Hand Weapons

Type	Damage	Weight	Cost	Notes
Combat Knife	Str+d4	1	—	
Hard Light Axe	—	1	—	See notes
Power Blade	Str+2d6	2		AP 1 vs rigid armour. See notes

Ranged Weapons

Concealable

Type	Range (metres)	Damage	RoF	Cost	Wt (kg)	Shots	Min Str	Notes
XCOM Autopistol (.45 ACP)	24/48/96	2d6+1	1	—	2	7	—	AP 1, DT
Tactical Autopistol (5.7 mm)	24/48/96	2d6	1	1000	1	20	—	AP 3, DT
PDW (5.7 mm)	40/80/160	2d6	3	1500	3	50	—	AP 3, DT, SF
Laser Pistol (Batt)	30/60/120	2d6	4	20K	4	50	—	AP 2, DT, SF/no recoil
Arc Thrower (Batt)	10/20/40	—	1	—	2	12	—	See notes
Plasma Pistol (Batt)	24/48/96	2d10+2	1	—	4	8	—	AP 4, HW. See notes
Lawpistol (10 mm)	24/48/96	2d6+1	3	—	3	15		AP 2, DT, SF

Non-concealable

Type	Range (metres)	Damage	RoF	Cost	Wt (kg)	Shots	Min Str	Notes
XCOM Shotgun (12 ga)	24/48/96	1–3d6	1	—	4	7	—	See notes (SWDE, p56)
Assault Shotgun(12ga)	24/48/96	1–3d6	3	1500	7	20	d6	SF, DT. See notes (SWDE, p56)
Tactical AR (300 BLK)	40/80/160	2d8	3	2500	4	30	—	AP 2, 3RB, SF
XCOM Assault Rifle (7.62 mm)	48/96/192	2d8+1	3	—	4	20	d6	AP 2, DT, SF
Barricade Rifle (.50 Beowulf)	30/60/120	2d10	1	1500	5	10	—	AP 2, DT
XCOM Sniper Rifle (7.62 mm)	60/120/240	2d8+1	1	—	9	10	d6	AP 2, Unwieldy, Scope, Bipod
Bullpup Anti-Materiel Rifle (.50 BMG)	100/200/400	2d10	1	15K	14	5	d8	AP 4, DT, HW, Unwieldy, Bipod
XCOM LMG (7.62 mm)	60/120/240	2d8+1	4	—	11	100	d8	AP 2, Unwieldy, Bipod
Laser Rifle (Batt)	60/120/240	3d6	3	30K	9	100	d6	AP 2, 3RB, SF/no recoil
Plasma Rifle (Batt)	48/96/192	3d10	1	—	10	12	d6	AP 4, HW. See notes
Alloy Cannon (Alien Alloy)	24/48/96	3d6+2	1	—	7	10	d6	HW. See notes

Explosives

Type	Range (metres)	Damage	RoF	Cost	Wt (kg)	Shots	Min Str	Notes
XCOM Frag Grenade	10/20/40	3d6	—	—	1	—	—	MBT, Thrown
MGL (40 mm)	48/96/192	4d8	1	1500	8	6	d6	DT, Unwieldy, HW, MBT
XCOM Rocket Launcher	48/96/192	4d8+2	1	—	7	—	d4	AP 40, Unwieldy, HW, MBT
Alien Grenade	10/20/40	3d8	—	—	1	—	—	AP 2, HW, MBT, Thrown
Fusion Launcher	100/200/400	6d6	1	—	4	—	—	AP 20, Unwieldy, HW, SBT. +2 to hit
Auto Gun (25 mm)	48/96/192	—	3	50K	8	18	d6	SF, DT, Unwieldy. See notes

Armour

Type	Armour	Wt (kg)	Cost	Notes
XCOM Body Armour	+6	9	—	Covers entire body. Negates 4 AP
Carapace Armour	+8	14	5000	Covers entire body
Ghost/Archangel Armour	+10	45	—	Covers entire body. See notes

HW: Heavy Weapon; DT: Double Tap (+1 to hit and damage); SF: Semi or Full Auto; 3RB: 3-Round Burst (+2 to hit and damage); Unwieldy: Snapfire Penalty (-2 to hit when moving and firing); Scope: +2 to hit at Medium, Long, or Extreme range, no move allowed; Bipod: 1 action to deploy, negates 1 auto fire penalty; LBT: Large Burst (6m radius); MBT: Medium Burst (4m radius), SBT: Small Burst (2m radius), Fuck Inches

version 3

Selected Gear Notes

XCOM Starter Gear: The XCOM Project was set up in 2008, in a rush, receiving most of its initial resources from the USA. XCOM soldiers first went into combat armed with US Marine Corps weapons. M45A1 autopistols, M870 Modular Combat Shotguns, the Mk 17 SCAR, M40A5 Sniper Rifle and Mk 49 LMG served well in the early stages of the war. M67 frag grenades and AT4 rocket launchers provided area effect weapons, and soldiers were protected by FFW full body armour. To avoid misidentification with other armed forces, XCOM used an unpatterned, single colour "coyote tan" camouflage.

Hard Light Axe: Melee weapons haven't developed much since Mediaeval times, but the hard light axe used by the Zudjari is the ultimate evolution of these weapons. Looking like an ultra lightweight, straight-hafted ice axe, the head can project a hard light blade from the front or top, whilst the haft can automatically telescope up to a metre long. As an action, the wielder can change weapon configuration to one of the following: Small shield, dagger, axe, spear, or halberd. See SWDE, p60. A hard light blade has a regenerative edge, sharp down to the photonic molecule. This gives the weapon +2 damage and adds half its die type in AP (+2 for d4, +4 for d8, etc.).

