

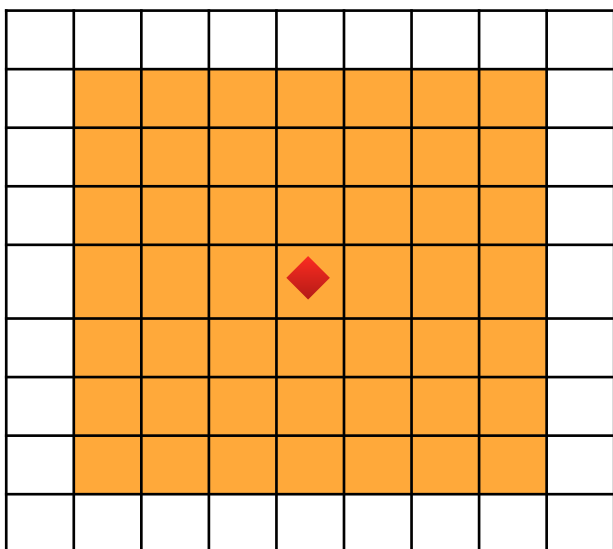
EXPLOSIVE ORDNANCE

This article introduces a range of explosive weapons for science fiction campaigns - rocket launchers, bazookoids, mortars, and more. These weapons are all characterised by one thing: they all affect multiple targets in a given area.


BURSTS

The NEW core rulebook described burst weapons (p259). Bursts are described in terms of distance from the target square; therefore a 10' burst affects everything within 10' of (and including) the target square. For the purposes of simplicity, a diagonal counts as one square, so a burst actually looks like a square on the battlemap. The diagram below shows a 15' burst from the red diamond, which denotes the target square.

An attack roll is needed to land the projectile in the correct square (or to hit a target, in which case use the target creature or object's



DEFENSE). A square has a DEFENSE score of 10. On a miss, the projectile simply lands in a different square; roll 1d6:

1	2	3
4		5
	6	

This attack roll (only roll the one attack roll) is then applied to all targets within the burst area.

The burst capability of a weapon is denoted in its statistics simply as "Burst X", where X is the burst distance in squares. For example, a weapon denoted Burst 2 has a 10' burst.

DAMAGE

When rolling damage for a burst weapon, roll it once only. This same damage is used for all targets.

AMMO

The ammo cost of the explosive weapons is higher than that of most handheld weapons.

Each round/shell/grenade/rocket costs one-tenth the price of the weapon itself.

WEAPON DESCRIPTIONS

Bazookoid. Originally designed to blast apart rocks, these plasma-firing weapons are often used for more military endeavours. The Mk 3 has a heatseeking mode which grants a +2d6 bonus to attack rolls.

Cannon. A cannon is a heavy piece of infantry artillery which launches an explosive projectile. While most cannons are ground-mounted, a selection of them can be carried.

Mortar. Mortars propel missiles in high arcs, generally with high yield but fairly short range and accuracy. Shoulder mounted mortars are

heavy, but technology allows them to be small enough to carry.

Rocket/Missile Launcher. Rocket launchers fire rocket-propelled projectiles. Most are shoulder-fired. Rocket launchers have an anti-tank capability. A multi-rocket launcher fires several rockets, which cover a much wider splash area. Rocket launchers are also known as missile launchers.

NEW TRAITS

The weapons above include the following new traits.

Arc. The weapon fires in a ballistic arc; no direct line-of-sight is required, as long as there is a ballistic route which can be taken.

Weapon	Damage	Type	Range	Burst	Cost (cr)	Size	Weight (lb)	Avail	Special
Crusader Shoulder Light Mortar	2d6	Heat	6	2	9,000	L	16	9C	Single, arc, min 6
Crusader Ground-Mounted Light Mortar	3d6	Heat	10	3	20,000	L	22	9C	Single, mounted, min 10
Devastator Multi-Rocket Launcher	3d6	Heat	10	4	20,000	L	16	9C	Single, recoil, min 5
Heavy Plasma Launcher	3d6	Plasma	15	1	3,500	L	10	9C	Single, recoil
Heavy Repeater Plasma Launcher	2d6	Plasma	12	1	9,000	L	14	9C	Recoil
Marauder Rocket Launcher MK 1	3d6	Heat	15	2	4,000	M	10	9C	Single, AT, recoil, min 6
Marauder Rocket Launcher MK 2	3d6	Heat	18	3	10,000	M	11	9C	Single, AT, recoil, min 6
Mark 1 Bazookoid	2d6	Heat	8	1	2,000	M	10	9C	Single
Mark 2 Bazookoid	3d6	Heat	10	1	5,000	M	12	9C	Single
Mark 3 Bazookoid	3d6	Heat	12	2	10,000	M	12	9C	Single, seeker
Mark 4 (Rapid-fire) Bazookoid	2d6	Heat	8	2	13,500	M	13	9C	Recoil
Plasma Cannon	2d6+4	Plasma	10	1	4,000	M	11	9C	Single, recoil
Plasma Caster	2d6	Plasma	15	2	6,500	M	9	9C	Single
Portable Ion Cannon	2d6	Ion	6	3	5,000	M	10	9C	Single
Scimitar Missile Launcher	3d6	Heat	10	2	4,000	M	12	9C	Single, AT, recoil, min 6

AT. Anti-tank ability allows a weapon to instead be fired directly at a vehicle, doing double damage to vehicles and objects. When used in this manner, the weapon does not do burst damage.

Min. Weapons with this trait have a minimum range. They cannot target anything within that range. The minimum range is noted in parenthesis - e.g. "Min (8)".

Mounted. These weapons must be affixed (mounted or stood on the ground) and take two full actions to set-up before use. If they are moved, another two actions is required to set them up at the new site.

Recoil. This weapon's recoil is enough to affect the user in zero-g and lo-grav (see below).

Seeker. These weapons use heat or laser guidance and gain +2d6 to their attack rolls as long as a heat source is the target.

Single. Weapons with this trait can only be fired once per round.

ZERO-G & LO-GRAV

Weapons such as rocket launchers are avid observers of Newton's laws of motion, especially the third law.

Whenever a weapon designated with the "recoil" trait is used, the operator must make a *Challenging [13]* STR (zero-g) check for medium-sized weapons, or a *Difficult [16]* check for large weapons, or be propelled backwards. If the check is failed, the user is thrown back a number of feet equal to the damage rolled.

For example, a Marauder Rocket Launcher is size medium and does 3d6 damage. When fired, the operator rolls the damage (say, 12) makes a *Challenging [13]* check. If the check is failed, she is thrown back 12 feet.

In lo-grav environments, the distance the operator is thrown back is halved.

