

Ranged Weapons

All weapon damage, mass, and prices are based on the Tech Level of introduction. For each level above introduction increase damage by 1DC, and reduce mass and cost by 1/4, to a maximum of two steps of bonus. Example: a laser pistol at Advanced Tech (introduction level) does 2d6 damage, masses 1.0 kg, and is priced at Active x100. At High Tech it does 2d6+1, masses 0.75 kg, and is priced at Active x75. At Super Tech it does 2 1/2d6, masses 0.5 kg, and is priced at Active x50.

TECH LEVEL

The level at which the item is introduced. All equipment of the current Tech Level and most previous ones is normally available. Many items are improved at later Tech Levels; see the individual sections. For these, the listed values are those for the earliest model.

ACTIVE POINTS AND REAL COST

For use in Superheroic campaigns, for targeting Adjustment Powers, and for figuring the DEF of an item.

MONETARY COST

Here, the default formula is Active Cost x 100, modified by Tech Level. Exceptions have been made, though, in certain cases.

MASS

No formula was used; instead, real or realistic values were assigned.

ADVANCED TECHNOLOGY

CHEMICAL SLUGTHROWERS

This weapon fires a projectile using a chemical propellant (gunpowder) causing a penetration wound.

| MODEL | OCV | Rmod | Damage | STUN | STR | Shots | Act | Real | Mass |
|-------------------------|-----|------|----------|------|-------|-------|-----|------|------|
| | | | | Mod | Min | | Pts | Cost | (kg) |
| 5mm Autoloading Pistol | +2 | +0 | 1d6-1K | +0 | 7 | 16 | 20 | 10 | 0.5 |
| 8mm Autoloading Pistol | +1 | +0 | 1d6K | +0 | 7 | 16 | 20 | 10 | 0.7 |
| 9mm Autoloading Pistol | +1 | +0 | 1d6+1K | +0 | 8 | 16 | 25 | 12 | 1.0 |
| 10mm Autoloading Pistol | +1 | +0 | 1 1/2d6K | +1 | 10 | 12 | 45 | 20 | 1.5 |
| 11mm Autoloading Pistol | +1 | +0 | 2d6K | +1 | 12 | 8 | 52 | 21 | 1.8 |
| 13mm Autoloading Pistol | +1 | +0 | 2d6+1K | +1 | 13 | 6 | 60 | 22 | 2.0 |
| 9mm Submachine Gun (A) | +2 | +0 | 1d6+1K | +0 | 5/10 | 32 | 52 | 26 | 2.0 |
| 11mm Submachine Gun (A) | +2 | +0 | 2d6K | +1 | 8/13 | 32 | 90 | 45 | 3.0 |
| 13mm Submachine Gun (A) | +2 | +0 | 2d6+1K | +1 | 10/15 | 32 | 101 | 50 | 4.0 |
| 5mm Assault Rifle (A) | +2 | +1 | 2d6-1K | +0 | 8/13 | 32 | 66 | 33 | 4.0 |

| | | | | | | | | | |
|----------------------------|----|----|----------|----|-------|------|-----|-----|------|
| 8mm Assault Rifle (A) | +2 | +1 | 2d6+1K | +1 | 11/16 | 32 | 108 | 54 | 5.0 |
| 5mm Sniper Rifle | +2 | +4 | 2d6+1K | +1 | 14 | 16 | 85 | 42 | 5.0 |
| 8mm Sniper Rifle | +2 | +4 | 2 1/2d6K | +1 | 16 | 12 | 93 | 41 | 8.0 |
| 13mm Sniper Rifle | +2 | +4 | 3d6K | +1 | 17 | 1 | 100 | 25 | 15.0 |
| Pump Shotgun (RR,RP) | +2 | +0 | 2d6+1K | +1 | 10 | 12 | 67 | 24 | 5.0 |
| Autofire Shotgun (A,RR,RP) | +2 | +0 | 2d6+1K | +1 | 10/15 | 12 | 90 | 33 | 5.0 |
| 5mm Machinegun (A) | +1 | +2 | 2d6K | +1 | 9/14 | 64 | 102 | 51 | 3.0 |
| 8mm Machinegun (A) | +1 | +4 | 3d6K | +1 | 11/16 | 125 | 170 | 85 | 6.0 |
| 10mm Machinegun (A,*) | +1 | +4 | 4d6K | +1 | - | 250 | 231 | 92 | 12.0 |
| 13mm Machinegun (A,*) | +1 | +4 | 5d6K | +1 | - | 500 | 299 | 120 | 25.0 |
| 25mm Lt Cannon (A,N,*) | +1 | - | 6d6K | +1 | - | 1000 | 380 | 152 | 50.0 |
| 50mm Md Cannon (A,N,1,*) | +1 | - | 7d6K | +1 | - | 2000 | 522 | 209 | 100. |
| 100mm Hy Cannon (A,N,2,*) | +1 | - | 8d6K | +1 | - | 4000 | 687 | 275 | 200. |

