

Weapons

Weapons are the tools that characters use for personal protection, for hunting, and for violence in pursuit of personal, corporate, and governmental goals.

Weapons are a natural consequence of, and element of, any tool-using sophont society: they are used (ideally) in situations that have escalated beyond non-violent personal interactions.

UNDERSTANDING WEAPONS

Weapons are devices designed to inflict Effects (damage, injuries, wounds, destruction) on targets.

Each weapon has LongName which generally describes its principles and construction, and a Model which is an abbreviation of the LongName.

With an understanding of the principles of Weapons, Armor, Vehicles, and Combat, players can generally understand the relative worth of weapons from their LongNames and Models.

Types of Weapons

Traveller Weapons are differentiated by Type: there are seven different Types of Weapons based more or less on function.

A **Gun** is a relatively large projectile- or energy-firing artillery weapon created for distinctly military purposes.

A **Rifle** is a personal long-arm used by soldiers and by sportsmen.

A **Pistol** is a personal handgun intended to be operated with one hand.

A **Shotgun** is a personal long-arm firing a group of shot pellets rather than single bullets.

A **Machinegun** is a military weapon firing multiple bullets in bursts with each pull of the trigger.

A **Projector** utilizes non-traditional technology not ordinarily or otherwise encountered.

A **Designator** marks or illuminates potential targets so that other weapons may attack them.

A **Launcher** ejects or launches self-propelled projectiles at a target.

USING WEAPONS

Weapons have Effects which inflict hits, wounds, injuries, or damage under the V1 or V2 hit systems.

The Hit System V1. The Basic Hit System (version 1) provides a simple hit mechanic for resolution of combat. V1 is intended for use with non-player characters (and especially hordes of NPCs) when speed of resolution is important.

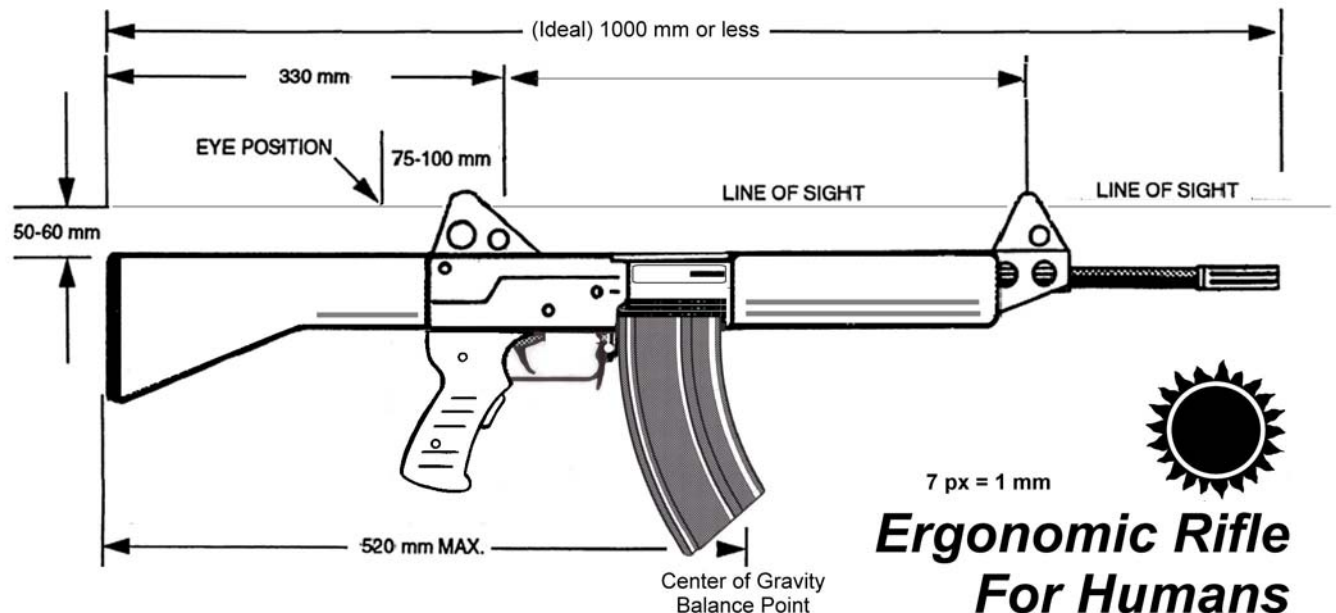
The Hit System V2. V2 Damage inflicts different types of damage based on the specific weapon.

CREATING WEAPONS

Weapons can be created randomly, or by design.

Random Creation. The **GunMaker** system produces weapons based on die rolls. Randomly created weapons can be used in a variety of encounters with adversaries, or to define trade goods.

Design. Weapons can be designed by substituting selections for die rolls in the Gunmaker system.



WEAPON DESCRIPTION

Model	LongName (Stage-Burden-Descriptor-Type-User-Portability-TL)
SnAC-8	Sniper (blank) Assault Carbine-8
The basic information required to <u>describe</u> a weapon.	

Wx: WEAPON EXTENSION

	Range	Cost	Mass	QREBS	Effects		
Wx:	R=5	Cr1200	2.6 kg	B= 0	Bang-1	Blast-2	Bullet-1
The basic information required to <u>use</u> a weapon.							

DESCRIBING WEAPONS

Weapons can be described in many ways depending on the printed format required: any format is possible as long as it provides the information necessary for the situation.

The Weapon Description

Weapons are described in a series of elements to form the LongName or abbreviated to form the Model. The LongName or Model contains enough information to allow a character to describe a weapon.

The LongName consists of the following elements:

Stage - Burden - Descriptor - Type - User - Portability - TL

Stage is the weapons' position in the spectrum of sophistication in the developmental life cycle. It is possible for Stage to be blank. For example, Prototype, Basic, or Advanced.

Burden identifies the relative weight, mass, or bulk of the weapon. It is possible for Burden to be blank. For example, Vlight, Light, Heavy, or Vheavy.

Descriptor elaborates on combat purpose, size, or the form of energy or injury it inflicts. It is possible for the Descriptor to be blank. For example, Laser or Survival.

Type identifies the basic function of the weapon. For example, Carbine. Type is required.

User identifies the intended or designed user, either by sophont, or by manipulator. Blank assumes the user is Human or Man or Hand. For example, Man, Hiver, Tentacle, or Gripper.

Portability identifies the relative size of the weapon.

Tech Level identifies the Technological Level at which the Weapon is commonly manufactured. TL is required.

The **Identifying Weapons Chart** shows the various component names and abbreviations.

Elements of a LongName not necessary for a proper understanding may be omitted; User and Portability are often omitted for basic weapons.

Model. LongName elements have abbreviations which are used to create the weapon Model.

Model is a jargon abbreviated Longname. Once a character is familiar with a specific weapon, references to it devolve to its abbreviation. P-5 is a Tech Level 5 Pistol. When used, Stage and Burden may be enclosed in parens to increase comprehension (some familiarity is required before players can quickly understand aFmLC-12).

Given the restrictions of the alphabet, element abbreviations are not necessarily unique.

The Weapon Extension

The capabilities of a weapon are contained in the Weapon Extension. This string of values details enough information to allow a character to use a weapon. The Weapon Extension is a variable length string: only such information as is needed is included.

The Prefix. The Weapons extension begins with the prefix Wx:

The Elements. Following the prefix, the Weapons Extension includes

Wx: Range - Cost - Mass - qreBs - Effects

Range (R=N) is the maximum effective range of a weapon. Beyond this range, it is impossible to hit a reasonable target. Some weapons have options which increase this Range.

Cost. The cost of the weapon in Credits.

Mass. The mass (more-or-less the weight) of the weapon expressed in kilograms (unless otherwise identified).

QREBS. The QREBS values for the weapon (if known). Various formats are used to identify specific QREBS values, and care must be taken to avoid confusion with Range if Reliability is shown.

Effects. The Hit System effects inflicted by the weapon.

DESIGNING WEAPONS

Weapons are designed using the Weapons Fillform. The Fillform guides the designer through the process with spaces for information and references to the applicable charts.

DELIBERATE DESIGN

The deliberate design process begins with a blank Weapons Fillform. In each step, the Chart Number indicates the Weapons Chart from which the information is selected.

Chart 1 Identifying Weapons, and Chart 2 Weapon Design may be consulted, but are not actually used in Deliberate Design.

These steps include:

Chart 2. Weapon Design FillForm.

Prepare a blank Fillform for the weapon design.

Chart 3. Weapon Type

Select weapons **Type** and **SubType**. Record Model, TL, Range, Mass, qreBs (Burden), H1 (Weapon Effect) and D1 (Effect Dice), and Cost.

Chart 4. Descriptor

Based on the Weapon Type, select the Weapons **Descriptor**. Record TL, Range, Mass, qreBs (Burden), H2 and D2, and H3 and D3, and Cost.

Range. Note that a non-zero Range under Descriptor supersedes Range under Category and Type (cross out Category and Type Range).

Mass. Mass is a multiplier. Entries from this chart should be preceded by x (a times sign).

Chart 5. Burden

Select an appropriate **Burden** and record its TL, Range, Mass, qreBs (Burden), Miscellaneous (usually Mods to QREBS), D2 (Mod to D2), and Cost. Observe the requirements under Comment.

Mass. Mass is a multiplier. Entries from this chart should be preceded by x (a times sign).

Chart 5. Stage

Select an appropriate **Stage** and record its TL, Range, Mass, qreBs (Burden), Miscellaneous (usually Mods to QREBS), D2 (Mod to D2), and Cost. Observe the requirements under Comment.

Mass. Mass is a multiplier. Entries from this chart should be preceded by x (a times sign).

Chart 6. Weapon Special Effects

Review the Weapon Type, Descriptor, and Burden for applicable notes and record this information.

Chart 7. Options

Review the available options and note those selected.

Record the QREBS drawbacks from the Weapons Options.

Chart 5. User

Select an appropriate **User** and record its TL, Range, Mass, qreBs (Burden), and Miscellaneous (usually Mods to QREBS). Observe the requirements under Comment.

