

Name:

Туре: \_\_\_\_\_

Concealability: \_\_\_\_\_ Legality

OPTIONS				
Gun Options	Modifier	Mount	Integral	Notes

BASE TARGET NUMBERS					
	Damage	<b>4(S)</b>	5(M)	6(L)	9(E)
Ranges (in meters)					
Single Shot/Semi-Auto	)				
1st Shot (Single Shot)	<u> </u>				
2nd Shot (+1 Recoil)					
Burst-Fire					
1st Burst (+3 Recoil)					
2nd Burst (+6 Recoil)					
Full-Auto					
1st Burst (+3 Recoil)					
Per Extra Bullet		+1 to above	+1 to above	+1 to above	+1 to above
+1 Recoil and +1 Power per bullet fired: +1 Damage Level per 3 bullets					

+1 Recoil and +1 Power per bullet fired; +1 Damage Level per 3 bullets

AMMO
Туре:
Effect:
Load: rounds in a
Extra Reloads
Rounds Unloaded
Rounds Fired

АММО			
Туре:			
Effect:			
Load: rounds in a			
Extra Reloads			
Rounds Unloaded			
Rounds Fired			

AMMO	
Туре:	
Effect:	
Load:	rounds in a
Extra Reloads_	
Rounds Unloade	ed
Rounds Fired	
L	

АММО
Туре:
Effect:
Load: rounds in a
Extra Reloads
Rounds Unloaded
Rounds Fired

## **RANGED ATTACK TARGET NUMBERS**

	S	Μ	L*	Ext*
Standard	4	5	6 (8)	9
Laser Sight†	3	4	5 (7)	8
Smart Goggles§	3	4	5 (7)	8
Smartlink	2	3	4 (6)	7
Smartlink–2				
with Range Finder	2	3	3 (5)	5
Image Magnification				
Level 1	4	4	5 (5)	6 (8)
Level 2	4	4	4(4)	5
Level 3	4	4	4 (4)	4
Image Magnification				
with Laser Sight†				
Level 1	3	3	4 (4)	4
Level 2	3	3	3 (3)	4
Level 3	3	3	3 (3)	3

\* The number in parantheses in this column is for grenade launchers, mortars and missile launchers. Note that the only modifier applicable to indirect fire is the -1 modifier from a smartlink-2 system.

† Standard laser sights have an effective range of 50 meters during the day and 150 meters at night; Extended laser sights have an extended range of 150 meters during the day and 500 meters at night.

§ Or any smartlink system that is not completely cybernetic.



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