GAUSS WEAPONS

This weapon is essentially a portable rail gun. It uses magnetics to fire a projectile at hyper-velocity, causing a small but devastating penetration wound.

| MODEL | OCV | Rmod | Damage | STUN | STR | Shots | Act | Real | Mass |
|-----------------------------|-----|------|---------|------|-------|-------|-----|------|------|
| | | | | Mod | Min | | Pts | Cost | (kg) |
| 5mm Derringer | +0 | +0 | 1d6K AP | +1 | 5 | 4 | 30 | 10 | 0.5 |
| 5mm Autoloading Pistol | +1 | +0 | 2d6K AP | +1 | 7 | 16 | 70 | 35 | 1.0 |
| 5mm Assault Rifle (A) | +1 | +2 | 2d6K AP | +1 | 5/9 | 32 | 113 | 56 | 2.0 |
| 8mm Light Machinegun (A) | +1 | +4 | 3d6K AP | +1 | 11/16 | 64 | 186 | 93 | 4.0 |
| 10mm Medium Machinegun(A,*) | +1 | +4 | 4d6K AP | +1 | - | 125 | 250 | 100 | 8.0 |
| 13mm Heavy Machinegun(A,*) | +1 | +4 | 5d6K AP | +1 | - | 250 | 322 | 129 | 16.0 |
| 25mm Lt Cannon (A,N,1,*) | +1 | - | 6d6K AP | +1 | - | 500 | 451 | 180 | 32.0 |
| 50mm Md Cannon (A,N,2,*) | +1 | - | 7d6K AP | +1 | - | 1000 | 605 | 242 | 64.0 |
| 100mm Hy Cannon (A,N,3,*) | +1 | - | 8d6K AP | +1 | - | 2000 | 781 | 312 | 128. |

INCINERATORS

Incinerators are flame/plasma throwers and are perhaps the most feared portable weapons known to man.

| MODEL | Area | OCV | Rmod | Damage | STUN | STR | Shots | Act | Real | Mass |
|---------------|-------|-----|------|--------|------|-----|-------|-----|------|------|
| | (hex) | | | | Mod | Min | | Pts | Cost | (kg) |
| Pistol | 9 | +0 | +0 | 2d6K E | +1 | 5 | 16 | 120 | 34 | 1.5 |
| Lt Rifle | 15 | +0 | +0 | 3d6K E | +1 | 5 | 32 | 19 | 54 | 3.0 |
| Med Rifle | 21 | +0 | +0 | 4d6K E | +1 | 10 | 64 | 270 | 77 | 6.0 |
| Hvy Rifle | 28 | +0 | +0 | 5d6K E | +1 | 15 | 125 | 356 | 102 | 12.0 |
| Lt Cannon (*) | 36 | +0 | +0 | 6d6K E | +1 | - | 250 | 450 | 112 | 25.0 |

| | | | | | | | | | | |
|----------------|----|----|----|--------|----|---|------|-----|-----|------|
| Med Cannon (*) | 45 | +0 | +0 | 7d6K E | +1 | - | 500 | 551 | 138 | 50.0 |
| Hvy Cannon (*) | 54 | +0 | +0 | 8d6K E | +1 | - | 1000 | 660 | 165 | 100. |

Notes: Uncontrolled (+1/2), Continuous (+1), Area Effect Any Area (+1), Uncontrolled Continuous Attack has a Speed of 1 (-1/2), No Range (-1/2), Not underwater or in vacuum (-1/2)

LASERS

LASER (Light Amplification by Stimulated Emission of Radiation) weapons became practical when small, extremely efficient power sources were developed. The laser beam is coherent monochromatic light, and is less effective against countermeasures to refract or disperse it, such as smoke or fog. Each shot discharges an internal capacitor, so these weapons fire short pulses rather than a continuous beam.

