

TRAVELLER

WEAPONS

Traveller was one of the earliest roleplaying games, and over the years it has accumulated a wide range of resources. One of its defining features is the array of equipment and weapons available.

This article presents short, simple conversion rules for using *Traveller* weapons in a futuristic WOIN game such as *N.E.W. The Science Fiction Roleplaying Game*. This guide includes notes for converting *Mongoose's Traveller* from 2008 and the updated version from 2016.

As a general rule, item costs are the same in both systems, and weights in kg are doubled to get lbs. For many equipment items, this is all you need; the item description describes its function. Weapons have more statistics, which are converted according to the guidelines below.

STATISTICS

Use the following guidelines to convert a *Traveller* weapon to WOIN.

Damage. Damage is converted using the standard dice conversion table found on the WRRD. This is reproduced below for

convenience. Simple cross-reference the number of dice with the die type to get the WOIN damage.

Type. *Traveller* does not use damage types, so these should be assigned manually, but should be fairly obvious. Heat and ballistic are the most common damage types, and cold/cryo and radiation pop up occasionally.

Range. *Traveller* uses a scale of weapon types based on meters. WOIN uses 5' squares. These convert as follows.

| Traveller Weapon Type | WOIN (sq) |
|-----------------------|-----------|
| Thrown | 3 |
| Pistol | 10 |
| Rifle | 20 |
| Shotgun | 6 |
| Assault Weapon | 15 |
| Rocket | 30 |

| Dice | 1d | 2d | 3d | 4d | 5d |
|------|-------|-------|------|--------|--------|
| d4 | 1d6-1 | 1d6+1 | 2d6 | 2d6+2 | 3d6+2 |
| d6 | 1d6 | 2d6 | 3d6 | 4d6 | 5d6 |
| d8 | 1d6+1 | 2d6+2 | 4d6 | 5d6+2 | 6d6+2 |
| d10 | 1d6+2 | 3d6+2 | 5d6 | 6d6+4 | 8d6 |
| d12 | 2d6 | 4d6 | 6d6 | 8d6 | 10d6 |
| d20 | 3d6+2 | 6d6+4 | 10d6 | 13d6+2 | 16d6+2 |

Cost. Cost translates directly. No conversion needed.

Size. *Traveller* does not have a size entry, so you will need to convert it based on common sense. Pistols are small, rifles are medium, heavy weapons are large.

Weight. WOIN uses lbs and *Traveller* uses kg, so simply double the kg to get lbs.

Availability. The usual genre of *Traveller* is B, with some exceptions. The Tech Level (TL) corresponds to the WOIN Advancement Level (AL) as follows. From TL 9 onwards, AL is simply TL-3.

| Traveller (TL) | | WOIN (AL) |
|----------------|---|-----------|
| 0 | Stone Age | 0 |
| 1 | Bronze Age | 1 |
| 1-2 | Medieval | 2 |
| 2 | Renaissance | 3 |
| 3 | Industrial Age/ 19-20c | 4 |
| 4 | early 20c | 4 |
| 5 | Information Age/mid 20c | 5 |
| 6 | Mid-late 20c | 5 |
| 7 | Pre-Stellar/ Late 20c | 6 |
| 8 | Pre-Stellar/ fusion/solar system visitation | 6 |
| 9 | Pre-Stellar/ early FTL/ colonized solar system | 6 |
| 10 | Early Stellar/ new star systems | 7 |
| 11 | Early Stellar/ Jump 2 | 8 |
| 12 | Average Stellar/Jump 3 | 9 |
| 13 | Average Stellar/Jump 4 | 10 |
| 14 | Average Stellar/Jump 5 | 11 |

| Traveller (TL) | | WOIN (AL) |
|----------------|-------------------------|-----------|
| 15 | High Stellar/ Jump 6 | 12 |
| 16+ | | (TL-3) |
| 17 | | |
| 18 | | |

OTHER STATS

The following stats are used by *Traveller* but not in WOIN.

