

DETECTION ENHANCEMENT SYSTEMS

SYSTEM	INCREASED CHANCE TO DETECT	MAXIMUM RANGE	COST
Augmented	+ 1	80	15
Extended	+ 2	120	30
Enhanced	+ 3	160	45

LASER DESIGNATORS

	Light	Medium	Heavy	Magnum	Ultra
Range factor	12	18	24	30	36
Rate of fire	P	P	P	P	P
Attack factor	0	0	0	0	0
Effect area	None	None	None	None	None
Detection effect	+1	+1	+1	+1	+1
Cost	3	4	6	7	9

SCANNERS

	Light	Medium	Heavy	Magnum	Ultra
Range factor	12	16	20	24	28
Rate of fire	S	S	S	S	S
Attack factor	0	0	0	0	0
Effect area	12	12	12	12	12
Detection effect	0	0	0	0	0
Cost	9	10	11	12	13

CLOSE DEFENSE SYSTEMS

	Aegis	Aurora	Beehive
Type	electronic	glitter	shot
Rate of fire	S	S	S
Attack factor	4	0	4
Effect area	None	None	3
Number of shots	Unlimited	Unlimited	6
Detection effect	0	+1	0
Range factor when used as a weapon	3	Cannot be used as a weapon	4
Notes	Only affects smart weapons	Only affects laser-guided weapons	
Cost	9	5	11

	Hedgehog	Medusa	Nova
Type	flechette	beam	radiant
Rate of fire	S	S	S
Attack factor	4	5	0
Effect area	3	None	None
Number of shots	6	Unlimited	Unlimited
Detection effect	0	0	+2
Range factor when used as a weapon	5	4	Cannot be used as a weapon
Notes			Only affects laser-guided weapons
Cost	11	11	6

The following table gives the die roll needed for success when a projectile is fired from various distances.

Firing distance	Die roll needed
Less than 10 inches	1 to 2
10 to 20 inches	1 to 4
More than 20 inches	1 to 6