| MODEL | OCV | RMod | Damage | STUN | STR | Shots | Act | Real | Mass |
|-----------------------------|-----|------|---------|------|-------|-------|-----|------|------|
| | | | | Mod | Min | | Pts | Cost | (kg) |
| 0.25kw Derringer | +1 | +0 | 1d6KAPE | +0 | 5 | 16 | 30 | 13 | 0.5 |
| 2.0 kw Pistol | +1 | +0 | 2d6KAPE | +0 | 7 | 32 | 61 | 27 | 1.0 |
| 2.0 kw Assault Rifle (A) | +1 | +2 | 2d6KAPE | +0 | 5/9 | 64 | 102 | 45 | 2.0 |
| 16 kw LMG (A) | +1 | +4 | 3d6KAPE | +0 | 11/16 | 125 | 170 | 75 | 4.0 |
| 128 kw MMG (A,*) | +1 | +4 | 4d6KAPE | +0 | - | 250 | 231 | 84 | 8.0 |
| 1.0 Mw HMG (A,*) | +1 | +4 | 5d6KAPE | +0 | - | 500 | 299 | 109 | 16.0 |
| 8.0 Mw Lt Cannon (A,N,1,*) | +1 | - | 6d6KAPE | +0 | - | 1000 | 427 | 155 | 32.0 |
| 64 Mw Med Cannon (A,N,2,*) | +1 | - | 7d6KAPE | +0 | - | 2000 | 577 | 210 | 64.0 |
| 500 Mw Hvy Cannon (A,N,3,*) | +1 | - | 8d6KAPE | +0 | - | 4000 | 750 | 273 | 128. |

-1DC per 2 of Fog or Smoke (- 1/4)

MASERS

The MASER (Microwave Amplification by Stimulated Emission of Radiation) was discovered before the better known laser. It generates and amplifies coherent electromagnetic waves of precise frequency by using the excess energy of an atomic system. Like all advanced-tech energy weapons, it fires a pulse rather than a continuous beam.

| MODEL | OCV | RMod | Damage | STUN | STR | Shots | Act | Real | Mass |
|----------------------------|-----|------|----------|------|-------|-------|-----|------|------|
| | | | | Mod | Min | | Pts | Cost | (kg) |
| 0.25kw Derringer | +1 | +0 | 1d6KPENE | +0 | 5 | 16 | 30 | 13 | 0.5 |
| 2.0 kw Pistol | +1 | +0 | 2d6KPENE | +0 | 7 | 32 | 61 | 27 | 1.0 |
| 2.0 kw Assault Rifle (A) | +1 | +2 | 2d6KPENE | +0 | 5/9 | 64 | 102 | 45 | 2.0 |
| 16 kw LMG (A) | +1 | +4 | 3d6KPENE | +0 | 11/16 | 125 | 170 | 75 | 4.0 |
| 128 kw MMG (A,*) | +1 | +4 | 4d6KPENE | +0 | - | 250 | 231 | 84 | 8.0 |
| 1.0 Mw HMG (A,*) | +1 | +4 | 5d6KPENE | +0 | - | 500 | 299 | 109 | 16.0 |
| 8.0 Mw Lt Cannon (A,N,1,*) | +1 | - | 6d6KPEN | +0 | - | 1000 | 427 | 155 | 32.0 |

| | | | | | | | | | |
|-----------------------------|----|---|----------|----|---|------|-----|-----|------|
| 64 Mw Med Cannon (A,N,2,*) | +1 | - | 7d6KPENE | +0 | - | 2000 | 577 | 210 | 64.0 |
| 500 Mw Hvy Cannon (A,N,3,*) | +1 | - | 8d6KPENE | +0 | - | 4000 | 750 | 273 | 128. |

1/2 Damage vs. Metal (Steel) Armor (- 1/4)

TANGLERS: ADVANCED

This weapon fires a stream of synthetic silk threads that entangle a man-sized target from head to toe. A relaxer spray is included with each clip bought.

| MODEL | OCV | RMod | Damage | STUN | STR | Shots | Act | Real | Mass |
|-----------|-----|------|--------------|------|-----|-------|-----|------|------|
| | | | | Mod | Min | | Pts | Cost | (kg) |
| Derringer | +0 | +0 | 3d6 Entangle | - | 5 | 8 | 30 | 12 | 0.5 |
| Pistol | +0 | +0 | 3d6 Entangle | - | 5 | 16 | 30 | 15 | 1.5 |
| Rifle | +0 | +2 | 3d6 Entangle | - | 5 | 32 | 45 | 22 | 3.0 |