Chart 8. Weapon Controls

Review the Weapon Type and note the assigned controls. Review the Weapon Descriptor and add any additional controls.

Chart 5. Portability

Calculate the weight for the weapon. Using this value, determine the Portability for the weapon.

Totals

For each column, compute the totals. Tech Levels sum. Ranges sum. Some entries under Mass multiply. Burdens sum. Combine identical Effects and sum their hit dice. Some costs multiply.

Complete the QREBS entries with the calculated Burden (and add any other QREBS entries dictated by comments).

Finally

Create the Weapon Description and Weapon Extension.

RANDOM CREATION

The random creation process begins with a blank Weapons Fillform and the Random Weapon Creation Chart 9.

Using 1D and 2D as directed, roll for each element of the weapon on Chart 9 from **right to left** in the order:

Type (or SubType), Descriptor, Burden, and Stage.

Simple Weapons. A simple weapon can be created directly from the chart (Tech Levels are included).

Complete Weapons Descriptions. Using the information created from Chart 9, return to Deliberate Weapon Design and determine its details from the Charts.

Some Designs Are Impractical. Some combinations of elements may not make sense (Recoilless Laser) or may seem impractical (Vheavy Carbine). It is the Referee's responsibility to discard a design as nonsensical or to justify the design based on local sophont cultural preferences.

For example, the Carbine element of a Vheavy Carbine produces an EOU Mod not available in a Vheavy Rifle.

UNDERSTANDING THE WEAPON ELEMENTS

Each Element of a Weapon description has meaning. Once a weapon has been created, consult the supporting paragraphs for a better understanding of the weapon function and operation.

WEAPON TYPES

Weapons fall into eight distinct categories or types (there is occasional overlap between types) based on size, function, and use.

Guns

A **Gun** is a relatively large projectile- or energy-firing artillery weapon created for distinctly military (as opposed to hunting, recreation, or sport) purposes.

Includes Gatling, Cannon, and AutoCannon. **Gatling** is a multiple barrel and higher rate of fire version of a **Gun**.

Cannon is a larger version of a **Gun**. **AutoCannon** is a higher rate of fire version of **Cannon**.

Weapons in Category = Gun are capable of Indirect Fire.

Category = Gun is considered Artillery.

Rifles

A **Rifle** is long-arm used by soldiers in combat and by sportsmen in pursuit of game. A rifle is a stable and relatively accurate weapon, and although the term "rifle" implies spiral grooved barrels which spin stabilize projectiles, that feature is not necessarily present.

Includes Carbine. A Carbine is a shorter version of the Rifle usually created to save weight or reduce size.

Alternative terms for Rifle include Fusil and Musket.

Pistols

A **Pistol** is a personal handgun intended to be operated with one hand. In this context, a pistol is semi-automatic (or self-loading). Less accurate and shorter-ranged than a Rifle, a Pistol offers considerable savings in mass and size.

Includes Revolver. A Revolver is a special type of Pistol using a multiple chambered cylinder instead of a magazine.

Shotguns

A **Shotgun** is a long-arm firing a group of shot pellets rather than single bullets (but see **Splat** under Descriptors).

Machineguns

A **Machinegun** is a military weapon which fires multiple bullets in bursts with each pull of the trigger. Firing more bullets theoretically means the weapon can do more damage.

Projectors

A **Projector** is a weapon which utilizes non-traditional technology not ordinarily or otherwise encountered. An alternative term is Projac.

Designators

A **Designator** is a device which marks or illuminates targets (or potential targets) so that other weapons may engage or attack them. Although a Designator is not itself intended to be a weapon, it may inflict harm when in use.

Forward Observers use Designators to illuminate or mark a Target so that it can be attacked by Artillery.

Launchers

A **Launcher** is a device which ejects or launches self-propelled projectiles which then proceed to the target.

A Launcher can fire missiles (guided) or rockets or grenades (unguided).

Includes Multi-Launchers. A Multi-Launcher is a refinement of a Launcher to allow multiple uses before reloading.

WEAPON DESCRIPTORS

Descriptor is a statement of the specific mechanism, purpose, or effect the weapon may have. When paired with a Weapon Type, it provides a basic statement of a weapon and its function.

A Descriptor may apply to several different types of weapons, but Descriptors are not necessarily used with every Weapon Category.

(blank). The weapon has no modifications or effects based on Descriptor.

Accelerator. The weapon fires a projectile at a low initial velocity; after it leaves the barrel, an internal charge accelerates the bullet to greater velocities. Accelerator weapons have low recoil and are well adapted to zero-G environments. For example, Accelerator Carbine.

Acid. The weapon discharges acid at the target. For example, Acid Projector.

Anti-Flyer Missile. The weapon launches a missile which attacks Flyers. Anti-Flyer Missiles are guided. For example, Anti-Flyer Missile Multi-Launcher.

Anti-Flyer. The weapon is intended for use against Flyers, typically through a higher rate of fire than similar weapons. Anti-Flyer refers to some aspect of the weapon's operation (as distinct from Anti-Flyer Missile). For example, Anti-Flyer Gatling.

Anti-Tank. The weapon is intended for use against Tanks and other armored vehicles; it may reasonably be used against any vehicle. Anti-Tank refers to some aspect of the weapon's operation (as distinct from Anti-Tank Missile). For example, Anti-Tank AutoCannon.

Anti-Tank Missile. The weapon launches a missile which attacks Tanks or other Armor. For example, Anti-Tank Missile Multi-Launcher.

Assault. The weapon is designed for use on the battlefield by soldiers. It is characterized by an ability to hit person - size targets at moderate ranges (Range 4 = 500 meters) and by bullets and explosive projectiles. For example, Assault Rifle.

Auto. An abbreviation for Automatic and another term for Battle (used about half the time). When a weapon is designated Battle by the tables or by design, Auto may be used instead. For example, a Battle Rifle may also be called an Auto Rifle.

Battle. The weapon is designed for use on the battlefield by soldiers. It is characterized by an ability to hit -person size targets at the limit of unaided vision (Range 5 = 1000 meters). For example, Battle Rifle.

Combat. The weapon is designed for use in combat by soldiers. It is characterized by an ability to hit person - size targets at relatively short ranges (Range 3 = 150 meters) using explosive projectiles. For example, Combat Rifle.

Dart. The weapon fires a small injector projectile which, on contact, injects a Tranq dose into the target. For example, Dart Rifle.

EMP. The weapon fires a directed electromagnetic pulse which fries electronic circuits and blinds sophonts who have Awareness. For example, EMP Projector.

Fire. The weapon fires or projects flame or fire at the target. For example, Fire Projector (the equivalent of a Flame Thrower).

Flash. The weapon fires a bright, blinding flash of light. For example, Flash Projector.

Freeze. The weapon induces an entropic effect, removing heat from the target. For example, Freeze Projector.

Fusion. The weapon superheats hydrogen fuel to a plasma state and retains it briefly (to allow progression to the fusion state). It fires its beam through a magnetically focused field along the weapon's barrel. The initial beam is approximately 2 cm, but it begins to expand immediately. Fusion weapons have a greater range than Plasma weapons.

Fusion weapons have significant recoil.

For example, Fusion Gatling.

Gauss. The weapon electromagnetically accelerates a projectile and spin stabilizes it through magnetic effects. For example, Gauss Rifle.

Grav. The weapon projects a high frequency gravitic effect onto the target; this rapid gravitic pushing and pulling reduces internal structural strength in objects and induces organic damage in beings. In addition, this weapon effect shuts down grav equipment. For example, Grav Projector.

Grenade. The weapon fires an explosive projectile. For example, Grenade Launcher.

Hunting. The weapon is adapted to game hunting situations. For example, Hunting Rifle.

Laser. The weapon fires a coherent beam of photons at the target. For example, Laser Designator.

Mag. The weapon projects a high frequency magnetic effect onto the target; this rapid magnetic pulsing scrambles electronic circuits and induces temporary disorientation in organic beings. In addition, this weapon effect shuts down magnetic equipment. For example, Mag Projector.

Missile. The weapon fires a missile which is guided to the target. For example, Missile Launcher.

Plasma. The weapon heats hydrogen fuel to a plasma state and fires it as a beam through a magnetically focused field along the weapon's barrel. The initial beam is approximately 2 cm, but it begins to expand immediately.

Plasma weapons have significant recoil.

For example, Plasma Gun.

Poison Dart. The weapon fires a small pointed projectile which, on contact, injects a Poison dose into the target. For example, Poison Dart Carbine.

Poison Gas. The weapon projects a poison gas at the target. For example, Poison Gas Projector.

Psi Amp. The weapon amplifies the natural psionic ability of the user. For example, Psi Amplification Projector.

Rad. The weapon projects radiation effects at the target. For example, Rad Projector.

RAM Grenade. The weapon fires an explosive projectile which has extended range (RAM= Rocket Assisted Munition). For example, RAM Grenade Launcher.

Rocket. The weapon fires an unguided rocket at the target. For example, Rocket Multi-Launcher.

Shock. The weapon applies an electric shock to the target. For example, Shock Projector.

Sonic. The weapon projects a sound-based effect at the target (as distinct from the sound some weapons make when firing). For example, Sonic Projector.

Splat. The weapon is a multi-barrel slightly diverging configuration, with each barrel loaded with several projectiles (and associated propellant). Each use fires one projectile in each of the barrels. For example, Splat Gun.

Splat is distinct from Shotgun: Splat is a multi-barrel multi-projectile Rifle or Carbine.

Stench. The weapon projects a strong foul-smelling or obnoxious effect at the target. For example, Stench Projector.

Sub. The weapon configuration uses smaller (or less powerful) ammunition than normal, resulting in lighter weight and somewhat less power. For example, Sub Machinegun.

Survival. The weapon is adapted to use in survival situations. For example, Survival Rifle.

WEAPON BURDEN

Burden is the spectrum of effects based primarily on weight, mass, and bulk.

(blank). The weapon has no modifications or effects based on Burden.

Anti-Designator. The weapon senses the marking or illumination effects emitted by a Designator. The weapon can sense the Designator's trigger signal and fire automatically, or can fire at the user's command.

Body (applies only to Pistols and Revolvers). The Pistol or Revolver is light-weight and ergonomically designed.

