

GUNNERY WEAPONRY

<i>Weapon</i>	<i>Damage</i>	<i>Range in Meters</i>	<i>Cost</i>	<i>Magazine*</i>	<i>Attribute</i>	<i>Tech</i>
Catapult	3d8	90/180	50	-	Wis	1
Ballista	3d8	250/500	50	-	Wis	1
Heavy Machine Gun	3d6 #	500/2,000	500	10	Dex	2
Rocket Launcher	3d10	2,000/4,000	400	15	Dex	3
Railgun	3d8 #	1,000/2,000	1,200	20	Dex	4
Suppressor Cannon	4d6	50	1,000	6	Dex	4
Flamethrower, Primitive	2d8	20	400	6	Str	3
Hellgun	3d10	40	800	6	Str	4
Vortex Cannon	5d12	1,000/2,000	N/A	5	Dex	5

These weapons can use suppressive fire. *Reloading anything but HMGs and rocket launchers takes three rounds.

These heavy weapons are most often found mounted aboard vehicles or bolted into fixed positions on an enclave's wall. As a general rule, any weapon too big for a single person to use without a firing rest will qualify as a gunnery weapon, whether it uses bullets, power cells, or javelin-sized bolts. A few mobile gunnery systems do exist, however, including special grav-stabilized heavy weapons platforms and certain man-portable weapons such as flamethrowers and rocket launchers.

Most enclaves lack the resources to create effective gunnery weapons, though some have the expertise necessary to create the more primitive varieties. Many of the existing weapons are relics of Old Terra or retrofitted salvage turned into an implement of destruction. Gunnery-class weapons require twenty units of spare parts to build.

Energy-based gunnery weapons use Type B power cells. HMGs fire 20 rounds of ammo per shot, while rocket launchers require individual rockets, each of which cost 4 units of spare parts to build. Railgun ammunition takes 2 units of spare parts per round. Flamethrowers and hellguns require their own ammunition built from the appropriate spare parts, each 6 charges of fuel costing 8 units of spare parts. Exotic gunnery ammo is almost never available for sale.

Some heavy guns can be fired to suppress. Double the usual ammunition is fired in one round, and every target in front of the weapon that is not under hard cover is automatically hit for half normal damage. A successful Evasion or Luck saving throw eliminates this damage.

Catapult: A wooden arm under tension is the best heavy weapon some enclaves can build. Catapults are most effective against fortifications, but they can be loaded with smaller stones to pelt a general area. With a crew of four men, one shot can be gotten off every three rounds. For each man missing, the interval increases by one round, with a minimum of two required for operation. The crew captain applies his modifier to the attack roll. When loaded with a large stone, the catapult can only effectively target stationary obstacles. When loaded with smaller shot, they are fired and do damage as per a very long-range fragmentation grenade that misses by 1d20 meters on a failed attack roll against AC 0 and harms all within a 5 meter radius.

Ballista: Some enclaves face hulking mutant dangers that are best answered by crossbows built to a matching scale. Ballistas require a two-man crew and fire at the same rate as catapults, but gain a +4 bonus to hit creatures larger than man-sized. They can target only single enemies within range.

Heavy Machine Gun: These weapons are usually modern, enclave-built guns that range from crude gatling arrays to sleek mag-augmented bullet hoses. HMGs require a vehicle mounting or emplaced firing position for best results. Attempting to fire one without bedding it down properly on a tripod or other secure mount inflicts a -6 on all hit rolls and makes effective suppressive fire impossible.

Rocket Launcher: Most rebel-built rocket launchers were designed for bringing down Mandate security vehicles and cop bots rather than for use as wide-area explosives. They suffer a -4 hit penalty when attempting to target something as small as a human, but unlike most gunnery weapons they can be fired from the shoulder without a proper emplacement to support them. Alternate rockets exist that hit as do very long-range fragmentation grenades.

Railgun: Railguns resemble oversized mag rifles, and are sometimes found on heavy warbots or Mandate assault craft intended for cracking rebel fortifications. Their lethal spray of large metal flechettes can scythe down entire platoons of enemy troops in moments, and their flight-stabilized munitions give them excellent range.

Suppressor Cannon: An Old Terran anti-riot weapon, suppressor cannons use a combination of sonics and electrical discharges to incapacitate living subjects. Suppressor cannons can only fire in suppression mode- they cannot discharge single shots, and must use two charges and do half damage with every attack. Those who would be reduced to zero hit points by a suppressor cannon hit must make a saving throw versus Tech at a penalty equal to the shooter's Combat/Gunnery skill. Those who save automatically avoid the damage. Those who fail fall unconscious for half an hour before waking up with 1 hit point. A suppressor cannon has an area of effect equal to a cone fifty meters long and fifty meters wide at the far end.

Flamethrower, Primitive: Most primitive flamethrowers are crude pump devices that spout flaming streams of jellied petroleum distillates. Each shot from a primitive flamethrower is made against AC 9. On a hit, the intended victim can make an Evasion saving throw to dive clear, otherwise suffering an automatic 2d8 damage each round. The victim can use their action to try to stifle the flames, succeeding on a successful Tech saving throw.

On a miss, the flamethrower hits a location 1d6+1 meters away in a random direction. In either case, the location hit by the flamethrower is covered by a one-meter diameter pool of burning liquid that will inflict 2d4 damage to anyone who enters it or ends their turn in it. The pool burns for the duration of an ordinary fight.

Despite the best efforts of their creators, such devices are prone to dangerous malfunctions, especially in the face of thermal-based energy weapons. Whenever the wearer is hit by a natural 20- or on a 16+ by a laser, plasma weapon, or other heat-based attack- the wearer must make a saving throw versus Tech or the flamethrower drops to Broken condition. The user must then also make a Luck saving throw; if that fails as well, the flamethrower explodes, each remaining fuel charge in the tank inflicting 1d8 damage to the wearer, setting them aflame as above, and creating a pool of flame one meter in diameter for every 5 remaining charges.

Hellgun: These advanced flamethrowers played a limited role in guerrilla skirmishes in the last years of the Terran Mandate, but had some use in clearing out fortified bunkers of rebels. Most of them emit streams of spectacularly combustible chemicals, spewing streams of blazing liquid with a volatility to make chlorine trifluoride seem like mouthwash. These devil's brews could set a bucket of ice water on fire, let alone mere sand, glass, and robot armatures.

Hellguns operate in the same way as their more primitive cousins, but do more damage on a hit and can be used to burn through solid obstacles as well, eroding one meter of anything short of armored Old Terran construction plating every five rounds. Most of the chemicals are designed to become inert and harmless within 30 rounds of application, but their gaseous byproducts can be lethal in small spaces. Anyone in an interior area when one of these weapons is used must have their own oxygen apparatus or suffer 1d6 damage per round from caustic fumes until they escape the enclosed space.

Hellguns are susceptible to damage and explosion in the same way as their more primitive brethren, but do 2d8 damage per remaining fuel charge.

Vortex cannons use controlled gravitic shear planes to cause a target to simply fall apart into component fragments. The cannons are silent in operation, but so heavy that they can only be mounted on specialized fighting vehicles such as battlewagons or GFVs. A vortex cannon requires four vehicle hardpoints to mount.