

## **Weapon Options**

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

## INSTALLABLE WEAPONS OPTIONS

Option Item		Effect	QREB
Low Signature- Visual. Camouflaged		Mod -2 for Visual Detection.	-1 S
Low Signature Metal. Plastic Construction.		Mod -4 for Metal Detection.	-1 S
Quiet. Silenced.		Converts Loud to Quiet.	-1 E
Folding Stock. Collapsing Stock. Close Quarters.		Mod +2 for EOU in Close Quarters.	-2 R
Stable Platform. Gyroscopic. Shoulder Stock for Pistols.		Mod +2 to Hit.	-1 E
Flash Suppressor Visual.		Mod -4 Visual Detection in Darknes	s1 B
Hot Environment Adapted. Insulated.		Mod +3 Reliability in Hot Environme	ent3 E
Hot Environment Adapted. Insulated. Mc Corrosive Environment Adapted. Anti-Corrosion Coating. Mc		Mod +3 Reliability in Corrosive Env	ironment3 E
Cold Environment Adapted. Insulated.		Mod +3 Reliability in Cold Environm	nent3 E
Amplification or Magnification Sights.		Increase Maximum Range +1.	
Locked to Key.		Usable only if in possession of Key	2 R
Locked To User.		Usable only by Current Identified U	ser2 R
Sight Input is [ ]	V- Vision		
Sight Display Output is [ ]	S-Smell		
	A-Awareness		
	P-Perception		
Sensor Acquisition and Tracking of	I arget.	Specify Sensor. Used with Type: G	uns only.
	Low Signature Metal. Plastic Const Quiet. Silenced. Folding Stock. Collapsing Stock. Cl Stable Platform. Gyroscopic. Shoul Flash Suppressor Visual. Hot Environment Adapted. Insulate Corrosive Environment Adapted. Insulat Cold Environment Adapted. Insulat Amplification or Magnification Sight Locked to Key. Locked to Key. Sight Input is [ ] Sight Display Output is [ ]	Low Signature- Visual. Camouflaged Low Signature Metal. Plastic Construction. Quiet. Silenced. Folding Stock. Collapsing Stock. Close Quarters. Stable Platform. Gyroscopic. Shoulder Stock for Pistols. Flash Suppressor Visual. Hot Environment Adapted. Insulated. Corrosive Environment Adapted. Anti-Corrosion Coating. Cold Environment Adapted. Insulated. Amplification or Magnification Sights. Locked to Key. Locked to Key. Locked To User. Sight Input is [ ] Sight Display Output is [ ]	Low Signature- Visual. Camouflaged Mod -2 for Visual Detection.   Low Signature Metal. Plastic Construction. Mod -4 for Metal Detection.   Quiet. Silenced. Converts Loud to Quiet.   Folding Stock. Collapsing Stock. Close Quarters. Mod +2 for EOU in Close Quarters.   Stable Platform. Gyroscopic. Shoulder Stock for Pistols. Mod +2 to Hit.   Flash Suppressor Visual. Mod -4 Visual Detection in Darkness   Hot Environment Adapted. Insulated. Mod +3 Reliability in Hot Environme   Corrosive Environment Adapted. Insulated. Mod +3 Reliability in Cold Environm   Cold Environment Adapted. Insulated. Mod +3 Reliability in Cold Environm   Amplification or Magnification Sights. Increase Maximum Range +1.   Locked to Key. Usable only if in possession of Key   Locked To User. Usable only by Current Identified U   Sight Input is [ ] V- Vision   IT-Touch A-Awareness   P-Perception P-Perception

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.



