

Special Heavy Weapons:

(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)

(Prices are not guaranteed!)

| Flambe 450 Flame Thrower | | | | | | | | | | | |
|--|--|------|---------------------------------|--------------|----------------------------|---------------|----------------------|------------|----------------------------|----------------|-----------------------------|
|  | | | | | | | | | | | |
| Ammunition: | Napalm-Tanks | | | | | | | | | | |
| Price: | 2000 \$ | | | | | | | | | | |
| Damage: | 2 D10 + 5 Fire damage | | | | | | | | | | |
| Maximum range: | 30 cm + PE * 2 | | | | | | | | | | |
| Size: | Very big. | | | | | | | | | | |
| Rarity: | Rare. | | | | | | | | | | |
| Range division: | <table border="0" style="width: 100%;"> <tr> <td style="width: 50%;">CQC:</td> <td>Up to 10 cm + PE * 2: +10 to HW</td> </tr> <tr> <td>Close range:</td> <td>+5 cm: +5 to heavy weapons</td> </tr> <tr> <td>Middle range:</td> <td>+5 cm: No adjustment</td> </tr> <tr> <td>far range:</td> <td>+5 cm: -5 to heavy weapons</td> </tr> <tr> <td>extreme range:</td> <td>+5 cm: -10 to heavy weapons</td> </tr> </table> | CQC: | Up to 10 cm + PE * 2: +10 to HW | Close range: | +5 cm: +5 to heavy weapons | Middle range: | +5 cm: No adjustment | far range: | +5 cm: -5 to heavy weapons | extreme range: | +5 cm: -10 to heavy weapons |
| CQC: | Up to 10 cm + PE * 2: +10 to HW | | | | | | | | | | |
| Close range: | +5 cm: +5 to heavy weapons | | | | | | | | | | |
| Middle range: | +5 cm: No adjustment | | | | | | | | | | |
| far range: | +5 cm: -5 to heavy weapons | | | | | | | | | | |
| extreme range: | +5 cm: -10 to heavy weapons | | | | | | | | | | |
| AP Costs: | 5 to fire. 2 to reload. | | | | | | | | | | |
| Ammunition feeding: | Exchangeable napalm tanks. A tank is good for about 30 seconds of continuous fire or 15 shots. | | | | | | | | | | |
| Min. strength: | 5 | | | | | | | | | | |
| Weight: | 18 pounds. | | | | | | | | | | |
| Special rule: | None. | | | | | | | | | | |
| Encounterable versions: | Standard model: Rare | | | | | | | | | | |
| Description: | The Flambe 450 Flame Thrower may have a limited range, but it does horrific damage to everything in his range. | | | | | | | | | | |

Rockwell Big Bazooka **Rocket Launcher**



| | | |
|-----------------------------|---|--|
| Ammunition: | 60 mm Rockets | |
| Price: | 3000 \$ | |
| Damage: | 2 D10 +3 Explosion damage (repeatable) in 7 cm circumference | |
| Maximum range: | 170 cm + PE * 4 | |
| 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 → impossible to fire. Up to 60 cm + PE*4 : +10 to HW +40 cm: +5 to heavy weapons +35 cm: -5 to heavy weapons +35 cm: -10 to heavy weapons</p> |
| AP Costs: | 7 to shoot 3 to reload | |
| Ammunition feeding: | The rockets are reloaded one by one and by hand. | |
| Min. strength: | 5 | |
| Weight: | Weapon: 15 pounds Rocket: 4 pounds | |
| Special rule: | None. | |
| Encounterable versions: | Standard model: Rare | |
| Description: | Rockwell's Big Bazooka was introduced into the US military in the middle of the 2050s. Perfectly suited to bring much needed light and warmth into enemy tanks and bunkers. | |