ULTRASONICS: ADVANCED

This weapon fires a pulse of ultrasound that disrupts the inner ear and central nervous system. Note that it does not have to be aimed at a target's ear.

| MODEL | OCV | RMod | Damage | STUN | STR | Shots | Act | Real | Mass |
|----------------------|-----|------|----------|------|------|-------|-----|------|------|
| | | | | Mod | Min | | Pts | Cost | (kg) |
| Derringer | +1 | +0 | 4d6 NND | - | 5 | 16 | 50 | 20 | 0.5 |
| Pistol | +1 | +0 | 5d6 NND | - | 5 | 32 | 67 | 27 | 1.0 |
| Rifle (A) | +1 | +2 | 6d6 NND | - | 5/9 | 64 | 164 | 66 | 2.0 |
| LMG (A) | +1 | +4 | 7d6 NND | - | 7/12 | 125 | 221 | 88 | 4.0 |
| MMG (A,*) | +1 | +4 | 8d6 NND | - | - | 250 | 256 | 85 | 8.0 |
| HMG (A,*) | +1 | +4 | 9d6 NND | - | - | 500 | 294 | 98 | 16.0 |
| Lt Cannon (A,N,1,*) | +1 | - | 10d6 NND | - | - | 1000 | 330 | 110 | 32.0 |
| Med Cannon (A,N,2,*) | +1 | - | 11d6 NND | - | - | 2000 | 405 | 135 | 64.0 |
| Hvy Cannon (A,N,3,*) | +1 | - | 12d6 NND | - | - | 4000 | 487 | 162 | 128. |

Note: No Normal Defense (Sound Flash Defense, CON Roll-5) (+1), Not in vacuum (-1/2)

HIGH TECHNOLOGY

BLASTERS

This energy weapon projects a bolt of charged particles carried along a laser beam.

| MODEL | OCV | RMod | Damage | STUN | STR | Shots | Act | Real | Mass | |
|------------------|-----|------|--------|------|-----|-------|-----|------|------|-----|
| | | | | Mod | Min | | Pts | Cost | (kg) | |
| 2.0 kw Derringer | +0 | +0 | 6d6N | E | - | 5 | 16 | 30 | 15 | 0.5 |
| 16 kw Pistol | +1 | +0 | 9d6N | E | - | 12 | 32 | 62 | 31 | 1.0 |

| | | | | | | | | | | |
|-----------------------------|----|----|-------|---|---|-------|------|-----|-----|------|
| 16 kw Assault Rifle (A) | +1 | +2 | 9d6N | E | - | 9/14 | 64 | 112 | 56 | 2.0 |
| 128 kw LMG (A) | +1 | +4 | 12d6N | E | - | 16/21 | 125 | 173 | 86 | 4.0 |
| 1.0 Mw MMG (A,*) | +1 | +4 | 15d6N | E | - | - | 250 | 230 | 92 | 8.0 |
| 8.0 Mw HMG (A,*) | +1 | +4 | 18d6N | E | - | - | 500 | 294 | 118 | 16.0 |
| 64 Mw Lt Cannon (A,N,1,*) | +1 | - | 21d6N | E | - | - | 1000 | 440 | 176 | 32.0 |
| 500 Mw Med Cannon (A,N,2,*) | +1 | - | 24d6N | E | - | - | 2000 | 594 | 238 | 64.0 |
| 4 Gw Hvy Cannon (A,N,3,*) | +1 | - | 27d6N | E | - | - | 4000 | 770 | 308 | 128. |

NEEDLER: HIGH

This weapon has a tank filled with a drug which it flash-freezes into the shape of a needle as it shoots at a target at high velocity. Besides its obvious use as a non-lethal weapon, field medics have found it useful in delivering medicines to their own troops without leaving a protected position. Ammunition tanks may be switched to supply different drugs, and persons with chemistry skills often create their own varieties.