Disposable. The weapon is manufactured from inexpensive materials to reduce cost; it has a usable lifetime measured in days.

Heavy. The weapon is significantly heavier than the standard weapon, but has greater range.

Light. The weapon is significantly lighter than the standard weapon and thus easier to carry, but at a reduction in range.

Magnum (applies only to Pistols and Revolvers). The Pistol or Revolver is heavier than standard and has greater range.

Medium (the term is often omitted). The weapon has no specific enhancements with the Burden classification.

Recoilless. The weapon is designed to have no recoil and is adapted to zero-G environments.

Snub. The weapon is specifically designed to be easy to carry and operate, but at a cost in range and effect.

Vheavy. The weapon is extremely heavy, but has longer range and inflicts greater damage.

Vlight. The weapon is extremely light, but at a reduction in range and effect.

VRF (Very Rapid Fire). The weapon has a very high rate of fire.

WEAPON STAGE

Stage is the spectrum of effects based on the technological product development cycle.

(blank). The weapon has no modifications or effects based on Stage.

Advanced. The weapon is significantly better than the standard version, and features lower weight and excellent ergonomic design. It inflicts increased damage.

Alternate. The weapon uses an alternate technology to achieve its effects.

Basic. The weapon is a stripped down design with greater weight and lower cost.

Early. The weapon is a preliminary design available through mass production with the bugs not yet worked out.

Experimental. The weapon is an early test model.

Improved. The weapon features small improvements.

Modified. The weapon features improvements.

Ultimate. The weapon represents the technological pinnacle of the design cycle.

Precision. The weapon is able to target a specific component of the target. A Precision weapon may specify (rather than roll) the result on a Hit Location Table.

Prototype. The weapon is a hand made model.

Remote. The weapon is designed to be emplaced or installed in a location at some distance from the operator, or emplaced to operate independently. Remote weapons are controlled by a Designator and traverse to track a target which is being designated. The operator can trigger a fire signal from the Designator.

Sniper (used only with Rifles). The weapon is optimized for accuracy at extended ranges.

Standard (often omitted). The weapon has no specific enhancements with the Stage classification.

Target (used only with Rifles and Pistols). The weapon is optimized for accuracy.

WEAPON USERS

User indicates the typical or intended user, either by species or by manipulator type.

(blank). The weapon has no modifications or effects based on User. The default user is Man or Human.

If no User is specified, the weapon is intended to be operated by a Human or similar being.

Universal. The weapon has compromise controls which are usable by most sophonts.

By Sophont

User may be described as a specific sophont.

Man. The intended user is Human (the military user term Man was adopted during the Second Empire to refer to Humans in general; although archaic in other uses, it is the accepted term here). The preferred manipulator is Hand.

Aslan. The preferred manipulator is Paw.

Hiver. The preferred manipulator is Grasper.

Vegan. The preferred manipulator is Tentacle.

K'kree. The preferred manipulator is the Hand.

Vargr. Rarely used. Vargr easily use human weapons. The preferred manipulator is the Hand.

Droyne. The preferred manipulator is the Hand.

Bwaps. The preferred manipulator is the Hand.

<Sophont>. The intended user is a specific Sophont, and various details are custom determined. For example, Plexxan (where Plexxan is a Sophont familiar to the characters, or otherwise described in available data bases).

By Manipulator

User may be specified by the manipulator it is crafted to fit: Hand, Graspers, Grippers, Paws, Sockets, Tentacles.

PORTABILITY

Portability is a measure of the ability of a weapon to be moved or carried.

(blank). The weapon has no modifications or effects based on Portability. If no Portability is specified, the weapon is intended to be a Personal weapon carried and used by one person.

Crewed. The weapon is commonly deployed and operated by a crew of two or more persons. A crew is necessary to carry the weapon and often its ammunition.

Semi-Portable. An alternative term for Crewed. Generally a large bulky weapon which can be carried by two or more persons, but once set up is rarely moved.

Fixed. The weapon is securely attached to an immovable base.

Portable (often Man-Portable). The weapon is designed to be operated by a user in BattleDress (or powered armor). This feature is dictated by the high recoil of the weapon, or by its mass.

Tank Mount. The weapon is mounted in a tank, armored fighting vehicle, or other vehicle (armored or not).

Turret. The weapon mounted in a standard turret on a starship or spacecraft.

WEAPON TECHNOLOGY LEVEL

The weapon Tech Level indicates the relative level of technological sophistication required for manufacture. Any world with the indicated Tech Level and appropriate machinery can produce this item.

QREBS

Any acquired weapon is ordinarily assumed to be QREBS=00000 (no effects under QREBS system).

If the Weapon Design System imposes any QREBS elements (for example, B=-2), that imposed element applies to the weapon.

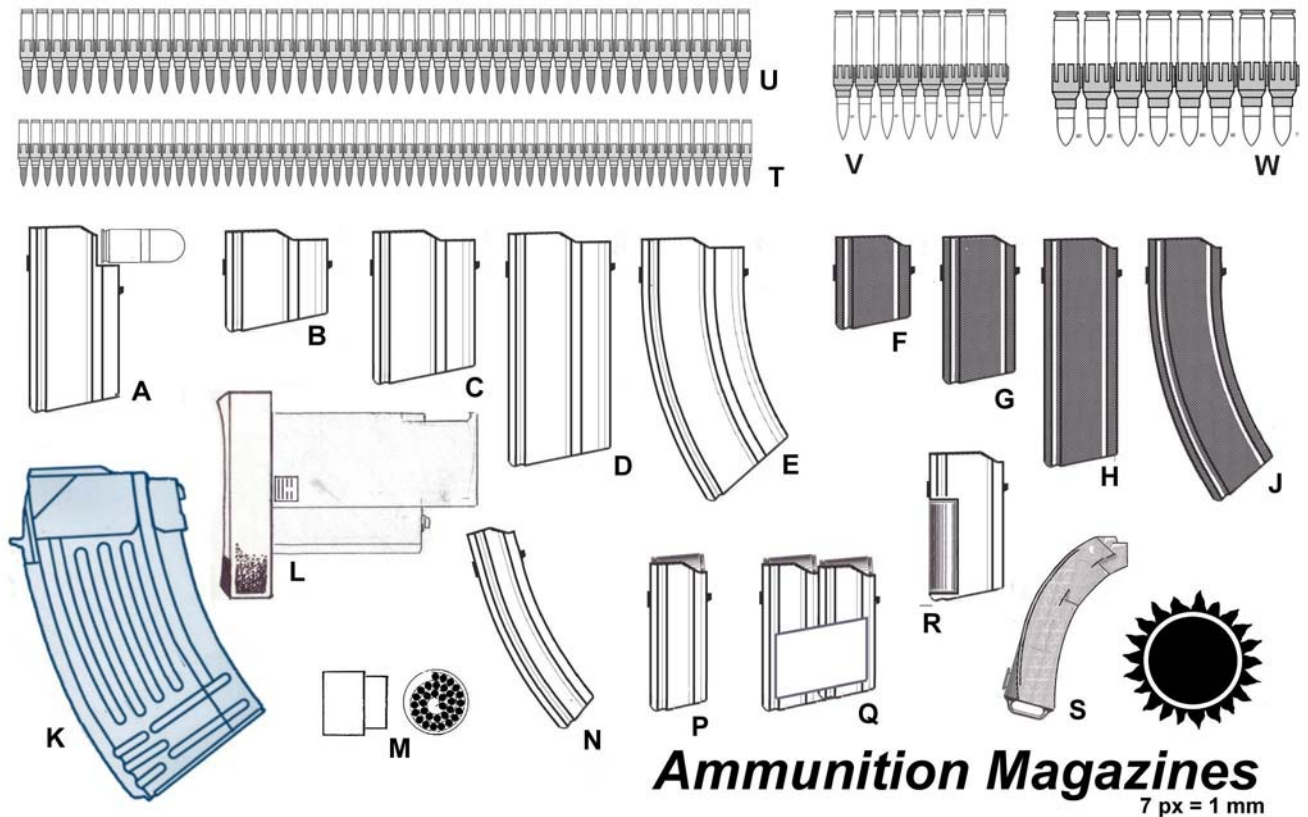
As Issued. A weapon with only the imposed QREBS elements is considered **As Issued**. It is typical of the weapon as used in service. Most weapons are in this state, and any reasonable character can research and determine this information.

Used. Any character may ask for a **Used** weapon instead. The Referee then evaluates the weapon under QREBS and records this information.

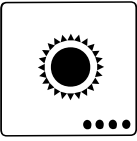
For example, a Eneri Dinsha has acquired a Prototype Vheavy Gauss Carbine with QREBS Burden -5. The other elements are all zero. In an attempt have a better weapon, he specifies it is Used. The Referee rolls for all five QREBS elements. -1 +2 -3 +4 -1. The +4 brings the existing Burden up to -1. The Used weapon becomes QREBS -1 +2 -3 -1 -1. Eneri is better served by looking for a better weapon.

AMMUNITION AND MAGAZINES

The creation or design of weapons assumes the creation of suitable ammunition and of magazines or cassettes that will feed munitions to the weapon. The weapon design does not delve into the process in that great a depth. This Ammunition Magazines Image provides some detail for various weapons.



Typical Magazines for Typical Weapons. A. 30mm Grenade Launcher Magazine (= 4 rounds). B. 8mm Battle Rifle Magazine (= 10 rounds). C. 8mm Battle Rifle Magazine (= 20 rounds). D. 8mm Battle Rifle Magazine (=30 rounds). E. 8mm Battle Rifle Magazine Variant (= 30 rounds). F. 6mm Assault Rifle Magazine (= 10 rounds). G. 6mm Assault Rifle Magazine (= 20 rounds). H. 6mm Assault Rifle Magazine (=30 rounds). J. 6mm Assault Rifle Magazine Variant (= 30 rounds). K. 25mm Recoilless Zero-G Vheavy Carbine Magazine (= 12 rounds). L. 5 mm Bullpup Cassette (= 200 rounds plus binary propellant reservoir). M. 4mm Revolver Magazine (removable) (= 32 round internal spiral). N. 9mm Sub Machinegun Magazine (= 30 rounds). P. 15mm Shotgun Magazine (= 6 rounds). Q. 15mm Shotgun Double Column Magazine (= 12 rounds). R. 6mm Gauss Gun Magazine (includes high output power cell and 100-round bullet reservoir). S. 3mm StapleGun Magazine (= 200 rounds). T. 6mm Machinegun Ammunition Belt. U. 8mm Machinegun Ammunition Belt. V. 13mm (the archaic .50 caliber) Machinegun Ammunition Belt. W. 20mm Heavy Machinegun Ammunition Belt.



