



# Weapons D6 / Kashan Trench Mortar

## Kashan Trench Mortar

During the Kashan-MetaCorp conflict within the Palar Sector, trench warfare returned. On multiple planets, both sides dug trenches and built bunkers and sat in a deadlocked conflict. Both sides probed each other while trying to defend against them, looking for a weakness that could gain victory. Mortars had been used for many millennia throughout the galaxy, and were a timeless weapon. Trench Mortars were designed to destroy enemy trenches, bunkers, dugouts, and foxholes.

The shells were the size of 50 gallon drums and could be lobbed over large distances. Due to their size the mortars must be loaded by two people then operated by a firer and a spotter, therefore a total crew of four is required to use it. High explosive rounds can be used, and sent over farther distance to knock out enemy fortifications and emplacements, or the shorter ranged shrapnel shells can be fired into the trenches to kill large amounts of enemy troops.

Model: Kashan Industries T-7 Trench Mortar

Type: High Yield Anti-Emplacement Mortar

Scale: Walker

Skill: Artillery: T-7

Crew: 4

Ammo: 1

Cost:

Availability: 3, R

Body: 3D+2

Fire Rate: 1

Fire Control: 1D

Range: Shrapnel Round: 25-150/550/1.25 km

High Explosive Round: 30-250/750/3 km

Blast Radius: 2-21/32/50 (shrapnel) 2-12/24/35 (HE)

Damage: 5D/4D/3D(shrapnel) 6D+1/5D+2/5D (HE)

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