Auto. This entry in *Traveller* becomes a weapon trait in WOIN. Effects are handled via exploits, instead.

Magazine. This can be noted for information purposes in WOIN, but ammo is handled differently. In WOIN you buy 20 shots for the cost of 5% of the weapon cost. There is a weapon property ("Single") which indicates that a weapon can only be fired once per round. This tends to happen with primitive, slow to load weapons.

You can use the *Traveller* magazine figures if you enjoy tracking ammo.

Recoil. In *Traveller*, the recoil is compared to your Strength to see if your initiative is modified. Melee weapons have a value called heft which does the same thing.

In WOIN, take the recoil value and apply it to INITIATIVE according to the following table:

| Recoil | INITIATIVE |
|--------|------------|
| 0 | - |
| 1 | -2 |
| 2 | -4 |
| 3 | -6 |

Heavy weapons. Heavy weapons in *Traveller* are listed separately to other weapons, and include the grenade launcher, RAM, rocket launcher, PGMP, and FGMP. These simply gain the *heavy* trait in WOIN.

| Armor | Type | SOAK | Avail | Cost | Wgt (lb) | Special |
|--------------------------------------|--------|-----------------|-------|---------|----------|-----------|
| Ballistic Vest | Light | 2 | 6A | 500 | 2 | |
| Ceramic Carapace | Medium | 5 | 9A | 12,000 | 8 | |
| Cloth I | Light | 3 | 6A | 250 | 20 | |
| Cloth II | Light | 4 | 7A | 500 | 10 | |
| Cloth III | Light | 2 | 9A | 750 | 4 | |
| Diplo Vest | Light | 2 | 7A | 250 | 0.5 | |
| Flak Jacket I | Light | 2 | 6A | 100 | 16 | |
| Flack Jacket II | Light | 3 | 6A | 300 | 18 | |
| Flak Shell | Medium | 4 | 6A | 1,000 | 16 | |
| Jack | Light | 1 | 1A | 50 | 2 | |
| Mesh | Light | 1 | 5A | 150 | 4 | |
| Poly Carapace | Light | 5 | 7A | 10,000 | 4 | |
| Lightweight Poly Carapace | Light | 6 | 8A | 15,000 | 4 | |
| Advanced Poly Carapace | Light | 8 | 10A | 35,000 | 4 | |
| Post-Apocalyptic | Medium | 2 | 5A | 150 | 6 | |
| Protec Suit | Light | 2 | 6A | 500 | 2 | |
| Tactical Riot Armour | Heavy | 2 | 6A | 600 | 12 | |
| Ablat | Medium | 1 (3 laser) | 6A | 75 | 4 | |
| Conduit-Bleed | Heavy | 2 (8 plasma) | 11B | 3,500 | 16 | |
| Dispersion | Medium | 1 (5 energy) | 9B | 2,000 | 6 | |
| Fireproof Suit | Light | 2 energy | 6A | 50 | 2 | |
| Reflec | Light | 5 laser | 7A | 1,500 | 2 | |
| Neural Sheath | Light | 10 psionics | 14B | 80,000 | 4 | |
| Boarding Vacc Suit I | Heavy | 6 | 8A | 18,000 | 50 | Radshield |
| Boarding Vacc Suit II | Heavy | 7 | 9A | 24,000 | 24 | Radshield |
| Ceramic Combat Armour | Heavy | 6 (9 energy) | 10A | 300,000 | 30 | Radshield |
| Combat Armour I | Heavy | 7 | 7A | 96,000 | 40 | Radshield |
| Combat Armour II | Heavy | 9 | 9A | 88,000 | 32 | Radshield |
| Combat Armour III | Heavy | 10 | 11A | 160,000 | 24 | Radshield |
| Combat Environment Suit | Medium | 4 | 7A | 1,000 | 4 | Radshield |
| Emergency Hostile Environmental Suit | Heavy | 2 | 7A | 9,000 | 40 | |
| Emergency Softsuit | Medium | - | 7A | 2,000 | 20 | |
| Explosive Ordnance Disposal Suit | Heavy | 6 | 6A | 8,000 | 70 | |
| Hostile Environment Vacc Suit I | Heavy | 4 | 6A | 24,000 | 44 | Radshield |
| Hostile Environment Vacc Suit II | Heavy | 5 | 7A | 20,000 | 26 | Radshield |
| Hostile Environment Vacc Suit III | Heavy | 6 | 8A | 22,000 | 26 | Radshield |
| Hostile Environment Vacc Suit IV | Heavy | 7 | 10A | 40,000 | 20 | Radshield |
| Hostile Environment Vacc Suit V | Heavy | 8 | 11A | 60,000 | 18 | Radshield |
| Pressure Sleeve | Light | - | 7A | 600 | 0.5 | |
| Psi-Enhanced Combat Armour | Medium | 8 (+ PSI score) | 13C | 500,000 | 20 | Radshield |
| Rescue Suit | Medium | 6 | 9A | 25,000 | 44 | Radshield |
| Vacc Suit I | Medium | 2 | 6A | 12,000 | 34 | Radshield |
| Vacc Suit II | Medium | 4 | 7A | 11,000 | 20 | Radshield |
| Vacc Suit III | Medium | 5 | 9A | 20,000 | 16 | Radshield |

