



# Weapons D6 / Stone Rain Mortar

## Stone Rain Mortar

Elvar Neral came up with a new twist on an old idea. Using old mortars, he scaled it down, armored it and made it incredibly versatile. The mortar can fire 8 different types of shells so far. Each having a specific purpose. The weapons have resulted in much use of trench warfare on RanCorp's part.

Model: Elv-122 Stone Rain Mortar

Type: Mortar

Skill: Blaster artillery

Crew: 2

Ammo: 3

Cost: 4,800 credits

Availability: 2,R

Body: 3D

Fire Rate: 3

Fire Control: 1D

Range: 25-165/580/1.2 km

Damage: Varies by shell type

### Fragmentation Shell

Scale: Speeder

Cost: 12,000 (box of 100 shells)

Availability: 2,R

Blast Radius: 3-8/14/22

Damage: 5D/4D/3D+2

### Concussion Shell

Scale: Speeder

Cost: 18,000 (box of 100 shells)

Availability: 2,R

Blast Radius: 9/15-23/28

Damage: 6D/5D/4D+2

### EMP Shell

Scale: Walker

Cost: 20,000 (box of 50 shells)

Availability: 3,R

Blast Radius: 12/20/35

Damage: 4D/3D+2/3D (ionization)

### Heat Shell

Scale: speeder

Cost: 20,000 (box of 50 shells)

Availability: 3,R

Blast Radius: 5-8/13/19

Damage: \* 5D/4D+1/3D+2 (no scales bonuses against character scale objects caught in blast)

Damage > Resist by	Character Effect	Vehicle Effect
1-3	-1D all attributes, half move	-----
4-6	-2D to all attributes, 1/4 move	Controls ionized
7-9	Incapacitated	Lightly Damaged
10-13	Mortally Wounded	Heavily Damaged
14-15	Dead, all gear melted	Severely Damaged
16+	-----	Vehicle Melted down

### Cluster Shell

Scale: character

Cost: 16,000 (box of 100 shells)

Availability: 2,R

Spread: The cluster explosively releases 20 grenades in an overlapping blast pattern.

the outermost range on each grenade overlaps with the surrounding ones. Thus the damage here is actually doubled.

Blast Radius: 4-9/11/15-21 each grenade (280 total)

Damage: 5D/4D/3D+2

Game Notes: Du to the spread anything caught in the outermost ranges receive double damage as the grenades go off simultaneously. (I.e. 7D+1 damage)

### DUD Sensor Shell

cost: 25,000 (box of 25)

Availability: 3,R

Sensors

Passive: 20/2D

Disguised as un-detonated shell

### Seismic Shell

Scale: Walker

Cost: 22,000 (box of 50 shells)

Availability: 3,R

Blast Radius: 15/23/31

Damage: (structures) 5D/4D+2/3D

Damage: (Characters) 3/2/1 rounds (stun)

Nerve Gas Shell

Scale: Speeder

Cost: 26,000 (box of 150 shells)

Availability: 3,R

Blast Radius: 18/22/30

Damage: 5D/4D+2/3D versus Stamina

Effects:

0-3 -1D to all actions

4-8 Incapacitated but still conscious, make moderate stamina roll every round to see if character passes out. if succeeds by more than 5 character can perform actions again at -3D

9-12 Unconscious for 2D hours

13 -1D straight and Dex permanently

14 Permanent disability of some kind

15+ death

Game Notes: Gas active for 1D minutes(12 rounds in a minute), roll damage each round.

Functions as a 1D smoke screen. Blocked by breath mask.

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