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	Shotgun
Acid A	Anti-Flyer aF	Accelerator Ac	AF Missile aF	(blank)
EMP Emp	Anti-Tank aT	Assault A	AT Missile aT	Hunting H
Freeze C	Assault A	Battle B	Missile M	Assault A
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		





Weapon Design

As the weapon is designed insert the design values and details into this Fillform. Values may be inserted in any order as the design is considered: the ultimate requirement is that the values balance and properly reflect the charts and tables.

Weapons 2

BUILDING WEAPONS

This Fillform allows an interactive design process which ultimately produces a final weapon design.

Tech Level. Tech Level for a weapon is the minimum level required for manufacture.

WEAPONS MANUFACTURER

Manufacturer			
Surface or Orbital Factory?	TL	LL	

WEAPONS

Q R E B S

Chart	Item	Description	Model	TL	Range	Mass	Burden	H1 H2	D1 D2	H3	D3	KCr 000,	Cr ,000
3	Type												
3	SubType												
4	Descriptor												
5	Burden												
5	Stage												
6	Notes	Recoil=	Loud=										
		Flash=	Heat=										
		Vacc=	UW=										
		CQ=											
7	Options												
		Q	R	E	B	S							
5	User												
8	Controls												
5	Portability												
		QREBS=											
		Totals											

WEAPON DESCRIPTION

Model	LongName (Stage-Burden-Descriptor- <u>Type</u> -User-Portability- <u>TL</u>)
The basic information required to <u>describe</u> a weapon.	

Wx: WEAPON EXTENSION

Range	Cost	Mass	QREBS	Effects
Wx: R=	Cr	kg	B=	
The basic information required to <u>use</u> a weapon.				





Weapons

Select the Category and Type of Weapon from this Chart.

Weapons 3

WEAPONS TYPES

Weapons have eight distinct Categories (some with subordinate Types); there is occasional overlap:

Artillery	Destructive military weapons.	Includes Guns, Gatlings, Cannon, and AutoCannon.
Long Gun	Personal long arms typically used by soldiers.	Includes Rifles and Carbines.
Handgun	Firearms operated with one hand.	Includes Pistols and Revolvers.
Shotguns	Long arms firing shot pellets rather than single bullets.	
Machineguns	Military weapons firing multiple bullets in bursts.	
Projectors	Weapons which use non-traditional technologies.	
Designators	Devices which mark targets for attack by other weapons.	
Launchers	Devices which eject self-propelled projectiles.	Includes Launchers and Multi-Launchers.

CATEGORIES

Category	Code	Type	TL	Range	Mass	qreBs	H1	D1	Misc	Hits (v1)	Cr
Artillery	G	Gun	6	4	9	-1	*	2		2	5,000
	Ga	Gatling	7	4	40	-2	*	3		2	8,000
	C	Cannon	6	6	200	-4	*	4		2	10,000
	aC	Autocannon	8	6	300	-4	*	5		3	30,000
Long Guns	R	Rifle	5	5	4	0	Bullet	2	Not Bullet if Laser	2	500
	C	Carbine	5	4	3	1	Bullet	1	Not Bullet if Laser	1	400
Handguns	P	Pistol	5	2	1.1	0	Bullet	1	Not Bullet if Laser	1	150
	R	Revolver	4	2	1.25	0	Bullet	1	Not Bullet if Laser	1	100
Shotguns	S	Shotgun	4	2	4	0	Bullet	2		2	300
Machineguns	Mg	Machinegun	6	5	8	-1	Bullet	4		4	3,000
Projectors	Pj	Projector	9	0	1	0	*	1		1	300
Designators	D	Designator	7	5	10	-1	*	1		1	2,000
Launchers	L	Launcher	6	3	10	-1	*	1		0	1,000
	mL	Multi-Launcher	8	5	8	-1	*	1		0	3,000

* Hit Type is determined by other details of the weapon.

EFFECTS, ARMOR, AND DAMAGE

Code	Type	Effect	
A	Corrode	Armor	Hit
B	Bullet	Armor	Hit
C	Cut	Armor	Cut
D	Blast/Blow	Armor	Hit
E	EMP	EMCage	Fry
F	Frag	Armor	Hit
G	Gas	Sealed	Suff
H	Hot	Insulation	Heat
I	Infection	Sealed	Hit
J	Psi	PsiShield	Stun
K	Burn	Armor	Hit
L	Elec	Insulation	Hit
M	Magnetic		Stun
N	Bang	SoundProof	Deaf
O	Stench	Sealed	Stun
P	Pain	Armor+Sealed	Stun
Q	Cold	Insulation	Freeze
R	Rad	RadProof	Hit
S	Sound	SoundProof	Stun
T	Poison	Sealed	Hit
U	Flash	Flashproof	Blind
V	Vacc	Sealed	Suff
W	Wound	Armor	Hit
X	Pen	Armor	Hit
Y	Grav		Hit
Z	Tranq	Sealed	Stun

WEAPONS SKILLS AND CHARACTERISTICS

Based on Weapon Used:	Skill	Characteristic
Portable		BattleDress + Dexterity
Fixed, Tank Mount		Artillery + Intelligence
Laser, Fusion, Plasma		Beams + Dexterity
Gun, Gatling, Cannon, Autocannon		Artillery + Intelligence
Launcher		Launcher + Dexterity
Acid, Fire, Gas, or Stench		Sprays + C2
Shock, EMP, Rad, Flash		Exotics + C2
Freeze, Mag, Sonic, Grav		Exotics + C2
Psi Amp		Exotics + Psi
Edged Weapons		Blades + Strength
Hand-to-Hand, Martial Arts		Unarmed + Strength
Designator		Fwd Observer + Dexterity
Fires Bullets (and not otherwise assigned)		Slug Thrower + Dexterity

WEAPON RANGES

Range	Distance	Benchmark
0	contact	contact
1	Vshort	5 meters coin
2	Short	50 meters card
3	Medium	150 meters book
4	Long	500 meters suitcase
5	Vlong	1000 meters person
6	Distant	5 km truck (horizon typically here)
7	Vdistant	50 km tower
8	Orbital	500 km
9	Far Orbit	5000 km





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.





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
	UI	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.

	Code	Descriptor	TL	Range	Mass	qreBs	Calculate Portability		
							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





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.





Weapon Options

Weapons can be enhanced or varied by the addition of options by the user, or at the factory.

Weapons 7

INSTALLABLE WEAPONS OPTIONS

Code	Option Item	Effect	QREBS
a	Low Signature- Visual. Camouflaged	Mod -2 for Visual Detection.	-1 S
b	Low Signature Metal. Plastic Construction.	Mod -4 for Metal Detection.	-1 S
c	Quiet. Silenced.	Converts Loud to Quiet.	-1 E
d	Folding Stock. Collapsing Stock. Close Quarters.	Mod +2 for EOU in Close Quarters.	-2 R
e	Stable Platform. Gyroscopic. Shoulder Stock for Pistols.	Mod +2 to Hit.	-1 E
f	Flash Suppressor Visual.	Mod -4 Visual Detection in Darkness.	-1 B
g	Hot Environment Adapted. Insulated.	Mod +3 Reliability in Hot Environment.	-3 E
h	Corrosive Environment Adapted. Anti-Corrosion Coating.	Mod +3 Reliability in Corrosive Environment.	-3 E
i	Cold Environment Adapted. Insulated.	Mod +3 Reliability in Cold Environment.	-3 E
j	Amplification or Magnification Sights.	Increase Maximum Range +1.	-2 E
k			
l			
m			
n			
o	Locked to Key.	Usable only if in possession of Key..	-2 R
p	Locked To User.	Usable only by Current Identified User.	-2 R
q			
r-	Sight Input is []	V- Vision H-Sound	
s-	Sight Display Output is []	S-Smell T-Touch	
t-		A-Awareness P-Perception	
w			
x	Sensor Acquisition and Tracking of Target.	Specify Sensor. Used with Type: Guns only.	
y			
z			

For example, t(NFX) x(RGB) n is a sight mechanism that sees in IR and outputs on a screen or display in visual light. It includes a magnification element.

Selection of an Option requires applying the QREBS Mod shown as well.



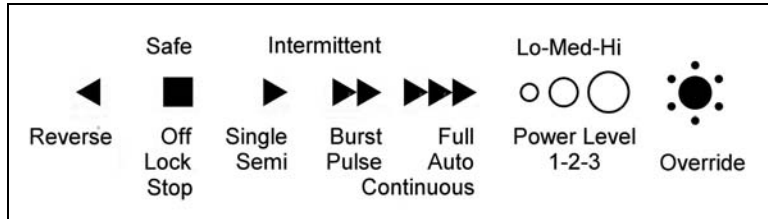


Weapon Controls

Weapons 8

The capabilities of weapons are reflected in their controls. These charts determine the controls to be expected on weapons.

WEAPON CONTROL MARKINGS



WEAPON CONTROL OPERATION

The following weapon controls are available.
Off. The weapon is inactive. This control is a safety. Manipulating it again turns the weapon on. A mishap is impossible if this control is Off.

Single. The weapon fires one shot per pull of the trigger.

Burst. The weapon fires three shots per pull of the trigger.

Full. The weapon fires shots until the trigger is released. For some weapons marked **, manufacturers call this “continuous” instead.

P1-P2-P3. The weapon has three settings for power level. The standard level is P1 and corresponds to 1D damage in each of the possible damage types for the weapon.

Power Level P2 corresponds to 2D damage; the user must roll Quality or less to avoid weapon malfunction.

