



# Weapon Special Effects

Specific weapons have distinct capabilities or effects depending on the weapon type, descriptor, and other elements.

## Weapons 6

### SPECIAL EFFECTS

Burden	Recoil	Loud	Flash	Heat	Vacc	UW	CQ
Recoilless	No	-	-	-	-	-	No
Snub	Yes	-	-	-	-	Range=1	Yes
Vheavy	Hi	-	-	-	-	-	-
VRF	Hi	-	-	-	-	No	No

Descriptor	Recoil	Loud	Flash	Heat	Vacc	UW	CQ
Accelerator	No	-	-	-	-	No	-
Acid	No	-	-	-	-	Range=0	-
AF Missile	No	Loud	Bright	Hot	-	No	No
AT Missile	No	Loud	Bright	Hot	-	No	No
AT Rocket	No	Loud	Bright	Hot	-	No	No
Dart	No	-	-	-	-	Range=1	-
EMP	No	-	-	-	-	-	-
Fire	No	-	Bright	Hot	-	No	-
Flash	No	-	Bright	-	-	Range=3	-
Freeze	No	-	-	-	-	Range=0	-
Fusion	Hi	-	Bright	Hot	-	Range=2	-
Gas	No	-	-	-	No	No	-
Gauss	Yes	-	Mag	-	-	No	-
Grav	No	-	-	-	-	-	-
Grenade	Yes	-	-	-	-	Range=1	-
Laser	No	-	Bright	-	-	Range=2	-
Mag	No	-	Mag	-	-	-	-
Missile	No	-	Bright	Hot	-	No	-
Plasma	Hi	-	Bright	Hot	-	Range=2	-
Poison Dart	No	-	-	-	-	Range=1	-
Poison Gas	No	-	-	-	No	No	-
Psi Amp	No	-	-	-	-	-	-
Rad	No	-	-	-	-	Range=1	-
RAM Grenade	No	Loud	Bright	Hot	-	Range=1	-
Rocket	No	-	Bright	Hot	-	No	-
Shock	No	-	Bright	Hot	-	Range=0	-
Sonic	No	Loud	-	-	No	Range=1	-
Splat	Yes	-	-	-	-	No	-
Spray	No	-	-	-	No	No	-
Stench	No	-	-	-	No	No	-
Tranq	No	-	-	-	No	No	-

Type	Recoil	Loud	Flash	Heat	Vacc	UW	CQ
AutoCannon	Hi	Vloud	-	-	-	No	No
Cannon	Hi	Vloud	-	-	-	No	No
Carbine	Yes	Loud*	-	-	-	No	-1
Designator	Yes	-	-	-	-	-	-3
Gatling	Hi	Vloud	-	-	-	No	No
Gun	Hi	Vloud	-	-	-	No	-3
Launcher	No	-	-	-	-	-	-3
Machinegun	Yes	Loud	-	-	-	No	-3
Multi-Launcher	No	-	-	-	-	No	-3
Pistol	Yes	Loud*	-	-	-	No	+2
Projector	No	-	-	-	-	-	-
Revolver	Yes	Loud*	-	-	-	No	+2
Rifle	Yes	Loud*	-	-	-	No	-5
Shotgun	Yes	Loud	-	-	-	-	-3

\* But Not Laser.

If the tables give multiple effects, select the worst effect.

### The Hierarchy of Special Effects

Special effects are unusual positive or negative consequences of the weapon design.

#### Recoil

Recoil disorients a user in Zero-G situations. Hi-recoil disorients.

**Yes** = weapon has recoil.

**Hi** = weapon has high recoil.

**No** = weapon has no recoil and is preferred in Zero-G situations.

#### Loud

Some weapons make a loud noise when operated (all weapons are Silent in Vacuum).

**Loud** = Bang-1. Weapon can be silenced (by attachment of a separate Silencer).

**Vloud** = Bang-2. Weapon cannot be silenced.

**No entry** = The weapon is silent.

#### Flash

Some weapons emit a flash when operated.

**Bright** = Flash-1. Weapon flash is Bright (across all vision bands).

**Mag** = Mag-1. Weapon flash is Mag.

**No entry** = Weapon has no flash.

#### Heat

Some weapons get hot in operation.

**Hot** = weapon emits heat.

**No entry** = weapon emits no heat.

#### Vacc

Some weapons don't work in Vacuum.

**No** = weapon unusable in Vacuum.

**No entry** = Vacuum has no effect.

#### UW (UnderWater)

Some weapons don't work underwater.

**No** = cannot be used Underwater.

**Range=N** is the maximum range the weapon may be used underwater.

#### CQ (Close Quarters)

Some weapons cannot be used in close quarters (typically inside buildings and starships).

**No** = unusable in Close Quarters.

**Yes** = preferred in Close Quarters.

**N (any Number)** = EOU Mod for this weapon in Close Quarters.