Power Blade: Using technology derived from Seeker drone tentacles, these powered blades are usually designed around a heavy chopping chassis. The edge is comprised of an excavator belt, spinning at supersonic speed, creating a loud, distinctive whining noise. If the claws of the excavator get traction, they can chew through surfaces unassisted. With a raise on the attack roll, the weapon does d10 bonus damage instead of d6.

Tactical Autopistol: When pistols aren't a sidearm but the primary weapon in assaulting a building, that's when you need one of these high capacity polymer pistols. They fire a specially designed lightweight munition with a steel core for armour piercing and tumble on impact for improved lethality over Geneva Convention rounds. These weapons were defined by the FN Five-seveN and Kel-Tec PMR-30; ugly but effective.

Lasers: As XCOM discovered more about the aliens and their technology, they saw a need for greater firepower from less weight carried by XCOM squads. So they developed laser weapons powered by alien tech. These boxy, variable frequency pulsed lasers are encased in super materials with status lights and no moving parts, making them undeniably high tech. EXALT later re-engineered these into commercial products, suitable for the defence sector. There is no recoil penalty for firing lasers on full auto. However, lasers can overheat. If any of the Shooting dice are 1, the weapon must cool down for a round before it can fire again.

PDW: This family of submachine guns trace their origins to the FN P90 and SITES Spectre M4. Small calibre, often specialised munitions, in a high capacity, subcompact package. Popular with bodyguards and security services, who require high volume firepower with casual concealability; where cost is not a factor, nor logistics or adverse operating environment.

Arc Thrower: A bulky, unwieldy device that looks similar to a heavy power drill. Developed in the early days of the XCOM Project, it actually fires an electrolaser, like a bolt of lightning, that carries enough charge to floor an elephant and can easily kill a human-sized target. After the target is hit, they must make a Vigour roll or fall prone and unconscious for 2d6 rounds.

Plasma Weapons: The preferred weapon of the aliens forces during the invasion. Firing a toroid of super dense, high energy plasma contained in a magnetic field, the projectile deforms, fluid-like against the first solid thing it hits. Although subsonic, the impact is as loud as a cannon shot, and the weapons have punishing recoil. Plasma weapons are designed to kill a human being instantly, blasting through cover or armour. Weapons carried by the alien forces self-destruct if the wielder dies, and some were even surgically attached. XCOM was able to manufacture its own version, late in the war.

Lawpistol: Designed for police duty carry, this large-frame polymer pistol fires the proven man-stopper, 10 mm Auto. It uses an active recoil dampening mechanism, allowing the weapon to be fired in full auto mode in the event of an ambush. Based on the KRISS Vector and KARD.

Assault Shotgun: These fully automatic 12-gauge shotguns are based around the venerable AAS-12 and USAS-12 designs. Delivering accurate volleys of 00 buckshot from detachable drum magazines, making these potent counter-ambush and room-clearing weapons. Military only, the police prefer lighter, more versatile semi-autos. Also good for duck hunting.

Tactical AR: These compact assault rifles have short barrels and semi-integral suppressors, designed for use in urban ops and issued to most military and police tactical teams. Inspired by the AAC Honey Badger and Sig MCX, they use a cartridge specially developed for the task, with the AK-47 as a benchmark.

Barricade Rifle: A quick change modification allows a standard military rifle to be converted into a barricade rifle. Replacing the light, high velocity rifle round with a 1 ounce semi-jacketed slug that can obliterate car engines, punch through reinforced glass without deflection, and destroy hard cover. Commonly used at high security checkpoints and by tac teams.

Bullpup Anti-Materiel Rifle: The offspring of the famous Barrett Light Fifty, these modern, compact rifles are lighter, shorter bullpups, that can be fired standing, offhand. More akin to the GM6 Lynx and Barrett XM500, they're for military and ordnance disposal use only.

Alloy Cannon: Developed by XCOM for close quarters battle, this shoulder-fired cannon launches a cluster of alien alloy towards the target. This shrapnel flies apart as it leaves the barrel but is prevented from dispersing by the innate quantum force exhibited by the alloy. The alloy hits with the spread of a shotgun, then supernaturally reforms into a tight cluster. As such, the Alloy Cannon always affects the least-armoured area of the victim.

MGL: Multiple grenade launchers allow rapid fire of 40 mm high explosives and other specialised munitions, as perfected in the Milkor MGL. The 6-shot revolver cylinder can be discharged in under 3 seconds. Extremely versatile, these launchers are widely used by military and riot police (with less lethal munitions). Stats are for HEDP (High Explosive Dual Purpose). Requires 2 actions to reload.

Auto Gun: This monstrous, triple-barrelled support weapon is based on the 25 mm XM25 munition. The Metal Storm-style firing mechanism has almost no moving parts, making the weapon extremely lightweight, fast-firing and reliable, but slow to reload. Armour Piercing: Damage 2d6, AP 10, HW. Multipurpose: Damage 3d6, HW. Fusion: 5d6, HW, LBT. Requires 2 actions to reload.

Ghost/Archangel Armour: These suits of full environmental power armour were developed by XCOM during the war, and later refined by Advent. They contain a 2 hour air supply via rebreathers and medium range radio communications. Although exceptionally heavy, the integrated artificial muscle fibres offload all of the weight from the wearer. *Ghost armour* also has phase-shifted cloaking. Those trying to attack or detect the suit subtract 4 from their rolls against it. The effect is triggered as a free action, but is negated in any round in which the user fires a weapon. Alternatively, *Archangel armour* has a fusion jetpack, that allows the suit to hover or fly. Pace is 48m (about 100 km/h), triple when descending, Climb 0, and use the Piloting skill. Maximum of 5 hours flight. Requires Elerium fuel.