| Powered Armor | Type | SOAK | Avail | Cost | Wgt (lb) | Special |
|-----------------------------|-------|---------------|-------|---------|----------|--------------------|
| Ceramic Powered Plate | Heavy | 8 (10 energy) | 10B | 90,000 | 70 | Radshield, powered |
| Grav-Enhanced Powered Plate | Heavy | 10 | 12B | 120,000 | 64 | Radshield, powered |
| Mechanical Carapace I | Heavy | 4 | 6A | 15,000 | 60 | Radshield, powered |
| Mechanical Carapace II | Heavy | 5 | 9A | 30,000 | 50 | Radshield, powered |
| Powered Plate I | Heavy | 7 | 7A | 50,000 | 80 | Radshield, powered |
| Powered Plate II | Heavy | 9 | 11A | 85,000 | 60 | Radshield, powered |

MONGOOSE TRAVELLER 2016

Mongoose released a new version of *Traveller* in 2016. The following differences apply when converting weapons to WOIN.

Range. Range is noted in meters. To get a WOIN range in squares, multiply by 0.6. Note that *Traveller* rifles include a scope in their ranges, so divide by 10 if the range is larger than 50 or so. A scope can be added using the usual WOIN upgrade rules.

Damage. Use as shown, less 1d6 (so 3d6+3 is 2d6+3). Where two D's are noted (e.g. 3DD, demoting *Destructive*) this means that the damage is multiplied by 10.

Other values are converted according to the guidelines for the 2008 *Traveller* version. Books

like the *Central Supply Catalog* can provide a wide range of ready-to-use equipment for your WOIN game. You will find some of these on the next page.

WEAPON TRAITS

The following new weapon traits are used with converted *Traveller* weapons.

AP X. Armour Penetration allows the weapon to ignore the indicated amount of SOAK. Halve the value.

Blast X. This is the equivalent of WOIN's Burst X. Halve the value.

Bulky. This is the equivalent of WOIN's *heavy*.

