *Damage* value.

URAGAN MRL

This weapon possesses three different Shooting Modes from which players can choose.

Blast Mode possesses the *Impact Template (Circular)* Trait and can perform *Speculative Fire*. **Guided Mode** possesses the *Guided* Trait besides the *Impact Template (Circular)* Trait, but with a lower *Burst* value. These both Modes apply *AP* and *Shock* Special Ammunitions across the whole *Area of Effect* of the Template. Meanwhile, the **Hit Mode** lacks the Impact Template Trait, but it possesses a higher *Damage* value.

VORPAL CC WEAPON

A Throwing Weapon that loads Monofilament Special Ammunition and can be used in CC. The Vorpal CCW always return to its bearer so it can be used repeatedly.

Example of using a CC Vorpal Weapon
A trooper with one or more CC Special Skills and a Vorpal Weapon declares its use as a Throwing Weapon against a target that she is not Engaged in CC with. Because it is being used as a Throwing Weapon, she must succeed at a PH roll with a +3 range MOD. She cannot apply any CC Special Skills because she is not in CC with her target.