

Energy weapons:

(These weapons are used two handed!)

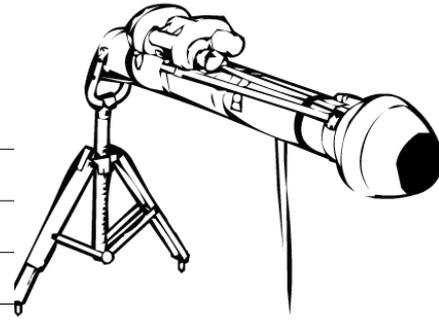
(To use energy based weapons, special training is necessary!)

(Tuning can change the range division. All range divisions given in this list apply to iron sight/standard models!)

(Please look up the effects of tunings in the tuning list)

(Prices are not guaranteed!)

Savage Arms Plasma Cannon



Ammunition:	micro fusion battery	
Price:	8000 \$	
Damage:	2 D10 + 3 D6 Plasma	
Maximum range:	120 + PE * 3	
Size:	Oversized.	
Rarity:	Very rare.	
Range division single fire:	<p>CQC: Close range: Middle range: far range: extreme range:</p>	<p>Bis 25 cm + PE * 4: +10 to HW + 5 to heavy weapons +20 cm: No adjustment +25 cm: -5 to heavy weapons +25 cm: -10 to heavy weapons</p>
AP Costs:	5 for common shot 2 to reload	
Ammunition feeding:	Exchangeable micro fusion battery.	
Min. strength:	To fire: 5 To move: see special rule	
Weight:	250 pounds weapon 20 pounds micro fusion battery (30 Schuss)	
Special rule:	This is a purely stationary weapon. It can be moved by people with less than strength 9, but only if they receive help from someone. In that case, the combined strength must be at least 8, movement in combat is reduced to 2 cm per AP and the maximal number of AP of the carriers is the number of AP the carrier with the least AP has.	
Encounterable versions:	Standard model: Very rare	
Description:	The ultimate weapon against an onslaught of a horde of Super Mutants. The Brotherhood of Steel protect their Lost Hills Bunker with several of these, which is one of the main reasons that facility is unbreachable. Not really suited for fast, mobile combat maneuvers.	

Sunbeam **Tribarrel Laser-Rifle**



Ammunition:	Big Energy Cell	
Price:	5000 \$	
Damage:	7 D6 + 12 Laser	
Maximum range:	200 + PE * 3	
Size:	Very big	
Rarity:	Rare	
Range division single fire:	CQC: Close range: Middle range: far range: extreme range:	Up to 40 cm: No adjustment Up to 80 cm: +5 to heavy weapons Up to 120 cm + PE *4: +10 to HW +40 cm: -5 to heavy weapons +40 cm: -10 to heavy weapons
AP Costs:	5 for common shot 6 for aimed shot 2 to reload	
Ammunition feeding:	Exchangeable Big Energy Cell	
Min. strength:	7	
Weight:	16 pounds weapon 1 pound big energy cell (5 shots)	
Special rule:	None.	
Encounterable versions:	Standard model: Rare With mounting rails: Rare With scope: Very rare.	
Description:	The Sunbeam Tribarrel Laser is basically an incredibly simple idea. Instead of building a stronger laser, they simply added two weaker ones to the strongest one there was. The result may not be very pretty, not to mention misshapen, but at least it's incredibly deadly.	

Winchester P94 Plasma Caster



Ammunition:	Big Energy Cell	
Price:	3500 \$	
Damage:	4 D6 + 7 Plasma	
Maximum range:	150 + PE * 3	
Size:	Very big	
Rarity:	Rare	
Range division single fire:	<p>CQC: Close range: Middle range: far range: extreme range:</p>	<p>Up to 30 cm: -5 to heavy weapons Up to 60 cm: +5 to heavy weapons Up to 90 cm + PE * 3: +10 to HW +30 cm: no adjustment +30 cm: -10 to heavy weapons</p>
AP Costs:	<p>5 for common shot 6 for aimed shot 2 to reload</p>	
Ammunition feeding:	Exchangeable Big Energy Cell.	
Min. strength:	6	
Weight:	<p>12 pounds weapon 1 pound Big Energy Cell (11 shots)</p>	
Special rule:	None.	
Encounterable versions:	Standard model: Rare.	
Description:	A heavy weapon that shoots ultra-heated Plasma through it's barrel. It was especially effective against older Chinese tanks – not to mention infantrymen.	