

Description

Large empty rectangular box for the weapon's description.

Fumble Range

Small empty rectangular box for the fumble range.

ASSAULT BLASTER

2 Hand Energy Weapon

Power Cells



Empty rectangular box for the power cell count.

Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

Modifications

Large empty rectangular box for listing modifications.

Range

Point Blank Short Medium Long Range

+15 +0 -30 -90

Four empty rectangular boxes corresponding to the range categories.

Mass

Empty rectangular box for the mass value.

Cost

Empty rectangular box for the cost value.



Description

Fumble Range

ASSAULT DISRUPTOR

2 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

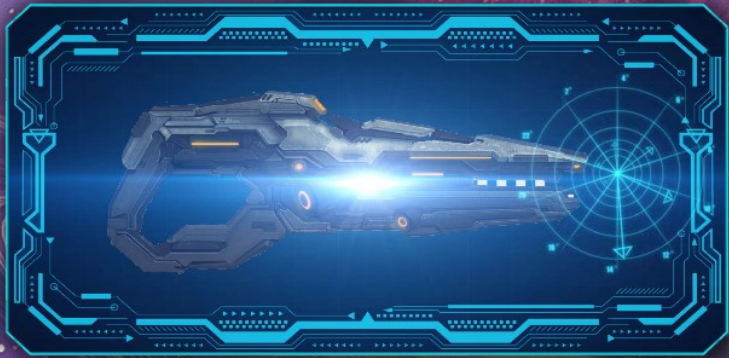
Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Large empty text box for the weapon's description.

Fumble Range

Input field for Fumble Range.

ASSAULT LASER

2 Hand Energy Weapon

Power Cells



Input field for Power Cells.

Shots per rnd

Shots per round selection: 1 2 3

Weapon Mk#

Weapon Mark selection: 1 2 3 4 5

Modifications

Large empty text box for modifications.

Range

Range selection: Point Blank (+15) Short (+0) Medium (-30) Long Range (-90)

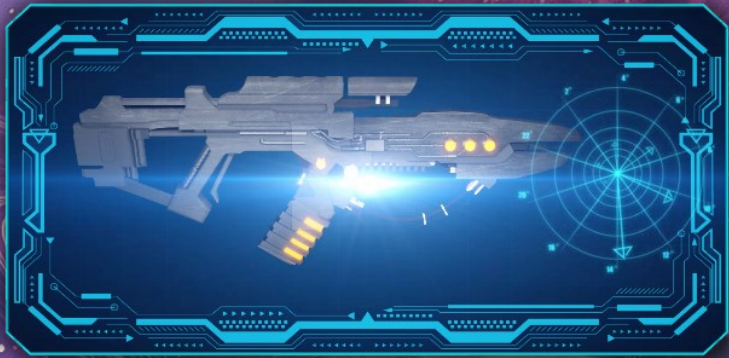
Input fields for Range modifiers.

Mass

Input field for Mass.

Cost

Input field for Cost.



Description

Empty text box for the weapon's description.

Fumble Range

Input field for Fumble Range.

ASSAULT BLASTER

2 Hand Energy Weapon

Power Cells



Input field for Power Cells.

Shots per rnd

Shots per round selection: 1 2 3

Weapon Mk#

Weapon Mark selection: 1 2 3 4 5

Modifications

Large empty text box for modifications.

Range

Range selection: Point Blank (+15) Short (+0) Medium (-30) Long Range (-90)

Input fields for range modifiers.

Mass

Input field for Mass.

Cost

Input field for Cost.



