

Weapon Key

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type	Usually pistol, rifle, SGN (shotgun), SMG (submachine gun), MG (machine gun) ... besides helping to identify the weapon, this is used in the range mod calculations.
name	Name of weapon
Str	The Strength Minimum. In our latest versions, a listing with an asterisk (as in "Str 10*") refers to a weapon where the recoil Strength Minimum is the larger number; for other weapons (without the asterisk) it's the suspension Strength Minimum
OCV	The OCV bonus. Remember, for most handheld 'real' weapons, you don't get this bonus when firing full auto. Values of 0 and +1 cover 99% of the world's firearms; there are a few -1s and +2s.
RMod	The Range Modifier, in game inches (2 meter hexes, that is).
sights	Type of sights on the weapon.
ROF	The rate of fire, in "shots per character phase"
capacity	If multiple values are given, the first one is the one used to figure the mass of the weapon.
ttl	The aforementioned barrel length, in centimeters. Note there are a lot of technical differences in how various kinds of firearms measure their barrel length. Let's leave it at that for now.
mass	The mass of the weapon. Loaded, I think; I would have to take a look at the research materials. This is used in recoil calculations, etc.
action	The kind of mechanism involved
Sp	The Speed class of the attack (compared to the Speed class of the target's armor)
Pc	The Piercing value of the attack (normally subtracted from the target's defenses)
damage	What it says. Multiple damage groups are usually notated "4x1d6" or something like that
Stun	The Stun modifier
ammunition	The type of ammo used; specifically, the type of ammo for which the Strength Minimum, Speed, Piercing, Damage, and Stun are calculated.
size	The Size value of the weapon, for use with the Concealment rules.

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