



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	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 <u>describe</u> 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 <u>use</u> a weapon.					