Description

Fumble Range

BLASTER PISTOL

1 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

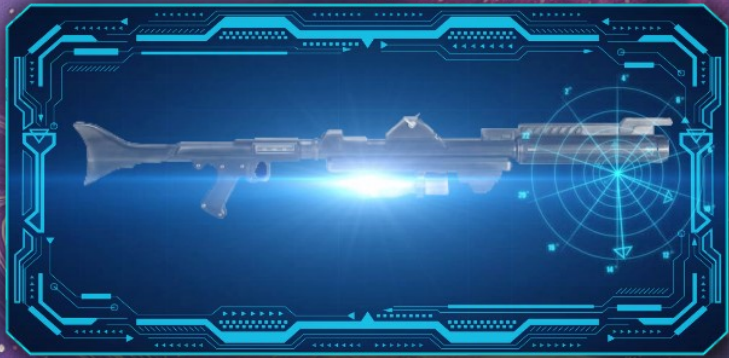
Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Fumble Range

BLASTER RIFLE

2 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

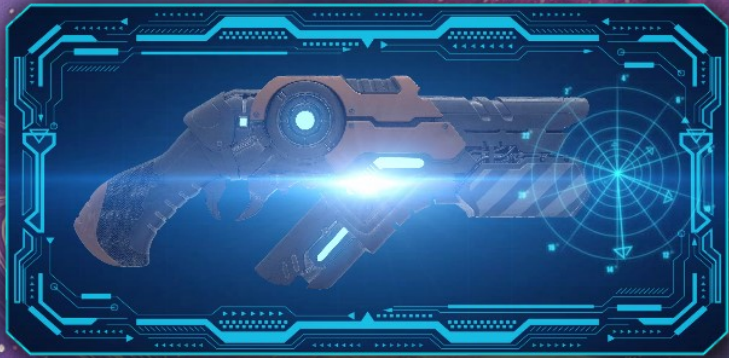
Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

[Empty text box for description]

Fumble Range

[Empty input field for fumble range]

DISRUPTOR PISTOL

1 Hand Energy Weapon

Power Cells



[Empty input field for power cells]

Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

Modifications

[Empty text box for modifications]

Range

Point Blank Short Medium Long Range

+15 +0 -30 -90

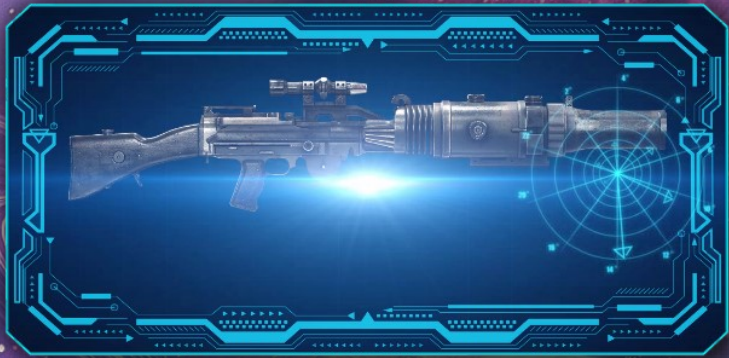
[Empty input fields for range values]

Mass

[Empty input field for mass]

Cost

[Empty input field for cost]



Description

[Empty text box for description]

Fumble Range

[Empty input field for fumble range]

HEAVY BLASTER

2 Hand Energy Weapon

Power Cells



[Empty input field for power cells]

Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

Modifications

[Empty text box for modifications]

Range

Point Blank Short Medium Long Range

+15 +0 -30 -90

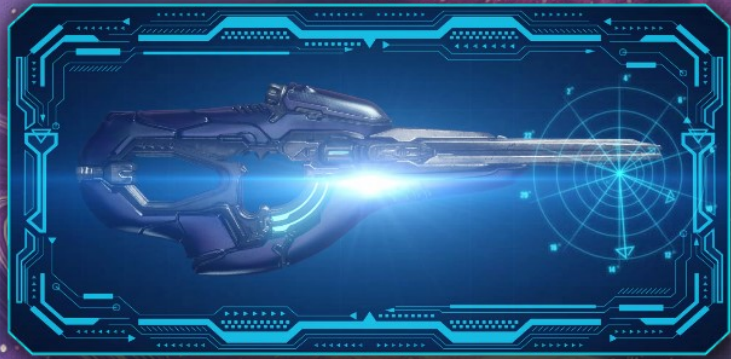
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Mass

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Cost

[Empty input field for cost]