Power Level P3 corresponds to 3D damage; the user must roll Quality or less TWICE to avoid weapon malfunction.

Override. The weapon has a battlefield override. If the weapon malfunctions, this control will force it to function, although damage may result.

Determining Controls

The Controls for a Weapon are the sum of the controls for Type and Descriptor.

For example, a Rifle has Off-Single. Adding Assault to Rifle adds Burst to become Off-Single-Burst.

Adding Laser to Rifle adds P1-P2-P3 to become Off-Single-Burst-P1-P2-P3.

Type	Off	Single	Burst	Full	P1-P2-P3	Override
Gun	Off	Single	-	-	-	Override
Gatling	Off	-	Burst	Full	-	Override
Cannon	Off	Single	-	-	-	Override
Autocannon	Off	-	Burst	Full	-	Override
Rifle or Carbine	Off	Single	-	-	-	-
Pistol or Revolver	Off	Single	-	-	-	-
Shotgun	Off	Single	-	-	-	-
Machinegun	Off	-	Burst	Full	-	-
Launcher	Off	Single	-	-	-	Override
MultiLauncher	Off	Single	Burst	-	-	Override
Designator	Off	-	-	Full	P1-P2-P3	Override
Projector	Off	Single	-	-	-	Override

Descriptor	Off	Single	Burst	Full	P1-P2-P3	Override
Accelerator	Off	-	Burst	-	P1-P2-P3	-
Acid	Off	-	-	-	-	-
AF or AT Missile	Off	-	-	-	-	-
Anti-Flyer	Off	-	Burst	Full	-	-
Anti-Tank	Off	-	-	-	-	-
Assault	Off	-	Burst	-	-	-
Battle	Off	-	-	-	-	-
Combat	Off	-	-	Full	-	-
Dart	Off	Single	-	-	P1-P2-P3	-
EMP	Off	-	-	-	P1-P2-P3	-
Fire	Off	-	-	-	P1-P2-P3	-
Flash	Off	-	-	-	P1-P2-P3	-
Freeze	Off	-	-	-	P1-P2-P3	-
Fusion	Off	-	-	-	-	-
Gauss	Off	-	Burst	-	-	-
Grav	Off	-	-	-	P1-P2-P3	-
Grenade	Off	Single	-	-	-	-
Hunting	Off	-	-	-	-	-
Laser	Off	-	Burst	-	P1-P2-P3	-
Mag	Off	-	-	-	P1-P2-P3	-
Missile	Off	Single	-	-	-	-
Plasma	Off	-	-	-	-	-
Poison Gas	Off	-	-	-	P1-P2-P3	-
Psi Amp	Off	-	-	-	P1-P2-P3	-
Rad	Off	-	-	-	P1-P2-P3	-
RAM Grenade	Off	-	-	-	-	-
Rocket	Off	-	-	-	-	-
Shock	Off	Single	-	**	P1-P2-P3	-
Sonic	Off	Single	-	**	P1-P2-P3	-
Splat	Off	-	-	-	-	-
Stench	Off	-	-	-	P1-P2-P3	-
Sub	Off	Single	Burst	Full	-	-
Survival	Off	-	-	-	-	-

** Called Continuous.





GunMaker

Most personal and military weapons can be created using this chart.

Weapons 9

Roll (or Pick)
Type, then
SubType-Descriptor-Burden-Stage
Add User
Calculate details,
Add Portability.

Weapon TL=
Sum of TL Mods shown.

	STAGE	BURDEN	
	0 Precision*	6	
	1 Remote*	1 Recoilless*	1
	2 Experimental	-2 VRF*	0
	3 Prototype	-1 Anti-Designator*	3
	4 Early	-1 Disposable	3
	5 Basic	0 Heavy	0
2D	6 <blank>	0 Light	0
	7 Standard	1 <blank>	0
	8 Modified	2 Medium*	0
	9 Improved	1 Snub	1
	10 Advanced	3 Vheavy	0
	11 Alternate	1 Vlight	1
	12 Obsolete	4 Body*	2
	13 Sniper*	1 Magnum*	1
	14 Target*	0	

	USER	
	2 <S1>	Socket
	3 Droyne	
	4 Vegan	Tentacle
	5 Vargr	Universal
	6 <blank>	
2D	7 Man	Hand
	8 <blank>	
	9 Aslan	Paw
	10 Hiver	Grasper
	11 K'kree	Gripper
	12 <S2>	

	DESCRIPTOR	SUBTYPE	TYPE
1D	1 Anti-Flyer	4 Gun	6
	2 Anti-Tank	0 Gun	6
	3 Assault	2 Gatling	7
	4 Fusion	8 Cannon	6
	5 Gauss	7 Cannon	6
	6 Plasma	6 AutoCannon	8
2D	2 <blank>	0 Carbine	5
	3 Accelerator	4 Carbine	5
	4 Assault	2 Carbine	5
	5 Battle	1 Rifle	5
	6 Combat	2 Rifle	5
	7 (Poison) Dart	1 Rifle	5
	8 Gauss	7 Rifle	5
	9 Hunting	0 Rifle	5
	10 Laser	5 Carbine	5
	11 Splat	2 Carbine	5
	12 Survival	0 Carbine	5
	1D	1 <blank>	0 Revolver
2 Accelerator		4 Pistol	5
3 Laser		5 Pistol	5
4 <blank>		0 Pistol	5
5 <blank>		0 Pistol	5
6 <blank>		5 Revolver	4
1D	1 <blank>	0	
	2 Assault	2	
	3 Hunting	0 Shotgun	4
	4 Hunting	0	
	5 Assault	2	
	6 <blank>	0	
1D	1 <blank>	0	
	2 Anti-Flyer	4	
	3 Assault	2	
	4 Sub	-1 Machinegun	4
	5 Sub	-1	
	6 <blank>	0	
1D	1 AT Missile	4 Launcher	6
	2 AF Missile	3 Launcher	6
	3 Grenade	1 Launcher	6
	4 RAM Grenade	1 Multi-Launcher	8
	5 Missile	2 Multi-Launcher	8
	6 Rocket	-1 Multi-Launcher	8
2D	2 Poison Gas	0	
	3 EMP or Rad	1	
	4 Fire	3	
	5 Flash	1 Projector	7
	6 Freeze	1	
	7 Grav or Laser	5	
	8 Mag	4	
	9 Psi Amp	4	
	10 Acid or Shock	0 Designator	9
	11 Sonic	3	
	12 Stench	3	





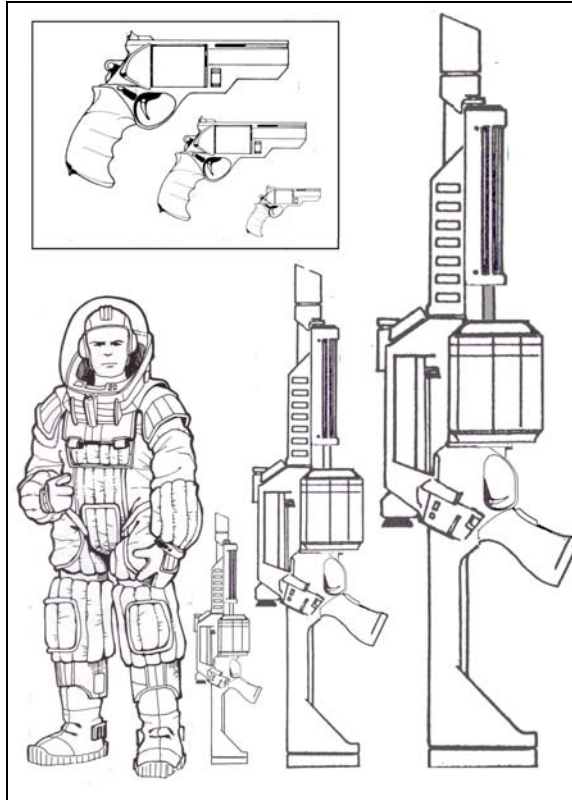
Big Weapons

Oversize and Titan armor require Oversize and Titan weapons.

Weapons 12

BIG WEAPONS

The majority of weapons are manufactured as Standard, and the weapon creation system produces Standard size weapons. Appropriate automated and CNC manufacturing systems allow the production of upsized weapons for Oversize and Titan Sophonts, Robots, and Armor. Upsized weapons can be produced for all Categories except Guns.



OVERSIZED WEAPONS

Oversize Weapons are pantographed to double Standard Size (dimensions x2; weight x 8).

- TL= +1
- R= +1 (max= 6)
- Cr= x2
- Dimensions x2
- Kg= x8
- Effects= x2

- Q= -2
- R= -2
- E= unchanged
- B= unchanged
- S= unchanged

TITAN WEAPONS

Titan Weapons are likewise pantographed to triple Standard Size (dimensions x3, weight x27).

- TL= +2
- R= +1 (max= 6)
- Cr= x3
- Dimensions x3
- Kg= x27
- Effects= x3

- Q= -3
- R= -3
- E= unchanged
- B= unchanged
- S= unchanged

Left to Right: Std MRAMmL-10, OS MRAMmL-11, Titan MRAMmL-12
Inset Top to Bottom: Std MRe-5, OS MRe-6, Titan MRe-7.

Three Versions of the MRAMmL-10

Std	MRAMmL-10	Medium RAM Grenade Multi-Launcher -10	R=6	Cr27000	10 kg	Blast -2	Frag -3
OS	MRAMmL-11	Medium RAM Grenade Multi-Launcher -11	R=6	Cr54000	80 kg	Blast -4	Frag -6
Titan	MRAMmL-12	Medium RAM Grenade Multi-Launcher -12	R=6	Cr81000	270 kg	Blast -6	Frag -9

USERS

Small users (Size =50 or so) are unable to handle most Standard weapons. They can use Category Pistols and Projectors and Designators under 2 kg. Small assumes the individual is less than 1 meter tall and less than 50 kg mass. C1 C2 C3 are probably created with 1D each.

Standard users (Size= 100 or so) can use most weapons depending on their personal characteristics. Standard assumes the individual is approximately 1.5 to 2 meters tall and less than 100 kg mass. C1 C2 C3 are probably created with 2D each.

