



Weapons

Select the Category and Type of Weapon from this Chart.

Weapons 3

WEAPONS TYPES

Weapons have eight distinct Categories (some with subordinate Types); there is occasional overlap:

Artillery	Destructive military weapons.	Includes Guns, Gatlings, Cannon, and AutoCannon.
Long Gun	Personal long arms typically used by soldiers.	Includes Rifles and Carbines.
Handgun	Firearms operated with one hand.	Includes Pistols and Revolvers.
Shotguns	Long arms firing shot pellets rather than single bullets.	
Machineguns	Military weapons firing multiple bullets in bursts.	
Projectors	Weapons which use non-traditional technologies.	
Designators	Devices which mark targets for attack by other weapons.	
Launchers	Devices which eject self-propelled projectiles.	Includes Launchers and Multi-Launchers.

CATEGORIES

Category	Code	Type	TL	Range	Mass	qreBs	H1	D1	Misc	Hits (v1)	Cr
Artillery	G	Gun	6	4	9	-1	*	2		2	5,000
	Ga	Gatling	7	4	40	-2	*	3		2	8,000
	C	Cannon	6	6	200	-4	*	4		2	10,000
	aC	Autocannon	8	6	300	-4	*	5		3	30,000
Long Guns	R	Rifle	5	5	4	0	Bullet	2	Not Bullet if Laser	2	500
	C	Carbine	5	4	3	1	Bullet	1	Not Bullet if Laser	1	400
Handguns	P	Pistol	5	2	1.1	0	Bullet	1	Not Bullet if Laser	1	150
	R	Revolver	4	2	1.25	0	Bullet	1	Not Bullet if Laser	1	100
Shotguns	S	Shotgun	4	2	4	0	Bullet	2		2	300
Machineguns	Mg	Machinegun	6	5	8	-1	Bullet	4		4	3,000
Projectors	Pj	Projector	9	0	1	0	*	1		1	300
Designators	D	Designator	7	5	10	-1	*	1		1	2,000
Launchers	L	Launcher	6	3	10	-1	*	1		0	1,000
	mL	Multi-Launcher	8	5	8	-1	*	1		0	3,000

* Hit Type is determined by other details of the weapon.

EFFECTS, ARMOR, AND DAMAGE

Code	Type	Effect	
A	Corrode	Armor	Hit
B	Bullet	Armor	Hit
C	Cut	Armor	Cut
D	Blast/Blow	Armor	Hit
E	EMP	EMCase	Fry
F	Frag	Armor	Hit
G	Gas	Sealed	Suff
H	Hot	Insulation	Heat
I	Infection	Sealed	Hit
J	Psi	PsiShield	Stun
K	Burn	Armor	Hit
L	Elec	Insulation	Hit
M	Magnetic		Stun
N	Bang	SoundProof	Deaf
O	Stench	Sealed	Stun
P	Pain	Armor+Sealed	Stun
Q	Cold	Insulation	Freeze
R	Rad	RadProof	Hit
S	Sound	SoundProof	Stun
T	Poison	Sealed	Hit
U	Flash	Flashproof	Blind
V	Vacc	Sealed	Suff
W	Wound	Armor	Hit
X	Pen	Armor	Hit
Y	Grav		Hit
Z	Tranq	Sealed	Stun

WEAPONS SKILLS AND CHARACTERISTICS

Based on Weapon Used:	Skill	Characteristic
Portable		BattleDress + Dexterity
Fixed, Tank Mount		Artillery + Intelligence
Laser, Fusion, Plasma		Beams + Dexterity
Gun, Gatling, Cannon, Autocannon		Artillery + Intelligence
Launcher		Launcher + Dexterity
Acid, Fire, Gas, or Stench		Sprays + C2
Shock, EMP, Rad, Flash		Exotics + C2
Freeze, Mag, Sonic, Grav		Exotics + C2
Psi Amp		Exotics + Psi
Edged Weapons		Blades + Strength
Hand-to-Hand, Martial Arts		Unarmed + Strength
Designator		Fwd Observer + Dexterity
Fires Bullets (and not otherwise assigned)		Slug Thrower + Dexterity

WEAPON RANGES

Range	Distance	Benchmark
0	contact	contact
1	Vshort	5 meters coin
2	Short	50 meters card
3	Medium	150 meters book
4	Long	500 meters suitcase
5	Vlong	1000 meters person
6	Distant	5 km truck (horizon typically here)
7	Vdistant	50 km tower
8	Orbital	500 km
9	Far Orbit	5000 km