Description

Fumble Range

HEAVY DISRUPTOR

2 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

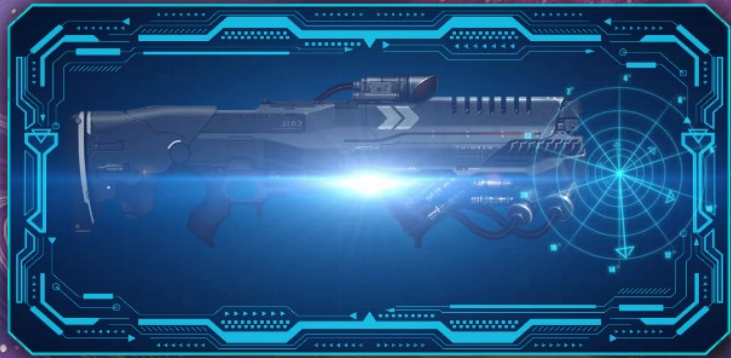
Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Fumble Range

HEAVY LASER

2 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

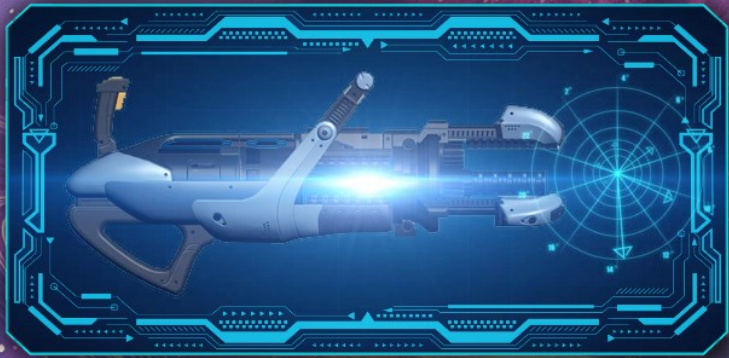
Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Fumble Range

HEAVY PLASMA REPEATOR

Support Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Fumble Range

HEAVY STUNNER

Support Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

[Empty text box for description]

Fumble Range

[Empty input field for fumble range]

LASER PISTOL

1 Hand Energy Weapon

Power Cells



[Empty input field for power cells]

Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

Modifications

[Empty text box for modifications]

Range

Point Blank Short Medium Long Range

+15 +0 -30 -90

[Empty input fields for range values]

Mass

[Empty input field for mass]

Cost

[Empty input field for cost]



Description

Fumble Range

LASER RIFLE

2 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

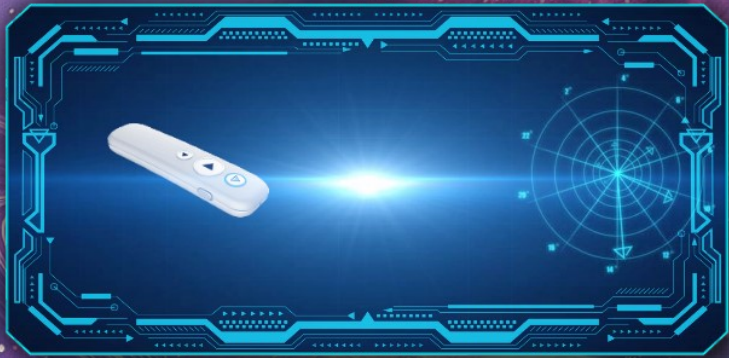
Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Fumble Range

MINI BLASTER

1 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Fumble Range

MINI DISRUPTOR

1 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

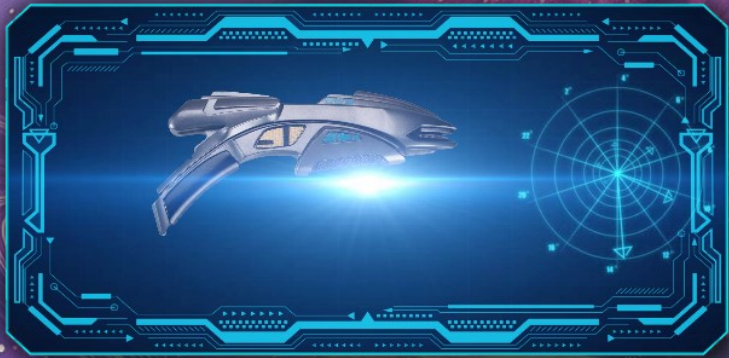
Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Fumble Range