Oversize users (Size = 200 or so) cannot use Standard Category Pistols. They can use most other weapons depending on their personal characteristics. Oversize assumes the individual is approximately 3 to 4 meters tall (possibly altered by a multi-legged horizontal stance) and masses 400 to 800 kg. C1 C2 C3 are probably created with 3D each.

Titan users (Size = 300 or so) cannot use Standard weapons; they must use Titan weapons. Titan assumes the individual is approximately 4 to 5 meters tall (possibly altered by a multi-legged horizontal stance) and masses 1 to 2 tons. C1 C2 C3 are probably created with 4D or 5D each.

Armor and Robots. Armor for sophonts and Humaniform or Sophontiform robots are produced in Standard (same size as the Sophont), Oversize (double size), and Titan (triple size).

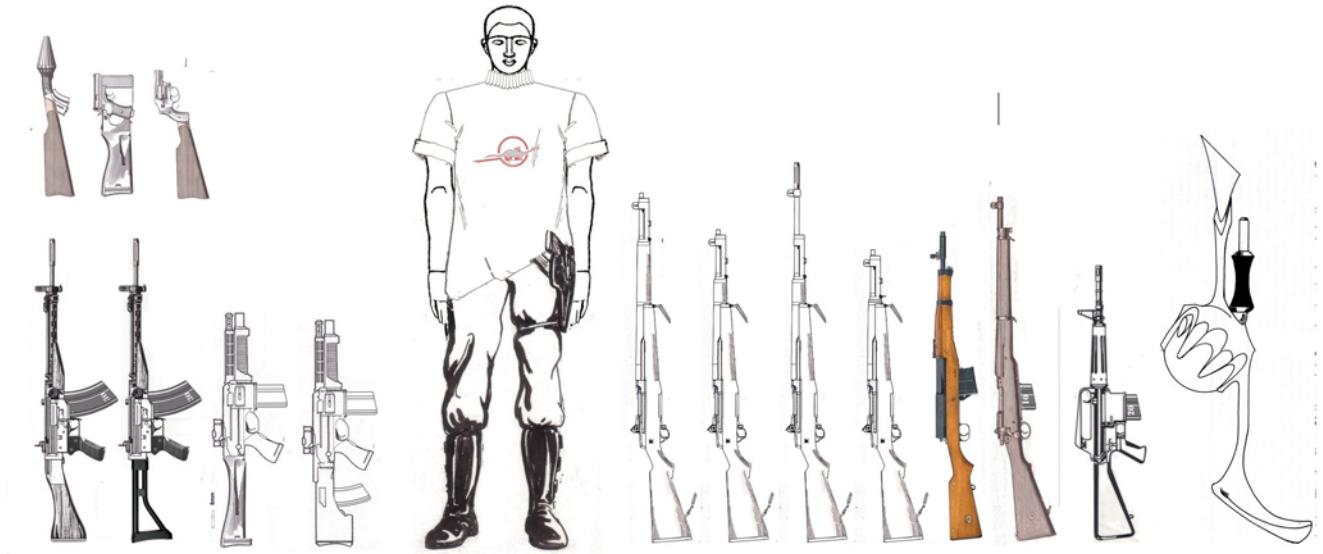
For example, an Oversize Humaniform Robot is twice the size (height) of a human. A Titan Battledress for a human is triple the size (height) of a human.



The Gun Catalog

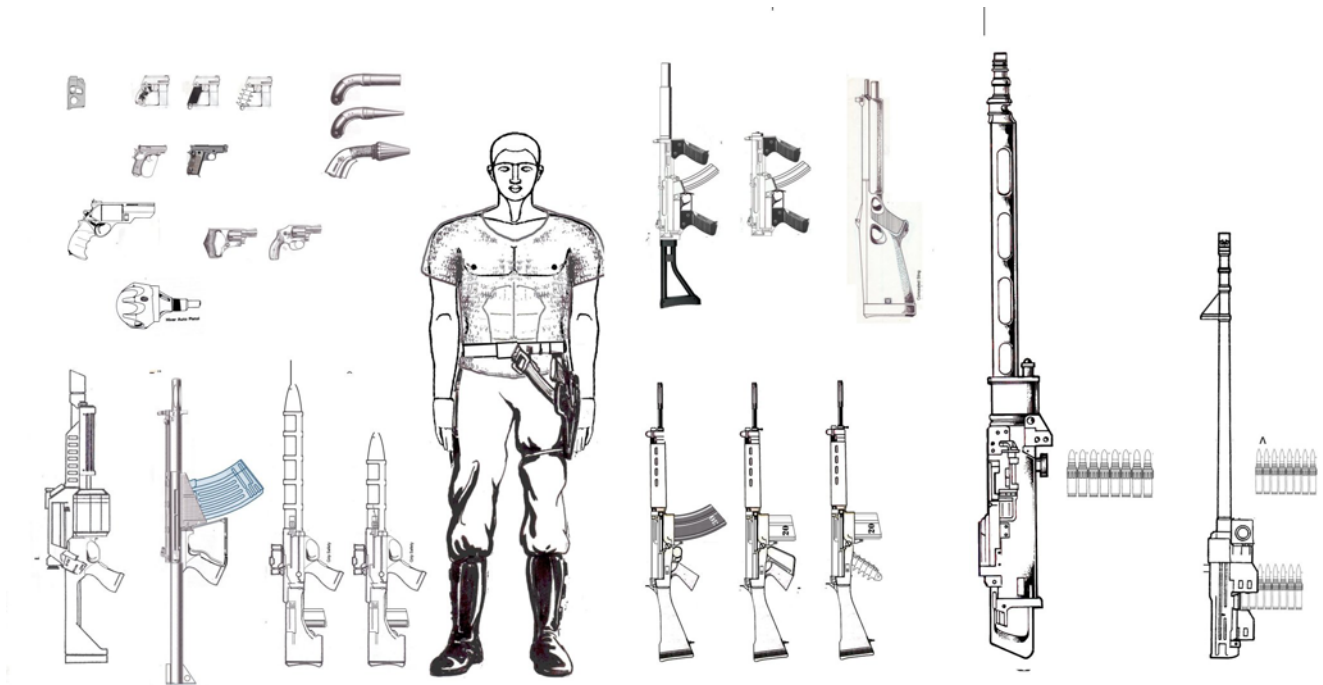
The following weapon examples demonstrate the output of the weapons generation system.

Armor 12



BR-6 Battle Rifle -6 R=5 Cr400 4 kg Bullet -3
ACR-10 Advanced Combat Rifle -10 R=3 Cr1300 2.8 kg Frag -4 Bullet -2
BR-5 Basic Rifle -5 R=5 Cr350 5.2 kg Bullet -2
SnR-6 Snub Rifle -6 R=2 Cr2500 2.8 kg Bullet -3
ScR-6 Sniper Rifle -6 R=6 Cr1000 4.4 kg Bullet -2
ER-4 Early Rifle -4 R=4 Cr600 6.8 kg Bullet -2
EBR-5 Early Battle Rifle -5 R=4 Cr480 6.8 kg Bullet -3
AltLtCRH-8 Alternate Light Combat Rifle Hiver -8 R=3 Cr1072.5 2.7 kg Frag -3 Bullet -2



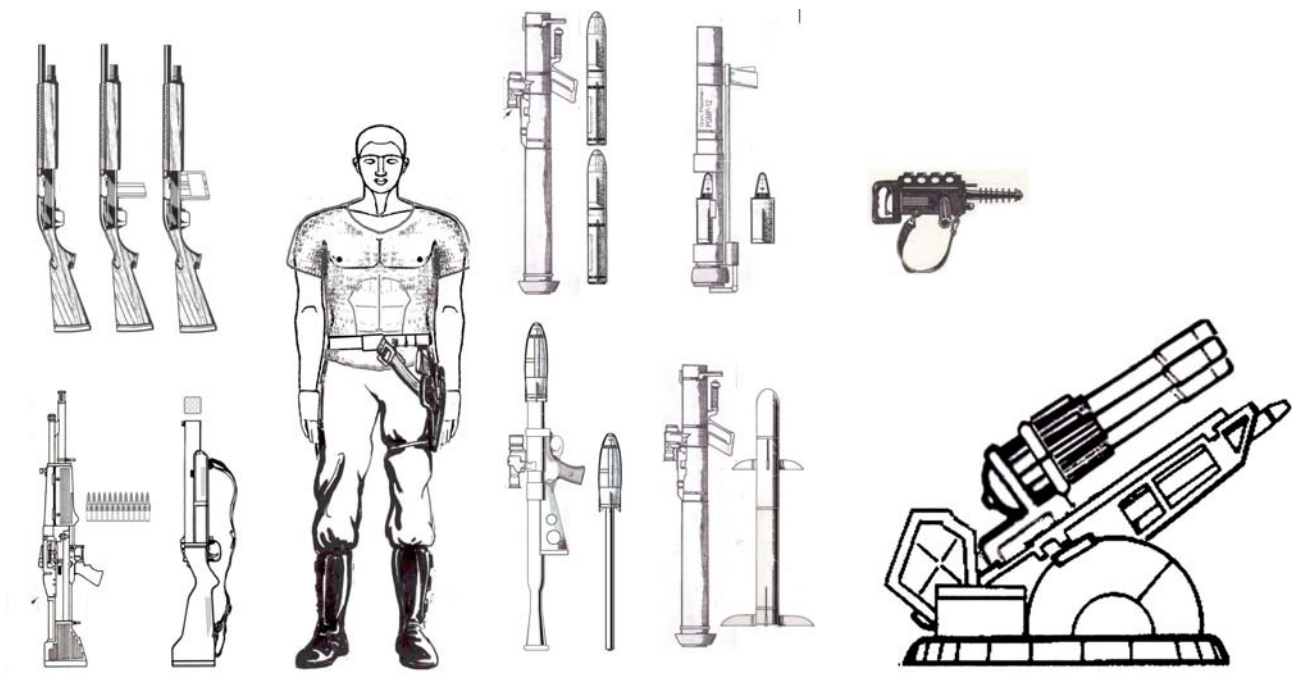


GmL-9 Grenade Multi-Launcher -9 R=4 Cr3000 8 kg Blast -2 Frag -3
 RCR-8 Recoilless Combat Rifle -8 R=2 Cr975 4.3 kg Frag -3 Bullet -2
 GR-12 Gauss Rifle -12 R=5 Cr1500 3.6 kg Bullet -4
 GC-12 Gauss Carbine -12 R=3 Cr1200 2.7 kg Bullet -3
 CR-7 Combat Rifle -7 R=3 Cr650 3.6 kg Frag -2 Bullet -2
 CR-7 Combat Rifle -7 R=3 Cr650 3.6 kg Frag -2 Bullet -2
 CR-7 Combat Rifle -7 R=3 Cr650 3.6 kg Frag -2 Bullet -2
 SMg-5 Sub Machinegun -5 R=2 Cr2700 2.4 kg Bullet -3

