

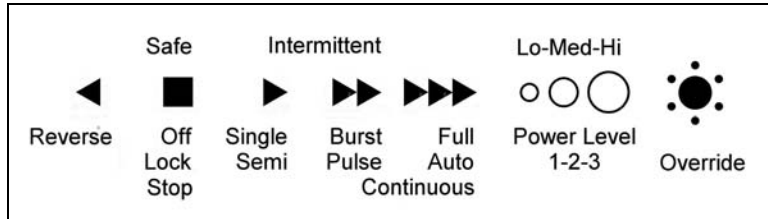


Weapon Controls

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

Weapons 8

WEAPON CONTROL MARKINGS



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.

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.