Needle Pistol

Abilities: Needler Multipower, All Stats (+2), 64 Charges (+1/2), Recover per 5 Minutes (+1/2), Ranged (+1/2), No Range Penalty (+1/2), Must divide dice between stats affected (-1), OAF Needler, Not vs. 3PD+ Resistant Defense (-3/4), Takes 1 Phase to change Multipower (- 1/4)

.1- (u) 4d6 Drain

.2- (u) 4d6 Aid

Active Cost: 230 Real Cost: 57 Mass: 0.5 kg.

Needle Rifle

Abilities: Needler Multipower, All Stats (+2), 250 Charges (+1), Recover per 5 Minutes (+1/2), Ranged (+1/2), No Range Penalty (+1/2), Must divide dice between stats affected (-1), OAF Needler, Not vs. 3PD+ Resistant Defense (-3/4), Takes 1 Phase to change Multipower (- 1/4)

.1- (u) 5d6 Drain

.2- (u) 5d6 Aid

Active Cost: 287 Real Cost: 71 Mass: 1.0 kg.

SUPER TECHNOLOGY

DISINTEGRATORS

This weapon fires a continuous beam that breaks down the molecular bonds that hold matter together.

| MODEL | OCV | RMod | Damage | STUN | STR | Shots | Act | Real | Mass |
|-----------------------|-----|------|--------|------|-----|-------|-----|------|------|
| | | | | Mod | Min | | Pts | Cost | (kg) |
| 2.00kw Derringer | +2 | +0 | 2d6K | +1 | - | 16 | 210 | 105 | 0.5 |
| 8.00kw Pistol | +2 | +0 | 3d6-1K | +1 | - | 32 | 275 | 137 | 1.0 |
| 16.00kw Assault Rifle | +2 | +1 | 3d6K | +1 | - | 64 | 333 | 166 | 2.0 |
| 64.00kw LMGx6 | +2 | +2 | 4d6-1K | +1 | - | 125 | 426 | 213 | 4.0 |
| 128.00kw MMG (*) | +2 | +4 | 4d6K | +1 | - | 250 | 492 | 197 | 8.0 |

| | | | | | | | | | |
|----------------------------|----|----|------|----|---|------|------|-----|------|
| 1.00Mw HMG (*) | +2 | +4 | 5d6K | +1 | - | 500 | 625 | 250 | 16.0 |
| 8.00Mw Lt Cannon (N,1,*) | +2 | - | 6d6K | +1 | - | 1000 | 775 | 310 | 32.0 |
| 64.0 Mw Med Cannon (N,2,*) | +2 | - | 7d6K | +1 | - | 2000 | 977 | 391 | 64.0 |
| 500 Mw Hvy Cannon (N,3,*) | +2 | - | 8d6K | +1 | - | 4000 | 1202 | 481 | 128 |

All Disintegrators are: Continuous (+1), AVLD Does Body: Defense is Force Field (+2 1/2), and Variable Lethality (+ 1/4)

New Advantage (Variable Lethality): This allows a person to alter the Body amount in an attack; i.e., when the character fires his 3d6 Killing Attack he can declare whether he did full Body, one-half Body, or no Body. The Stun is still figured on the full Body of the attack. Again in our example above, if the character scored a 12 on the Body and a 4 on the Stun Multiplier the possible damage combinations would be: 12 Body, 48 Stun or 6 Body, 48 Stun or 0 Body, 48 Stun. The Gamemaster may choose to require a half Phase for changing settings. Variable Lethality is a + 1/4 Advantage.

GENERAL NOTES

All weapons are OAF unless otherwise indicated

(A) Autofire - 5 shot (+1/2)

(N) No Range Penalty (+1/2)

(1) Increased Range x125 (+1/2) (Active x125)

(2) Increased Range x3,125 (+1) (Active x3,125)

(3) Increased Range x78,125 (+1 1/2) (Active x78,125)

(*) Bulky Focus, must be mounted on a tripod or vehicle (-1/2)

Note that STR Min is -10 With Bipod (minimum STR min is 5).

GRENADES

Grenades are explosive effect weapons that must be either thrown (special effects bypass the No Range Limitation), or fired from launchers, which are listed after the grenades. The Reduced Penetration Limitation is applied differently at the 1/2 level than at the 1/4 level; at the higher level it applies to Stun as well.