HAGaC-9 Heavy Assault Gatling Crewed -9 R=5 Cr13200 41 kg Bang -1 Blast -3 Pen-3
 BHMg-6 Basic Heavy Machinegun -6 R=6 Cr2310 13 kg Bullet -5

AltLtR-6 Alternate Light Rifle -6 R=5 Cr825 3 kg Bullet -3





HS-4 Hunting Shotgun -4 R=3 Cr360 3.6 kg Bullet -1 Frag -2

AS-6 Assault Shotgun -6 R=4 Cr450 3.2 kg Bang -1 Blast -2 Frag -2

ImAS-7 Improved Assault Shotgun -7 R=4 Cr495 3.2 kg Bang -1 Blast -3 Frag -2

SpC-7 Splat Carbine -7 R=4 Cr960 3.9 kg Bullet -2

LtMg-6 Light Machinegun -6 R=4 Cr4500 5.6 kg Bullet -3

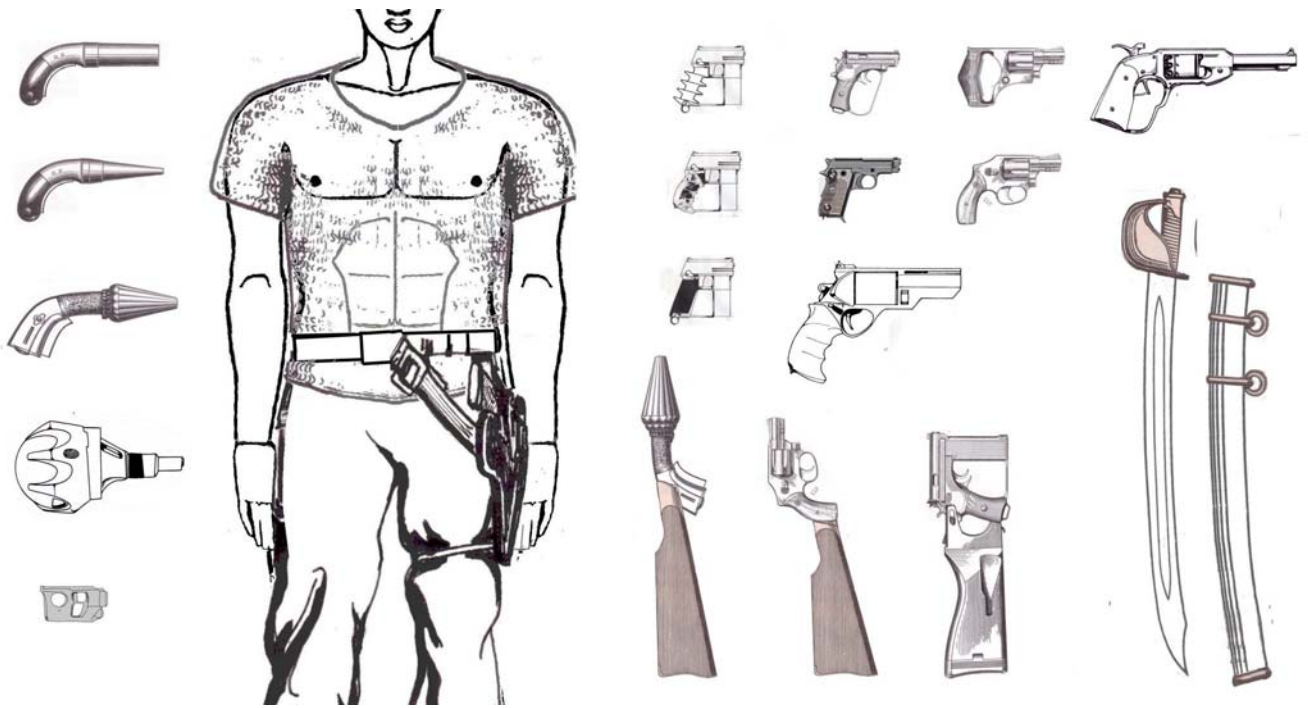
aTmL-11 AT Missile Multi-Launcher -11 R=4 Cr6000 10 kg Pen-3 Frag -3

LtRL-5 Light Rocket Launcher -5 R=4 Cr1500 16 kg Pen-2 Frag -2

XRPLC-12 Experimental Recoilless Plasma Launcher Crewed -12 R=1 Cr12000 48 kg Burn -3 Pen-5

ImVrfGaV-10 Improved VRF Gatling Tank Mount -10 R=5 Cr79200 560 kg Pen-5





EmpPj-10 EMP Projector -10 R=3 Cr1200 1 kg EMP -2
 FPj-10 Freeze Projector -10 R=3 Cr900 1 kg Cold -3
 FPj-8 Fire Projector -8 R=2 Cr600 0.9 kg Pen-1 Burn -2
 EmpPj-10 EMP Projector -10 R=3 Cr1200 1 kg EMP -2
 FPj-10 Flash Projector -10 R=2 Cr450 0.5 kg Flash -3
 MPj-11 Mag Projector -11 R=1 Cr4500 2 kg EMP -1 Magnetic -4
 PPj-9 Poison Gas Projector -9 R=4 Cr900 1 kg Poison -2 Gas -2
 FPj-10 Freeze Projector -10 R=3 Cr900 1 kg Cold -3
 FPj-10 Flash Projector -10 R=2 Cr450 0.5 kg Flash -3
 RPj-10 Rad Projector -10 R=4 Cr2400 1 kg Rad -2
 PPj-9 Poison Gas Projector -9 R=4 Cr900 1 kg Poison -2 Gas -2
 ShPj-9 Shock Projector -9 R=2 Cr600 0.5 kg Pain -2 Elec -2

MRe-5 Magnum Revolver -5 R=3 Cr100 1.3 kg Bullet -2

ASnRe-8 Advanced Snub Revolver -8 R=2 Cr1000 0.7 kg Bullet -4

ASnP-9 Advanced Snub Pistol -9 R=2 Cr1500 0.6 kg Bullet -4

EHGrPj-11 Early Heavy Grav Projector -11 R=1 Cr7920 6.6 kg Grav -5





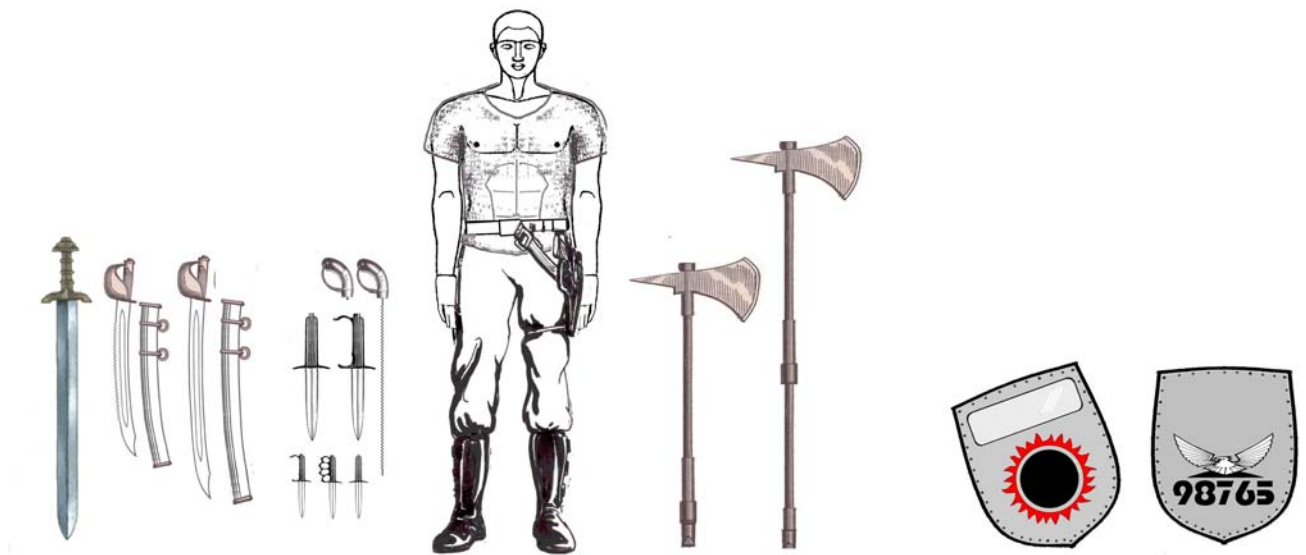
Blades

13
Blades

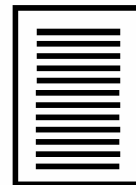
BLADE CATEGORIES AND TYPES

Category	Code	Descriptor	TL	Range	Mass	qreBs	H1	D1	H2	D2	Hits (v1)	Cr
Short Blades	K	Knife	1	R	0.5		Cuts	2			2D	50
	D	Dagger	2	R	0.5		Cuts	2			2D	50
	TK	Trench Knife	4	R	1		Cuts	2	Blow	1	2D	100
	BK	Big Knife	5	T	3		Cuts	2	Pen	=C1	2D	200
	GBK	Great Big Knife	6	1	6		Cuts	2	Pen	=C1	2D	900
Medium Blades	S	Sword	3	1	2		Cuts	2			2D	300
	sS	Short Sword	3	1	1	B= - 1	Cuts	2			2D	300
	bS	Broadsword	4	1	3		Cuts	3			3D	700
	C	Cutlass	3	1			Cuts	2			2D	200
	OC	Officers Cutlass	5	1			Cuts	2			2D	400
Long Blades	P	Spears. Pike	1	1		B= +3	Cuts	2			2D	50
Special Blades	Ax	Axe	2	T			Cuts	3			3D	60
	A	Space Axe	9	1			Cuts	2	Pen	=C1	2D	500
	V	Vibro-Blade	10	1			Cuts	2			2D	900
		Mace	2	1			Cuts	1	Blow	=C1	2D	100
		Club	1	1					Blow	=C1	1D	10

