Weapon Template

This template is used to provide a guideline structure for articles about a type of weapon.

Articles created using the template may add on new sections as needed or remove sections when they are not applicable, both on an individual basis. Additionally, the header levels, indicated by the equal signs (=) may also be adjusted as needed to provide more or less room for detail. Portions given pullet points (*) can also be made into their own headers if necessary.

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====== Weapon Name (this line becomes the page title) ======

(Brief Overview Sentences: Include Manufacturer, Years Produced, Current
Users)

===== About the (Insert Weapon Name Here) =====

(The In Character Reason For Designing The Weapon.)

===== History =====

(The history of the weapon is here, who designed it and why as well as notable
times that it's been used.)

==== Nomenclature Information ====

  * Year Created: (YE it was created)
  * Designer: (Person(s), Group or Company, etc Responsible For Weapon's
Design)
  * Manufacturer: (Person(s), Group or Company, etc Responsible For Weapon's
Manufacture)
  * Name:  (Insert Weapon Name)
  * Nomenclature:
[[international:standard_product_nomenclature_system|Nomenclature System Found
Here]]
  * Type: (Type Of Weapon, ie; Plasma, Gauss, Chemical Projectile Propulsion
etc)
  * Role: (Role Of Weapon, ie; Assault Rifle, Squad Support Weapon, Anti-Armor
Rocket Launcher, ect)
  * Length: (may also include width and height if appropriate)
  * Weight: (in both imperial and metric, ie pounds and kilograms)
  * Production: (Prototype, Limited Production, Mass Production)

==== Appearance ====

(ART IS STRONGLY RECOMMENDED: A TEXTUAL DESCRIPTION IS ALSO REQUIRED)
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==== Discharge Information ====

  * Muzzle Flash: (Describe the visible light that comes from the end of the weapon as it discharges. Include the shape of the muzzle flash as well as size and color)
  * Retort: (Optional: describe the sound of the weapon firing)
  * Projectile/Beam Appearance: (Optional: if applicable only. What does the projectile or beam fired out of the weapon look like? What is its color, if applicable? What is the projectile's visibility? Brightness?)
  * Effective Range: (maximum range at which usage is practical)
  * Rate of Fire: (in rounds per second or rounds per minute)
  * Recoil: (degree and pattern of weapon movement upon firing)

==== Ammunition (Or 'Energy Source' if applicable) ====

  * Ammunition:(Ammunition __MUST__ Be Linked As Separate Article)
  * [[guide:damage_rating_v3|Purpose]]: (Damage Rating here - Tier XX, Heavy/Medium/Light Anti-Personnel/Armor/Mecha/Starship/Capital Ship)
  * Round Capacity: (Ammunition/Charges Carried Per Battery/Capacitor/Magazine/Shots or Time to Overheat + Cooldown Time)

(Optional: Chart is for multiple ammunition types or firing modes)
^ (Insert Ammo Name/Weapon Name for Firing Modes) Damage Quickchart ^^
^ (Type/Mode) ^ Purpose ^

(Optional: Give a brief summary of the ammunition describing what it is and what it is capable of doing to targets)

==== Weapon Mechanisms ====

  * Firing Mechanism:(How does the weapon operate and cycle so that it fires? How does it proceed to fire the next round after the first? Pump action, recoil operation, gas operation, capacitor/battery recharging the apparatus?)
  * Loading:(How is the weapon loaded with ammunition/powered up/recharged?)
  * Mode Selector:(How is the safety and fire mode selector operated?)
  * Firing Modes:(Describe the firing modes available to the weapon)
  * Safety Mechanism: (Optional: If separate from firing mode selector only)
  * Weapon Sight:(How is the weapon aimed? Describe the sighting apparatus used to properly aim the weapon and its operation.)
  * Attachment Hard Points:(Optional:Is there an inbuilt method of attaching additional tools and equipment? If so, what type of system? How many, and where?)

===== Other =====

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==== Pricing ====

  * (Insert Weapon Name): (Insert Price in KS, DA, etc)

=== Replaceable Parts and Components ===

  * (Insert Weapon Part/Component Name): (Insert Price in KS, DA, etc)

=== Optional Attachments ===

  * (Insert Attachment Name): (Insert Price in KS, DA, etc)

=== Ammunition ===

^ (Insert Ammo Name) Price Quickchart ^^
^ Type ^ Price (100 Round Box) ^
|  |  |
|  |  |
|  |  |

===== OOC Notes =====
Put author information and art credits here.
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For a list of other templates, see: Templates

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