



Identifying Weapons

Decode the elements describing weapons using this chart.

Weapons

Stage		Burden		Type		Users		Manipulators	
Experimental	X	Body	B	Gun	G	(blank)			
Prototype	P	Vlight	VI	Gatling	Ga	Man	M	Hand	
Early	E	Light	L	Cannon	C	Vargr	V		
Basic	B	Snub	Sn	AutoCannon	aC	Aslan	A	Paw	
(blank)		(blank)		Rifle	R	K'kree	K		
Standard	St	Medium	M	Carbine	C	Hiver	H	Grasper	
Improved	Im	Magnum	M	Pistol	P	Droyne	D		
Modified	Mod	Heavy	H	Revolver	Re		G	Gripper	
Advanced	A	Vheavy	Vh	Shotgun	S	Vegan	T	Tentacle	
Obsolete	Ob	VRF	Vrf	Machinegun	Mg		S	Socket	
Precision	Pr	Recoilless	R	Projector	Pr		U	Universal	
Remote	R	Disposable	D	Designator	D				
Sniper	S			Launcher	L				
Target	T			Multi-Launcher	mL				

Portability	
(blank)	
Personal	
Crewed	C
Fixed	F
Portable	P
Tank Mount	V
Turret	T

Stage Burden Descriptor Weapon User Portability Tech Level
P G M P - 13

Plasma Gun
 Man Portable -
 13

Designator / Projector	Gun	Rifle	Launcher
Acid A	Anti-Flyer aF	Accelerator Ac	AF Missile aF
EMP Emp	Anti-Tank aT	Assault A	AT Missile aT
Freeze C	Assault A	Battle B	Missile M
Flash F	Fusion F	Combat C	Rocket R
Fire H	Plasma P	Dart D	Grenade G
Stench S	Gauss G	Gauss G	RAM Grenade RAM
[Poison] Gas P		Laser L	Plasma P
Grav G	Machinegun	Splat Sp	Fusion F
Mag M	(blank)	Survival S	
Rad R	AntiFlyer Af	Hunting H	
Shock Sh	Assault A	(blank)	
Sonic S	Sub S	Pistol	
Laser L		(blank)	
Psi Amp Psi		Machine M	
		Accelerator Ac	
		Laser L	