Category	Code	Descriptor	TL	Range	Mass	qreBs	H1	D1	H2	D2	Hits (v1)	Cr
Body Weapons	Fi	Fists		R			Blow	=C1			1D	
	Te	Tentacle		0			Hit	=C1	Suff	1	1D	
	Ho	Horns		R			Pen	=C1			2D	
	Tu	Tusks		R			Pen	=C1			2D	
	Fa	Fangs		R			Pen	=C1			2D	
	T	Teeth		R			Cuts	=C1			1D	
	Cl	Claws		R			Cuts	=C1			1D	
	H	Hooves		R			Blow	=C1			2D	
	Sp	Spikes		0			Pen	=C1			2D	
	St	Sting		R			Pen	=C1	Poison	2D	3D	



Left to Right. Broadsword-4. Star Marine Officer's Cutlass-5. Star Marine Cutlass-3. Big Knife-5. Big Knife Alternate-5. Knife Alternate-1. Trench Knife-4. Knife-1. Vibro-Blade-10 (off). Vibro-Blade-10 (on; blade extended). Typical Human. Space Ax-9. Space Ax-9 Extended. Shield with Transparent Panel. Shield.



The Armory

A continuing enterprise among adventurers is seeking out new weapons to help them in their quests.

Weapons are found in a wide variety of locations: gun shops, military surplus auctions, factories, even abandoned bases and old battlefields.

ACQUIRING WEAPONS

Weapons are acquired in the course of adventures. While the simplest course of action would seem to be simply buying specific items,

Weapons Shops. The simplest and easiest source of weapons is a Weapons Shop. Regrettably, its selection is usually restricted to Pistols and Rifles.

The Armory. Each military unit maintains an armory in which its weapons are securely stored. An Armory has weapons suitable to the military unit's mission.

Caches. Weapons are occasionally stored in clandestine caches, in reserve for future use, or to avoid capture by enemy forces. Caches are fortuitously discovered or encountered by explorers.

Property Disposal Yards. Excess weapons are sent to property disposal yards for recycling. Useful weapons can sometimes be purchased as surplus.

The Factory. Weapons are often produced in quantity at local manufacturing facilities.

Mustering Out Benefits. Some characters acquire one or more weapons when they Muster Out.

TYPICAL WEAPONS AVAILABILITY

Weapons Shop	10 different Rifle 10 different Pistol 3 different Shotgun
Armory	10 identical Rifle 5 identical Pistol 2 different Guns 2 different Projectors 1 Launcher
Cache	10 identical Rifles 5 identical Pistols 2 different Remote Weapons 1 Designator 1 Launcher
Property Disposal	10 different Obsolete Weapons 5 different Prototype Weapons 2 different Experimental Weapons 5 random weapons
Factory	4 different examples of a Weapon (all are As Issued)
Network Search	3 different examples of a Weapon (all are Used)
Muster Out	1 Player-Crafted Weapon

FOR EXAMPLE

Eneri Dinsha, with his friends, are looking for some firepower for their 5-person crew.

Astrogator Aia Resteff is an ex-Marine and takes them to the Star Marine Property Disposal Yard, where she talks her way in. Browsing in the ordnance area, they find several weapons in crates. The Referee creates some weapons for them. He rolls:

Category 1D = 3. Pistols.		
Type 1D = 6 Revolvers.	Re	TL 5
Descriptor 1D = 5 (blank)		TL 0
Burden 2D = 8 Magnum	M	TL 1
Stage 2D = 8 Modified.	Mod	TL 2
	ModMRe	8

"Here's a crate of ModMRe-8's. Wow. This is the Imperial model with the dark satin finish!"

Category 1D = 2. Guns.		
Type 1D = 1 Gun.	G	TL 6
Descriptor 1D = 5 Gauss.	G	TL 7
Burden 2D = 4 Disposable.	D	TL 3
Stage 2D = 3 Prototype	P	TL -1
	PDGG	15

"Look at this! PDGG-15, Prototype Disposable Gauss Guns-15. I've never even heard of these before.

Category 1D = Projectors		
Type 1D = Projector	Pj	TL 7
Descriptor 2D = 10 Psionic Amp	Psi	TL 4
Burden 2D = 5 Heavy	H	TL 0
Stage 2D = 6 (blank)		TL 0
	HPsiPj	11

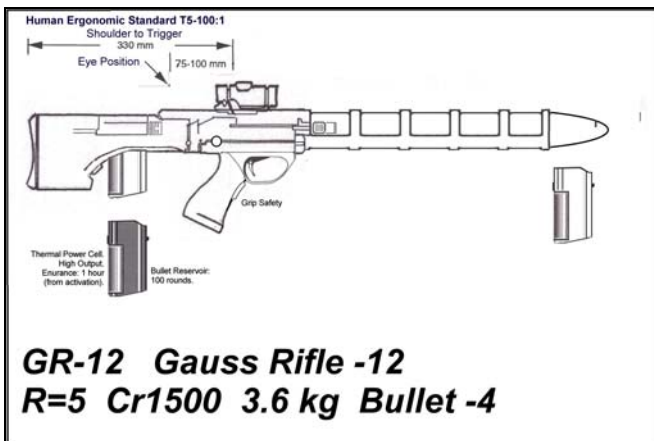
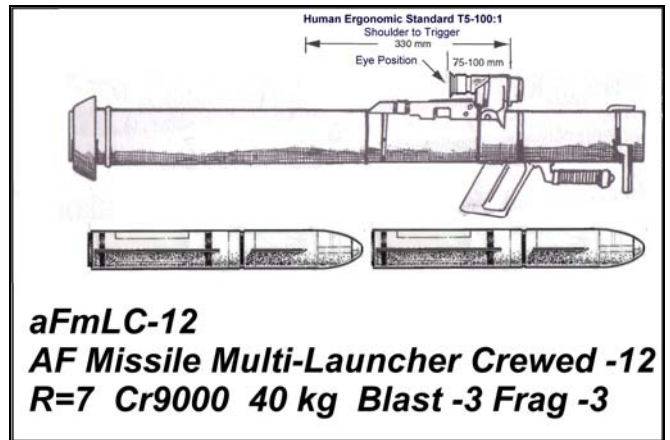
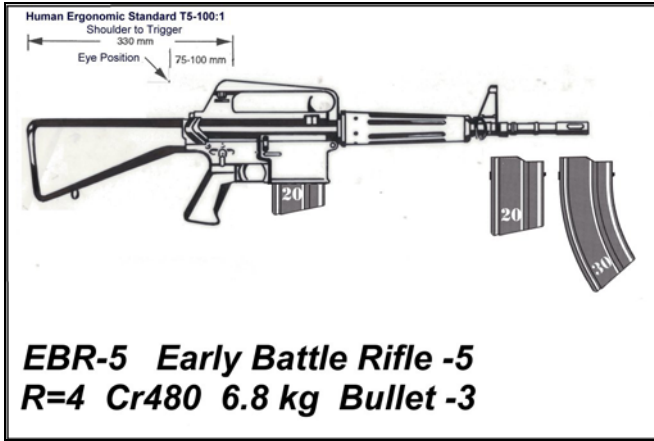
"Aren't these illegal? HPsiPj-11, Heavy Psionic Amplifier Projector-11. This makes my skin crawl. Ugh!"

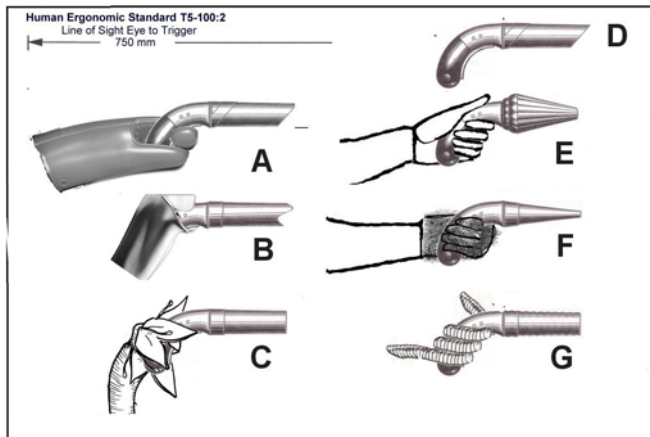
"No, look, the manual is in Zhodani. These look like battlefield captures, and then they were sent here. How far is a gdash? About a kilometer? These babies can reach reach us in orbit! No, that can't be right. That's a gdint. OK. Now I see. They can only reach to the horizon."

Category 1D = 1 Guns.		
Type 1D = 2 Gun.	G	TL 6
Descriptor 2D = 6 Plasma	P	TL 6
Burden 2D = 7 (blank)		TL 0
Stage 2D = 6 (blank)		TL 0
	PG	12

(referee looks further, knowing that Plasma Guns need a portability code = MP).

What's in here? Plasma Gun Man Portable-12. These are still new in the crate. See if there are any BattleDress crates. How are we going to get all of this stuff back to the ship?





An Assortment of Projacs. A. LtEmpPj-10 Light EMP Projector -10 R=2 (held by Gripper). B. LtPsiPj-13 Light Psi Amp Projector -13 R=4 (held by Socket). C. LtSPj-12 Light Stench Projector -12 R=1 (held by Hiver Grasper). D. LtPPj-9 Light Poison Gas Projector -9 R=3 (showing universal grip with grab-trigger). E. LtShPj-9 Light Shock Projector -9 R=1 (held by Hand). F. LtRPj-10 Light Rad Projector -10 R=3 (held by Paw). G. AltLtSPj-13 Alternate Light Stench Projector -13 R=2 (held by Tentacle).