



Weapon Details

Weapons are further described by burden (size or bulk), stage (technological sophistication), user (human or other), and portability.

Weapons 5

WEAPONS BURDEN AND STAGE

Code	Descriptor	TL	Range	Mass	qreBs	Misc	D	Comment	Cr
Burden	(blank)	0	0	x1.0	0		0		x 1.0
	aD Anti-Designator	3	1	x3.0	+3		1	Not Pistols. Shotguns.	x 3.0
	B Body	2	*1	x0.5	-4		-1	Only Pistols.	x 3.0
	D Disposable	3	0	x0.9	-1	Q= -2	0		x 0.5
	H Heavy	0	1	x1.3	+3		1		x 2.0
	Lt Light	0	-1	x0.7	-1		-1		x 1.1
	M Magnum	1	1	x1.1	+1		1	Only Pistols.	x 1.1
	M Medium	0	0	x1.0	0		0	Not Pistols.	x 1.0
	R Recoilless	1	-1	x1.2	0		1		x 3.0
	Sn Snub	1	* 2	x0.7	-3		1		x 1.5
	Vh Vheavy	0	* 5	x4.0	+4		5		x 5.0
	VI Vlight	1	-2	x0.6	-2		-1		x 2.0
	Vrf VRF	2	0	x14.0	+5		1	Only Guns and Mgs	x 9.0

Code	Descriptor	TL	Range	Mass	qreBs	Misc	D	Comment	Cr
Stage	(blank)	0	0	x1.0	0		0		x 1.0
	A Advanced	3	0	x0.8	-2		2		x 2.0
	Alt Alternate	1	1	x1.1	0		2		x 1.1
	B Basic	0	0	x1.3	0		0		x 0.7
	E Early	-1	-1	x1.7	+1		0	EOU - 2	x 1.2
	X Experimental	-2	-1	x2.0	+3	R=- 2	0		x 4.0
	Im Improved	1	0	x1.0	0	R=+2	1	EOU + 2	x 1.1
	Mod Modified	2	0	x0.9	0		1		x 1.2
	Pr Precision	6	3	x4.0	+2		0	Only Designators.	x 5.0
	P Prototype	-1	-1	x1.9	+2		0		x 3.0
	R Remote	1	0	x1.0	0		0	Not Pistols.	x 7.0
	Sn Sniper	1	1	x1.1	+1	Q= +2	0	Only Rifles.	X 2.0
	St Standard	1	0	x1.0	0		1		x 1.0
	T Target	0	0	x1.1	+1	Q= +2	0	Only Rifles and Pistols.	x 1.5
	Ul Ultimate	4	0	x0.7	-2	R= +2	2		x 1.4

Code	Descriptor	TL	Range	Mass	qreBs	qrEbs	Comment	
Users	(blank)	0	0	x1.0	0	0		
	M Man	0	0	x1.0	0	0		
	V Vargr	0	0	x1.0	0	-1		
	A Aslan	0	0	x1.0	0	-2		
	K K'kree	0	0	x1.3	+2	0		
	<S> Sophont		(insert appropriate information)					
	H Grasper	0		x1.0	0	-1	Includes Hivers.	
	P Paw	0		x1.0	0	-1	Includes Aslan.	
	G Gripper	0		x1.0	0	-2		
	T Tentacle	0		x1.0	0	-2	Includes Vegans.	
	S Socket	0		x1.0	0	-2		
	U Universal	0		x1.1	+1	-1	Usable by ANY manipulator.	

Calculate Portability

Code	Descriptor	TL	Range	Mass	qreBs	Min Mass	Max Mass	Portability
Portability	(blank)	0	0	x1.0	0		20	(blank)
	C Crewed	0	0	x1.0	+1	Hi Recoil and < 40	P	Portable
	F Fixed	0	+1	x1.0	+4	20	200	C Crewed *
	P Portable	0	1	x1.0	-2	200	500	T Turret
	V Vehicle Mount	0	+1	x1.0	0	500	1000	V Vehicle Mount
	T Turret	1	0	x1.0	0	1,000	100,000	F Fixed

* or Semi-Portable

