



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

		Q R E B S					Model	TL	Range	Mass	Burden	H1 H2	D1 D2	H3	D3	KCr 000,	Cr ,000
Chart	Item	Description															
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- <u>Type</u> -User-Portability- <u>TL</u>)
The basic information required to <u>describe</u> a weapon.	

Wx: WEAPON EXTENSION

Range	Cost	Mass	QREBS	Effects
Wx: R=	Cr	kg	B=	
The basic information required to <u>use</u> a weapon.				