Example: Lupus Shade is in a fight when a foe throws a concussion grenade. The GM rolls damage (7 1/2d6 + 7 1/2d6) and gets 26 Stun, 7 Body and 27 Stun, 8 Body; he rolls Hit Location 5 (ouch). Lupus isn't wearing a helmet (OUCH!) and has 4 PD. He takes 45 Stun, 7 Body through defenses. With the Hit Location mods, this becomes 90 Stun and 14 Body. Maybe he'll wear a helmet next time.

A fragmentation grenade in the same example would have done damage as follows: the GM rolls damage (2 1/2d6 + 2 1/2d6), say 9 and 8 Body, and again rolls Hit Location 5. Lupus is still not wearing a helmet and so has no protection vs. Killing Damage. After Hit Location mods he takes 85 Stun and 34 Body.

ADVANCED TECHNOLOGY

Concussion Grenades

Ability: 15d6 Energy Blast, Explosion (+1/2), -1 DC per 5 (+1), No Range (-1/2), Reduced Penetration

(-1/2), 1 Charge, OAF

Total Active Cost: 187 Real Cost: 27 Mass: 0.5 kg.

Fragmentation Grenades

Ability: 5d6 RKA, Explosion (+1/2), -1 DC per 5 (+1), No Range (-1/2), Reduced Penetration (-1/2), 1 Charge, OAF

Total Active Cost: 187 Real Cost: 27 Mass: 0.5 kg.

Sleep Gas Grenades

Ability: 6d6 Energy Blast, AE 7 Radius (+1), NND (+1), Time Delay (+ 1/4), No Range (-1/2), 1 Continuing Charge of One Minute (-1), OAF (-1)

Active Cost: 105 Real Cost: 30 Mass: 0.5 kg.

Note: No Normal Defense (LS: Self Contained).

Tangle Grenades

This grenade sprays a compound of sticky, quick-drying plastic fibers.

Ability: 5d6 Entangle, AE 6 Radius (+1), Time Delay (+ 1/4), No Range (-1/2), 1 Charge (-2), OAF (-1)

Active Cost: 112 Real Cost: 25 Mass: 0.5 kg.

Tear Gas Grenades

Abilities:

1: 5d6 Energy Blast, AE 7 Radius (+1), NND (+1), Time Delay (+ 1/4), No Range (-1/2), 1 Continuing Charge of One Minute (-1), OAF (-1)

2: 7 Radius Darkness, Time Delay (+ 1/4), No Range (-1/2), 1 Continuing Charge of One Minute (-1), OAF (-1), Linked to Above (-1/2)

Note: No Normal Defense (LS: Breathing)

Active Cost: 184 Real Cost: 50 Mass: 0.5 kg.

Ultrasonic Grenades

Ability: 6d6 Energy Blast, AE 7 Radius (+1), NND (+1), Time Delay (+ 1/4), No Range (-1/2), 1 Continuing Charge of One Minute (-1), OAF (-1), Not in Vacuum (-1/2)

Note: No Normal Defense (LS: Sound Flash Defense)

Active Cost: 105 Real Cost: 26 Mass: 0.5 kg.

Grenade Launcher

Ability: Cancels No Range Limitation and 1 Charge Limitation on up to 200

Active Points (Becomes 16 CH [+0]) and adds No Range Penalty (+1/2), OAF OR

Ability: Cancels No Range Limitation and 1 Continuing Charge for 1 Minute

Limitation on up to 200 Active Points (Becomes 6 CH of 1 minute [+0]) and adds No Range Penalty (+1/2), OAF

Active Cost: 220 Real Cost: 110 Mass: 3.5 kg.

FLARE GUN

Flare guns are used for illumination and very rarely for damage; however, just in case, the damage is listed below.

| Effect | OCV | RMod | Damage | STUN | STR | Shots | Act | Real | Mass |
|--------------------|-----|------|-----------------|------|-----|-------|-----|------|------|
| | | | | Mod | Min | | Pts | Cost | (kg) |
| 1: Light | +0 | +0 | CE: 128 | - | - | 6 | 50 | 25 | |
| 2: Burning if hit: | +0 | +0 | 2d6 RKA E | +0 | 12 | 6 | 30 | 9 | |
| 3: Light if hit: | +0 | +0 | 2d6 Sight Flash | - | - | 6 | 20 | 7 | |
| Totals: | +0 | +0 | | | 12 | 6 | 100 | 41 | 2.0 |

Advantages

*6 continuing charges of 5 minutes + 1/4

Limitations

OAF: Flare Gun -1

RKA Linked to Change Environment -1/2

Flash Linked to RKA -1/2

6 CH (For RKA And Flash) -3/4

NUCLEAR MISSILE LAUNCHER

This launcher is modified from a Heavy Gauss Cannon.

