



Military Specialty: Heavy Weapons Specialist

Requirement: Request approved by command authority

Description: To an enemy of the Empire, one of the most feared sights in the galaxy is that of a team of stormtroopers rapidly advancing towards their position. Imagine that group outfitted with advanced high impact weaponry and you have a fighting force worth respecting. As a heavy weapons specialist, a trooper has the opportunity to work with the finest of Imperial weapons and equipment. While any trooper can test a proficiency in the use of a blaster rifle, not many can handle the intricate details of supporting and maintaining heavy repeating blasters or even artillery pieces. Advanced training can offer the option to become a Sharpshooter, the highest combination of hardware and individual skill available in the Corps.

Equipment: Electronics and wiring kit, small tool kit, weapons diagnostic interface datapad, weapons repair kit

Possible MOS path(s): 11H Heavy Weapons Specialist



Detailed Qualifications

General Skills (14w):

Precision Range Shooting
Fire Support Tactics
Anti-Armor Tactics
Range Finding & Advanced Vector Calculation
Small Arms Repair
Armament Maintenance & Repair
Military Electronics Repair
Indirect Fire Operations
Weapons Emplacement
Integrated Combined Arms Fire Control Planning
Imperial, NR, CSA weapons systems

Squad Support Weapons - Light (5w):

Arakyd Corporation XP-X1 Repeating Blaster
BlasTech A280 Armor Piercing Blaster
BlasTech DL-87 Deck Clearing Blaster
BlasTech E-11/H (heavy) /M (Sharpshooter)
BlasTech ESPO Riot Gun
BlasTech T-27A2 Riot Suppression Rifle
MerrSonn Munitions 3z Light Repeating Blaster

Squad Support Weapons - Medium (5w):

Atgar BI/a15 Picket Gun
BlasTech DLT-20a Light Repeating Blaster
BlasTech T-21 Light Repeating Blaster
BlasTech RB-XII Medium Repeating Blaster
BlasTech 500 Squad Repeating Blaster
BlasTech LX-732 Medium Repeating Blaster
MerrSonn Munitions MRB-10 Medium Repeating Blaster
SoroSuub Corporation RB-407 Medium Repeating Blaster

Squad Support Weapons – Heavy (7w):

BlasTech E-Web Heavy Repeating Blaster
BlasTech F-Web Heavy Repeating Blaster
BlasTech V-Web Portable Artillery Piece
BlasTech V-90 Blaster Cannon
MerrSonn Munitions EWHB-10 Heavy Repeating Blaster

Squad Support Weapons - Non-Blaster (9w):

BlasTech AEW-2X Pulse Rifle
BlasTech F3 Flame Rifle
BlasTech F3C Flame Carbine
BlasTech G-12 Equalizer Personal Weapons Platform
Coronodexx VES-700 Pulse Rifle
Corporate Sector Authority Flame Carbine
Corporate Sector Authority Flame Rifle
Corporate Sector Authority FC1 Flechette Launcher
Frohad Galactic Firearms Magna Caster 100 Rail Gun
Galactic Arms "Dart" Rail Detonator
Malaxan Firepower Incorporated FWG-5 Flechette Pistol
MerrSonn Munitions C-22 Flame Carbine
MerrSonn Munitions C-24 Flame Rifle
MerrSonn Munitions F-93 Heavy Incinerator Unit
MerrSonn Munitions MSD-32 Disruptor Pistol
MerrSonn Munitions MSD-36 Heavy Disruptor Pistol
Stouker Arms X-1 Concussion Rifle
Tenloss Syndicate DX-2 Disruptor Pistol
Tenloss Syndicate DXR-6 Disruptor Rifle
Th'Ta Manufacturing TA-9 Disruptor Pistol
Th'Ta Manufacturing TA-10 Disruptor Rifle
Tri-Sun Development EX-1 Carbonite Cannon
Tri-Sun Development Stingray Chain Blaster Cannon

Grenade Weapons (6w):

BlasTech Starcat Grenade Launcher
BlasTech T-27A2 "BlackJack" Riot Suppression Rifle
Corporate Sector Authority ESPO Grenade Launcher
Locris Syndicates Model MGL-1 Micro Grenade Launcher
MerrSonn Munitions GL-4 Grenade Sling
MerrSonn Munitions GL-7 Grenade Sling
MerrSonn Munitions Trooper Rifle-attached Launcher
Prax Arms "Blast & Smash" Blaster/Grenade Rifle
SoroSuub Corporation Disposable Grenade Launcher
Zone Control Viper 2 Grenade Launcher