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	Gun	G	6	**4**	9	-1	*	2			5	
3	SubType												
4	Descriptor	Plasma	P	5	4	x2.5		Pen	3	Burn	3	x2	
5	Burden												
5	Stage												
6	Notes	Recoil= Hi Loud= Vloud											
		Flash= Bright Heat= Hot											
		Vacc= UW= No											
		CQ= -3											
7	Options												
			Q R E B S										
5	User	Man											
8	Controls	Off-Single-Override											
5	Portability	Portable			+1		+2						
	Totals			11	5	22	-1	Pen	5	Burn	3	10,000	

WEAPON DESCRIPTION

Model	LongName (Stage-Burden-Descriptor-Type-User-Portability-TL)
PGMP-11	Plasma Gun Man Portable- 11

The basic information required to describe a weapon.

Wx: WEAPON EXTENSION

	Range	Cost	Mass	QREBS	Effects
Wx:	R=5	Cr10,000	22.5 kg	B= -3	Pen-5 Burn-3

The basic information required to use a weapon.