8 Kiloton Nuclear Missile Launcher PRICE: 6,450,000

Abilities

- 10d6 RKA (Radiation Burst), AVLD Does Body (+2 1/2), AE x1000 Radius, 82,500 (82.5 Kilohehexes) (+3 1/2), 64ch (+1/2), Increased Max Range x78,125 (+1 1/2) 105,468,750 (211,000 Kilometers) (+8), OIF (-1/2), Bulky (-1/2), 180deg firing (-1/2), Loses 1d6 per 5000 Hexes/5 Kilohehexes (-1) (-2 1/2)
- 40d6 ED Energy Blast, (Heat Flash), AE Rad x1000 Radius, 60,000 (60 Kilohehexes) (+3 1/2), 64ch (+1/2), Increased Max Range x78,125 (+1 1/2) 101,562,500 (203,000 Kilometers) (+5 1/2), OIF (-1/2), Bulky (-1/2), 180deg firing (-1/2), Loses 1d6 per 1000 Hexes/1 Kilohehex (-1) Linked to Above (-1/2) (-3)
- 40d6 PD Energy Blast, (Concussion Blast), AE Rad x1000 Radius, 60,000 (60 Kilohehexes) (+3 1/2), 64ch (+1/2), Increased Max Range x78,125 (+1 1/2) 101,562,500 (203,000 Kilometers) (+5 1/2), OIF (-1/2), Bulky (-1/2), 180deg firing (-1/2), Loses 1d6 per 1000 Hexes/1 Kilohehex (-1) Linked to Above (-1/2) (-3)
- 20d6 Flash, (Light Burst), AE Rad x1000 Radius, 60,000 (60 Kilohehexes) (+3 1/2), 64ch (+1/2), Increased Max Range x78,125 (+1 1/2) 101,562,500 (203,000 Kilometers) (+5 1/2), OIF (-1/2), Bulky (-1/2), 180deg firing (-1/2), Loses 1d6 per 2000 Hexes/2 Kilohehex (-1) Linked to Above (-1/2) (-3)
- 10d6 Major Transform (Sighted Person into Blind Person), AVLD (+1 1/2) (vs. Flash Defense), AE Rad x1000 Radius, 67,500 (67.5 Kilohehexes) (+3 1/2), 64ch (+1/2), Increased Max Range x78,125 (+1 1/2) 93,750,000 (187,500 Kilometers) (+7), OIF (-1/2), Bulky (-1/2), 180deg firing (-1/2), Loses 1d6 per 5000 Hexes/5 Kilohehexes (-1) Linked to Above (-1/2) (-3)

Active Cost: 6450 Real Cost: 1761 Mass: 128kg

HIGH TECH

Energy grenades are studded with miniature beam conduits (lenses, collimators, etc.) of the same type as their firearm counterparts. The grenade itself does not explode, but sprays the area with energy.

Blaster Pulse Grenades

Ability: 12d6 Energy Blast, AE 7 Radius (+1), Time Delay (+ 1/4), No Range (-1/2), 1 Charge (-2), OAF (-1)

Active Cost: 135 Real Cost: 30 Mass: .5 kg.

Laser Pulse Grenades

Ability: 3d6 RKA, AE 8 Radius (+1), AP (+1/2), Time Delay (+ 1/4), No Range (-1/2), 1 Charge (-2), OAF (-1), Not In Fog or Smoke (-1/2)

Active Cost: 124 Real Cost: 25 Mass: .5 kg.

Maser Pulse Grenades

Ability: 3d6 RKA, AE 8 Radius (+1), Penetrating (+1/2), Time Delay (+ 1/4), No Range (-1/2), 1 Charge (-2), OAF (-1), 1/2 Damage vs. Metal Armor (-1/2)

Active Cost: 124 Real Cost: 25 Mass: .5 kg.

SUPER TECH

Disintegration Grenades

Ability: 3d6-1 RKA, AE 15 Radius (+1), AVLD does body (+2 1/2), Time Delay (+ 1/4), No Range (-1/2), 1 Charge (-2), OAF (-1)

Active Cost: 190 Real Cost: 42 Mass: .5 kg.

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