

Ranged weapons – Heavy weapons

Machine guns and Gatling Cannons:

(These weapons are used two handed!)

(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)

(If an encounterable version requires a prior, other tuning to work, that version will have that tuning as well. For example, an infrared scope means that the mounting rails and the infrared light are both there as well)

(Prices are not guaranteed!)

Browning M2		
Ammunition:	.50 BMG	
Price:	1800 \$	
Damage:	4 D6 + 1 D3	
Maximum range:	200 + PE * 4	
Size:	Oversized	
Rarity:	Rare	
Range division burst:	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:	6 for a 5 shot burst 3 to reload	
Ammunition feeding:	Disintegrating ammunition belt. The usual length is 50 shots, but one can attach belts to each other.	
Min. strength:	6 for shooting from a mount 9 for shooting it from the hip	
Weight:	Weapon: 76 pounds 50 Shot ammunition belt: 20 pounds.	
Special rule:	This weapon requires STRENGTH 9 if the shooter wants to hold it. STRENGTH 6 is fully sufficient to fire it mounted (to a tripod for example).	
Encounterable versions:	Standard model: With tripod: With mounting rails: With scope:	Rare Rare Very rare Very rare
Description:	Introduced to the military market in 1918 by John Moses Browning, this weapon was not meant to be used directly against humans. Rather against airplanes and tanks of that time. In fact, this is one of the few weapons that enables one to fight Power Armor effectively.	

Flak (Light Anti Air Gun)



Ammunition:	20 mm LAAR	
Price:	4500 \$	
Damage:	1 D10 + 4 D3	
Maximum range:	225 + WA * 4	
Size:	Oversized	
Rarity:	Very rare.	
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 45 cm: - 10 to heavy weapons Up to 90 cm: -5 to heavy weapons Up to 135 cm: no adjustment Up to 180 cm: +5 to heavy weapons Up to 225 + PE * 4: +10 to HW
AP Costs:	6 for a 5 shot burst 3 to reload	
Ammunition feeding:	Disintegrating ammunition belt. The usual length is 30 shots, but one can attach belts to each other.	
Min. strength:	7 for shooting from a mount 11 for shooting it from the hip	
Weight:	Weapon: 110 pounds Ammunition belt: 30 pounds (30 Schuss)	
Special rule:	This weapon requires STRENGTH 11 if the shooter wants to hold it. STRENGTH 7 is fully sufficient to fire it mounted (to a tripod for example).	
Encounterable versions:	Standard model:	Very rare
	With tripod:	Very rare
	With mounting rails:	Very rare
	With scope:	Very rare
Description:	A very rare weapon in the post apocalyptic Wasteland: a light anto aircraft cannon, that has been transformed into a squad support weapon. Popular with especially strong super mutants. <u>A note on the picture:</u> The shown 20 mm Flak is still on it's swiveling gun carriage. In the wasteland, this weapon is pretty much only found singly, without the full carriage.	

Gatling Cannon



Ammunition:	.45-70 Government	
Price:	1000 \$	
Damage:	3 D6 + 3	
Maximum range:	100 + PE * 3	
Size:	oversized.	
Rarity:	Rare	
Range division burst:	<p>CQC: Close range: Middle range: far range: extreme range:</p>	<p>Up to 20 cm: +5 to heavy weapons Up to 40 cm + PE * 3: +10 to HW +20 cm: no adjustment +20 cm: -5 to heavy weapons +20 cm: -10 to heavy weapons</p>
AP Costs:	<p>7 AP for 10 a shot burst 3 AP to assemble or disassemble</p>	
Ammunition feeding:	30 shot magazine, that's added to the top.	
Min. strength:	<p>6 to shoot it, when mounted 7 to transport it.</p>	
Weight:	<p>30 pounds 3 pounds for the 30 shot magazine</p>	
Special rule:	<p>This weapon fires a ten shot burst. It can be moved by persons with STRENGTH less than 7, but only if they get help from someone. In that case, the combined strength must be at least 8. Movement in combat is reduced to two cm per AP and the maximal amount of AP of the carriers is the amount of AP of the carrier with the least AP.</p>	
Encounterable versions:	Standard model (with tripod): Rare	
Description:	<p>An old gun, out of the latter days of the Wild West. Unlike the minigun, the shooter must make the barrels spin, by turning a crank. For this reason, the weapon can only be shot when mounted on it's tripod.</p>	

M-60		
Ammunition:	.308 Winchester	
Price:	1500 \$	
Damage:	3 D6 + 5	
Maximum range:	180 + WA * 4	
Size:	Very big.	
Rarity:	Quite common.	
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 40 cm: +5 to heavy weapons Up to 80 cm + PE * 4: +10 to HW +40 cm: no adjustment +30 cm: -5 to heavy weapons +30 cm: -10 to heavy weapons
AP Costs:	6 for a 10 shot burst 2 to reload	
Ammunition feeding:	Disintegrating ammunition belt. The usual length is 100 shots, but one can attach belts to each other.	
Min. strength:	6 (on a rest) 7 (standing)	
Weight:	Weapon: 22 pounds. 100 shots ammunition belt: 12 pounds.	
Special rule:	<ul style="list-style-type: none"> - This weapon requires Strength 7 when the shooter wants to fire it from his own hands, but strength 6 is enough to fire it from a rest. - If this weapon fires at least 30 shots within 3 consecutive rounds or less, a survival roll must be rolled on the D6. This test is passed with 5 or higher. If the shooting continues in the next round, without at least one round of pause, the survival test must be done after each shot. If the test fails, the barrel is overheated and the weapon useless. 	
Encounterable versions:	Standard model: With bipod: With mounting rails: With scope:	Common Common Rare Very rare
Description:	A direct copy of the German MG-42 of World War II, even though the cadence has been scaled down. This American weapon was used for a long time in wars all across the world.	

