Weapon Design

As the weapon is designed insert the design values and details into this Fillform. Values may be inserted in any order as the design is considered: the ultimate requirement is that the values balance and properly reflect the charts and tables.

Weapons 2

BUILDING WEAPONS

This Fillform allows an interactive design process which ultimately produces a final weapon design.

Tech Level. Tech Level for a weapon is the minimum level required for manufacture.

WEAPONS MANUFACTURER

Manufacturer			
Surface or Orbital Factory?		TL	LL

WEAPONS

Chart	Item	Description	Q R E B S	Model	TL	Range	Mass	Burden	H1 H2	D1 D2	H3	D3	KCr 000,	Cr ,000
3	Type													
3	SubType													
4	Descriptor													
5	Burden													
5	Stage													
6	Notes	Recoil= Loud=												
		Flash= Heat=												
		Vacc= UW=												
		CQ=												
7	Options													
			Q R E B S											
5	User													
8	Controls													
5	Portability													
	QREBS=													
	Totals													

WEAPON DESCRIPTION

Model	LongName (Stage-Burden-Descriptor-Type-User-Portability-TL)

The basic information required to describe a weapon.

Wx: WEAPON EXTENSION

	Range	Cost	Mass	QREBS	Effects
Wx:	R=	Cr	kg	B=	

The basic information required to use a weapon.