



# Weapon Descriptors

Weapons descriptors detail the specific mechanism, purpose, or effect that a weapon may have. Not all weapons types use all descriptors. A weapon may have one Descriptor.

## Weapons 4

### DESCRIPTORS

Category	Code	Descriptor	TL	Range	Mass	qreBs	H2	D2	H3	D3	Hits (v1)	Cr
Artillery (includes Guns, Cannon, AutoCannon, Gatling)	aF	Anti-Flyer	+4	=6	x6.0		Frag	1	Blast	3	4	x 3.0
	aT	Anti-Tank		=5	x8.0		Pen	3	Blast	3	6	x 2.0
	A	Assault	+2	=4	x0.8		Bang	1	Blast	2	3	x 1.5
	F	Fusion	+7	=4	x2.3		Pen	4	Burn	4	8	x 6.0
	G	Gauss	+7	=4	x0.9		Bullet	3			3	x 2.0
	P	Plasma	+5	=4	x2.5		Pen	3	Burn	3	6	x 2.0
Long Guns (includes Rifles, Carbines)		(blank)			x1.0							
	Ac	Accelerator	+4		x0.6		Bullet	2			2	x 3.0
	A	Assault	+2	=4	x0.8		Bang	1	Blast	2	3	x 1.5
	B	Battle	+1	=5	x1.0	+1	Bullet	1			1	x 0.8
	C	Combat	+2	=3	x0.9		Frag	2			2	x 1.5
	D	Dart	+1	=4	x0.6		Tranq	1-2-3			1-2-3	x 0.9
	P	Poison Dart	+1	=4	x1.0		Poison	1-2-3			1-2-3	x 0.9
	G	Gauss	+7		x0.9		Bullet	3			3	x 2.0
	H	Hunting		=3	x0.9	-1	Bullet	1			1	x 1.2
	L	Laser	+5		x1.2		Burn	2	Pen	2	4	x 6.0
	Sp	Splat	+2	=4	x1.3	+1	Bullet	1			1	x 2.4
	S	Survival		=2	x0.5		Bullet	1			1	x 1.2
Handguns (includes Pistols, Revolvers)		(blank)			x1.0							
	Ac	Accelerator	+4		x0.6		Bullet	2			2	x 3.0
	L	Laser	+5	=4	x1.2		Burn	2	Pen	2	4	x 2.0
	M	Machine**		=3	x1.2		Bullet	2				x 1.5
Shotguns		(blank)			x1.0							
	A	Assault	+2	=4	x0.8		Bang	1	Blast	2	3	x 2.0
	H	Hunting		=3	x0.9		Bullet	1			1	x 1.2
Machineguns		(blank)			x1.0							
	aF	Anti-Flyer	+4	=6	x6.0		Frag	1	Blast	3	4	x 3.0
	A	Assault	+2	=4	x0.8		Bang	1	Blast	2	3	x 1.5
	S	Sub	-1	=2	x0.3		Bullet	-1			-1	x 0.9
Spray Designators And Projectors	A	Acid		=3	x1.0	+1	Acid	2	Pen		4	x 3.0
	H	Fire		=1	x0.9		Burn	1-2-3	Pen	1-2-3	2-4-6	x 2.0
	P	Poison Gas		=2	x1.0		Gas	1-2-3	Poison	1-2-3	2-4-6	x 3.0
	S	Stench	+3	=2	x0.4		Stench	1-2-3			1-2-3	x 1.2
Exotic Designators And Projectors	Emp	EMP	+1	=3	x1.0		EMP	1-2-3			1	x 4.0
	F	Flash	-1	=2	x0.5		Flash	1-2-3			2	x 1.5
	C	Freeze	+1	=3	x1.0	+1	Cold	1-2-3			2	x 3.0
	G	Grav	+5	=2	x3.0		Grav	1-2-3			3	x 20.0
	L	Laser *	+5		x1.2		Burn	1-2-3	Pen	1-2-3	2-4-6	x 6.0
	M	Mag	+4	=1	x2.0		EMP	1-2-3	Mag	1-2-3	2-4-6	x 15.0
	Psi	Psi Amp	+4	=2	x1.0		Psi	1-2-3			1-2-3	x 9.0
	R	Rad	+1	=4	x1.0	+2	Rad	1-2-3			1-2-3	x 8.0
	Sh	Shock		=2	x0.5		Elec	1-2-3-	Pain	1-2-3	2-4-6	x 2.0
	S	Sonic	+3	=2	x0.6		Sound	1-2-3	Bang	1-2-3	2-4-6	x 1.1
Launchers	aF	AF Missile	+4	=7	x4.0		Frag	2	Blast	3	5	x 3.0
	aT	AT Missile	+3	=4	x1.0	+1	Frag	2	Pen	3	5	x 2.0
	Gr	Grenade	+1	=4	x0.8		Frag	2	Blast	2	4	x 1.0
	M	Missile	+1	=6	x2.2		Frag	2	Pen	2	4	x 5.0
	RAM	RAM Grenade	+2	=6	x1.0		Frag	2	Blast	2	4	x 3.0
	R	Rocket	-1	=5	x3.0		Frag	2	Pen	2	4	x 1.0

= (the Range shown replaces the range for the weapon Type).

+ / - shows an increase or decrease to the base value of the weapon type.

1-2-3. The weapon has three power levels selectable by the user.

x shows a multiplication of the base value for the weapon.

\*Laser cannot be used in Projector.

\*\* Machine cannot be used with Revolver.