MG 42		
Ammunition:	8mm IS	
Price:	2000 \$	
Damage:	3 D6 + 4	
Maximum range:	150 + PE * 4	
Size:	Very big	
Rarity:	Rare.	
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 30 cm + PE *4: + 10 to HW +30 cm: +5 to heavy weapons +30 cm: no adjustment +30 cm: -5 to heavy weapons +30 cm: -10 to heavy weapons
AP Costs:	6 for a 10 shot burst 2 to reload	
Ammunition feeding:	Disintegrating ammunition belt. The usual length is 100 shots, but one can attach belts to each other.	
Min. strength:	6 (on a rest) 7 (standing)	
Weight:	Weapon: 20 pounds 100 shots ammunition belt: 11 pounds.	
Special rule:	<ul style="list-style-type: none"> - This weapon requires Strength 7 when the shooter wants to fire it from his own hands, but strength 6 is enough to fire it from a rest. - If this weapon fires at least 30 shots within 3 consecutive rounds or less, a survival roll must be rolled on the D6. This test is passed with 5 or higher. If the shooting continues in the next round, without at least one round of pause, the survival test must be done after each shot. If the test fails, the barrel is overheated and the weapon useless. 	
Encounterable versions:	Standard model:	Rare
	With bipod:	Rare
	With mounting rails:	Very rare
	With scope:	Very rare
Description:	Maybe the most horrific small arm of World War II, this weapon was nicknamed the scythe, due to it's incredible rate of fire, that was only later surpassed by more modern Gatling guns. Due to it's reckless rate of fire, it does however tend to overheat.	

Minimi



Ammunition:	.223 Remington	
Price:	1000 \$	
Damage:	2 D6 + 6	
Maximum range:	130 + PE * 4	
Size:	Very big	
Rarity:	Rare.	
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 25 cm: +5 to heavy weapons Up to 55 cm + PE * 3: + 10 to HW +20 cm: no adjustment +25 cm: -5 to heavy weapons +30 cm: -10 to heavy weapons
AP Costs:	6 for an 8 shot burst 2 to reload	
Ammunition feeding:	Disintegrating ammunition belt or AR 15 magazines.	
Min. strength:	4 (on a rest) 5 (standing)	
Weight:	Weapon: 20 pounds 100 shots ammunition belt: 11 pounds.	
Special rule:	None.	
Encounterable versions:	Standard model: With bipod: With mounting rails: With scope:	Rare Rare Very rare Very rare
Description:	A modern machine gun in an intermediate cartridge. The FN Minimi (Mini Militraieuse (machine gun)) saw a lot of use during the Resource Wars and before as an official Squad Automatic Weapon of the US military.	

Rockwell CZ53 **Minigun**



Ammunition:	5mm Soviet	
Price:	3500 \$	
Damage:	2 D6 + 4	
Maximum range:	120 + PE * 3	
Size:	Oversized.	
Rarity:	Rare.	
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 30 cm: +5 to heavy weapons Up to 60 cm + PE * 3: +10 to HW +20 cm: No adjustment +20 cm: -5 to heavy weapons +20 cm: -10 to heavy weapons
AP Costs:	6 for a 12 round burst 2 to reload.	
Ammunition feeding:	Disintegrating ammunition belt. The usual length is 100 shots, but one can attach belts to each other.	
Min. strength:	7 on a rest 9 standing	
Weight:	28 pounds weapon 10 pounds 120 shots (ammunition belt)	
Special rule:	This weapon fires a 12 shot burst. This weapon requires strength 9, if the shooter wants to fire it from his hands. Strength 7 is enough to fire it, if it's mounted on some kind of rest.	
Encounterable versions:	Standard model:	Rare
	With tripod:	Very rare
Description:	The Rockwell CZ53 was an outdated model, that was rarely used in World War III anymore, when the bombs fell. None the less, it's quite popular in the wasteland (especially with Super Mutants).	

RPD

Ammunition:	5mm Soviet	
Price:	900 \$	
Damage:	2 D6 + 4	
Maximum range:	120 + PE * 4	
Size:	Big	
Rarity:	Rare.	
Range division burst:	CQC: Close range: Middle range: far range: extreme range:	Up to 25 cm + PE * 3: + 10 to heavy w. + 20 cm: +5 to heavy weapons + 30 cm: No adjustment + 25 cm: -5 to heavy weapons + 20 cm: -10 to heavy weapons
AP Costs:	6 for a 8 shot burst 2 to reload	
Ammunition feeding:	Non-disintegrating ammunition belt of 50 rounds length.	
Min. strength:	4 (on a rest) 5 (standing)	
Weight:	Weapon: 17 pounds 50 shots ammunition belt: 6 pounds.	
Special rule:	None.	
Encounterable versions:	Standard model: With bipod: With mounting rails: With scope:	Rare Rare Very rare Very rare
Description:	Designed by the Soviet Union during World War II, this weapons came to late to that conflict, but saw service in numerous conflicts the world over until the bombs fell. And it keeps seeing service even now.	