



# GunMaker

Most personal and military weapons can be created using this chart.

# Weapons 9

Roll (or Pick)  
Type, then  
SubType-Descriptor-Burden-Stage  
Add User  
Calculate details,  
Add Portability.

Weapon TL=  
Sum of TL Mods shown.

	STAGE	BURDEN	
	0 Precision*	6	
	1 Remote*	1 Recoilless*	1
	2 Experimental	-2 VRF*	0
	3 Prototype	-1 Anti-Designator*	3
	4 Early	-1 Disposable	3
	5 Basic	0 Heavy	0
<b>2D</b>	6 <blank>	0 Light	0
	7 Standard	1 <blank>	0
	8 Modified	2 Medium*	0
	9 Improved	1 Snub	1
	10 Advanced	3 Vheavy	0
	11 Alternate	1 Vlight	1
	12 Obsolete	4 Body*	2
	13 Sniper*	1 Magnum*	1
	14 Target*	0	

	USER	
	2 <S1>	Socket
	3 Droyne	
	4 Vegan	Tentacle
	5 Vargr	Universal
	6 <blank>	
<b>2D</b>	7 Man	Hand
	8 <blank>	
	9 Aslan	Paw
	10 Hiver	Grasper
	11 K'kree	Gripper
	12 <S2>	

	DESCRIPTOR	SUBTYPE	TYPE
<b>1D</b>	1 Anti-Flyer	4 Gun	6
	2 Anti-Tank	0 Gun	6
	3 Assault	2 Gatling	7
	4 Fusion	8 Cannon	6
	5 Gauss	7 Cannon	6
	6 Plasma	6 AutoCannon	8
<b>2D</b>	2 <blank>	0 Carbine	5
	3 Accelerator	4 Carbine	5
	4 Assault	2 Carbine	5
	5 Battle	1 Rifle	5
	6 Combat	2 Rifle	5
	7 (Poison) Dart	1 Rifle	5
	8 Gauss	7 Rifle	5
	9 Hunting	0 Rifle	5
	10 Laser	5 Carbine	5
	11 Splat	2 Carbine	5
	12 Survival	0 Carbine	5
	<b>1D</b>	1 <blank>	0 Revolver
2 Accelerator		4 Pistol	5
3 Laser		5 Pistol	5
4 <blank>		0 Pistol	5
5 <blank>		0 Pistol	5
6 <blank>		5 Revolver	4
<b>1D</b>	1 <blank>	0	
	2 Assault	2	
	3 Hunting	0 Shotgun	4
	4 Hunting	0	
	5 Assault	2	
	6 <blank>	0	
<b>1D</b>	1 <blank>	0	
	2 Anti-Flyer	4	
	3 Assault	2	
	4 Sub	-1 Machinegun	4
	5 Sub	-1	
	6 <blank>	0	
<b>1D</b>	1 AT Missile	4 Launcher	6
	2 AF Missile	3 Launcher	6
	3 Grenade	1 Launcher	6
	4 RAM Grenade	1 Multi-Launcher	8
	5 Missile	2 Multi-Launcher	8
	6 Rocket	-1 Multi-Launcher	8
<b>2D</b>	2 Poison Gas	0	
	3 EMP or Rad	1	
	4 Fire	3	
	5 Flash	1 Projector	7
	6 Freeze	1	
	7 Grav or Laser	5	
	8 Mag	4	
	9 Psi Amp	4	
	10 Acid or Shock	0 Designator	9
	11 Sonic	3	
	12 Stench	3	

