



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.

