

Elefirn Weapons

Powered by technology given to them by the [Kuvexians](#), the [Elefirn](#) are capable of creating and using specific weapons made for their species, their [Elefirn Power Armor](#), and [Elefirn Ships](#).

Handheld Weaponry

The handheld weapons of the Elefirn are as follows (they may be added to hardpoints of the Elefirn Power Armor):

Weapon	Description	DR
Pistol	Easy to hold in one hand, this weapon is magazine-fed and coil-operated.	1
Assault Rifle	A semi-automatic weapon that accepts detachable magazines.	2
Machine Gun	Capable of sustained rapid-fire, this weapon is often mounted on the ground.	2
Aether Rifle	This rifle is capable of making a single or rapid-fired phased beam that can be set to stun.	4
Aether Saber	This is a blade-shaped projection of aether that is a meter long.	5

Power Armor

See [Elefirn Power Armor](#).

Ship-based Weaponry

Weapon	Description	DR
Anti-Starship Gun Turrets	Point defense for a ship, they work efficiently when a target is close, but are not as powerful as other ship-based weaponry.	10
Plasma Array	Plasma is shot out from the ship's fuel reserves at a high velocity at enemies from this weapon.	11
Accelerator Cannons	Antimatter rail guns that shoot out at high velocity, not to be used in atmosphere.	12
Anti-Starship Torpedoes	Capable of incredibly high speeds to seek and destroy targets, these torpedoes are able to work as anti-matter or anti-shield.	13
Missile Pods	Maneuverable and able to work as anti-shield and anti-matter effectively, the missiles on board Elefirn ships are powerful weapons.	14
Particle Cannons	Magnetic and subspace acceleration move the particles that are gathered in a siphon after they are fed through an accelerator.	15

OOO Notes

Approved in [this](#) thread by [Wes](#)

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