MINI LASER

1 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Fumble Range

MINI STUNNER

1 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

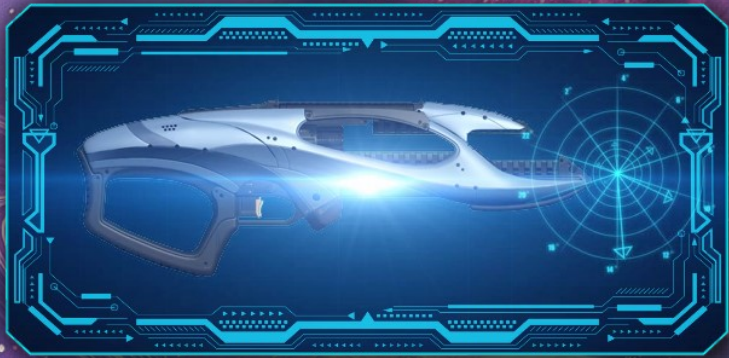
Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Fumble Range

PLASMA REPEATOR RIFLE

Support Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

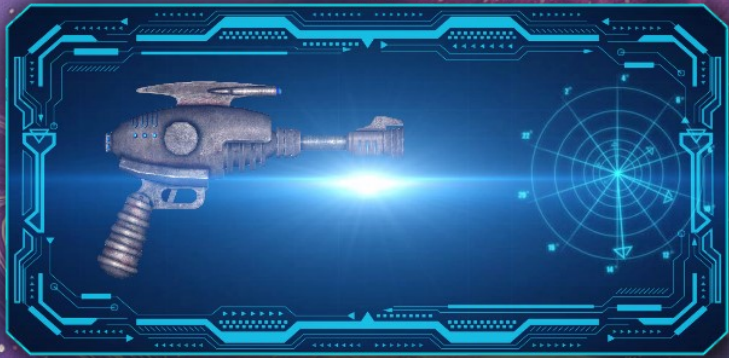
Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Fumble Range

STUNNER PISTOL

1 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

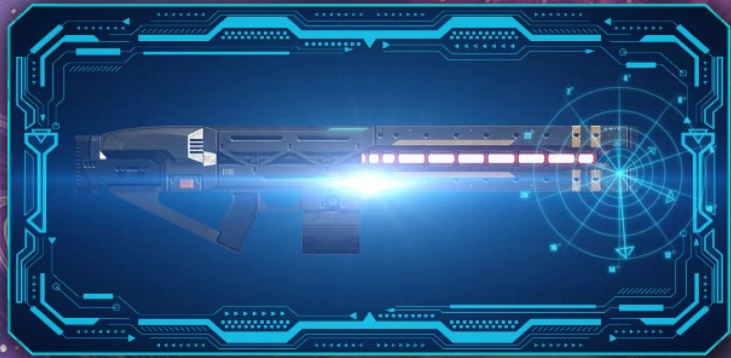
Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Fumble Range

STUNNER RIFLE

2 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

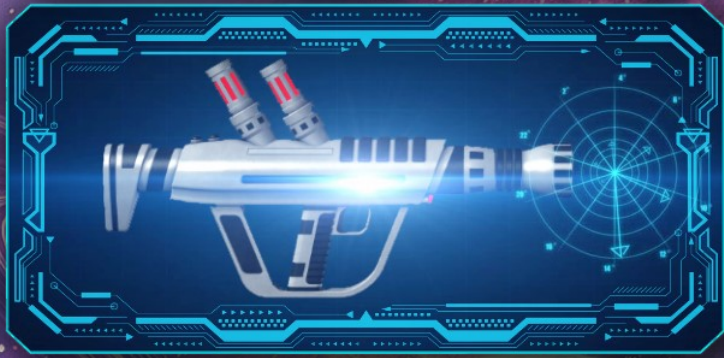
Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost



Description

Fumble Range

DISRUPTOR RIFLE

2 Hand Energy Weapon

Power Cells



Shots per rnd

1 2 3

Weapon Mk#

1 2 3 4 5

Modifications

Range

Point Blank Short Medium Long Range
+15 +0 -30 -90

Mass

Cost