| Battle Dress | SOAK | Avail | Cost | Wgt (lb) | Special |
|-------------------------------|-----------------|-------|---------|----------|--------------------|
| Artillery Battle Dress I | 13 | 10A | 275,000 | | Radshield, powered |
| Artillery Battle Dress II | 15 | 11A | 320,000 | | Radshield, powered |
| Assault Battle Dress I | 12 | 10A | 300,000 | | Radshield, powered |
| Assault Battle Dress II | 14 | 11A | 330,000 | | Radshield, powered |
| Battle Dress I | 11 | 10A | 200,000 | | Radshield, powered |
| Battle Dress II | 12 | 11A | 220,000 | | Radshield, powered |
| Ceramic Battle Dress I | 11 (16 energy) | 10A | 400,000 | | Radshield, powered |
| Ceramic Battle Dress II | 13 (18 energy) | 11A | 440,000 | | Radshield, powered |
| Combat Pioneer Battle Dress | 12 | 10A | 270,000 | | Radshield, powered |
| Command Battle Dress I | 12 | 10A | 325,000 | | Radshield, powered |
| Command Battle Dress II | 14 | 11A | 350,000 | | Radshield, powered |
| Logistics Battle Dress I | 11 | 10A | 290,000 | | Radshield, powered |
| Logistics Battle Dress II | 13 | 11A | 320,000 | | Radshield, powered |
| Psi-Commando Battle Dress | 13 (+ half PSI) | 12C | 1.2 MCr | | Radshield, powered |
| Psi- Enhanced Battle Dress I | 11 (+half PSI) | 10C | 800,000 | | Radshield, powered |
| Psi- Enhanced Battle Dress II | 13 (+half PSI) | 11C | 880,000 | | Radshield, powered |
| Scout Battle Dress I | 10 | 10B | 270,000 | | Radshield, powered |
| Scout Battle Dress II | 12 | 11B | 300,000 | | Radshield, powered |

Dangerous. This weapon is unstable and dangerous to use. If triple ones are rolled, it explodes and inflicts its damage on the owner.

Destructive. Give this trait to weapons denoted with the DD damage notation. This multiplies damage by 10. These weapons are pretty much one-shot kills.

Radiation. Add radiation damage to the damage type(s).

Scope. Ignore this trait. Scopes are added separately in WOIN.

Silent. This weapon is silent.

Smart. The weapon should be considered to have the Seeker upgrade (+2d6, one shot per round).

Zero-G. Ignore this trait. WOIN's zero-g rules are different.

MELEE WEAPONS

This document does not include examples of converted melee weapons, as the WOIN system already has a much larger array of these in books such as *Fantasy Equipment*.

ARMOUR

Simply halve the protective value of *Traveller 2016* armour types (minimum 1).

Note that some *Traveller* armour contains radiation protection. This SOAKs radiation damage at a value of 5% (round down) of the RAD value indicated; this is so often within 1 point of the actual regular protection, that a simple *radshield* trait is used instead, indicating that the armor's SOAK applies to radiation.

Remember to double the weight to convert from kg to lb. You will need to assign type (light, medium, heavy, powered) manually. Archaic armours are not listed below, as *WOIN Fantasy Equipment* already has far more than *Traveller*.

SHIELDS

Traveller contains a range of shields. You will simply need to decide whether each is small, medium, or large. Cost, weight, etc. all remain the same.

SLUG PISTOLS

| Slug Pistols | Damage | Type | Range | Cost (cr) | Size | Weight (lb) | Availability | Special |
|----------------------|--------|-----------|-------|-----------|------|-------------|--------------|-----------------------------|
| Antique Pistol | 1d6 | Ballistic | 3 | 100 | S | 2 | 4A | Single, sidearm |
| Assault Pistol | 2d6 | Ballistic | 6 | 250 | S | 2 | 5A | Auto, sidearm |
| Autopistol | 2d6 | Ballistic | 6 | 200 | S | 2 | 5A | Auto, sidearm |
| Body Pistol | 1d6 | Ballistic | 3 | 500 | S | 0.5 | 6A | Holdout, sidearm |
| Cartridge Pistol | 3d6 | Ballistic | 12 | 300 | S | 3 | 6A | Sidearm |
| Coach Pistol | 3d6 | Ballistic | 3 | 200 | S | 4 | 4A | Shotgun, dangerous, sidearm |
| Duck's Foot Pistol | 1d6 | Ballistic | 3 | 300 | S | 4 | 4A | Auto, dangerous, sidearm |
| Flechette Pistol | 2d6 | Piercing | 6 | 275 | S | 2 | 6A | Silent, sidearm |
| Gauss Pistol | 2d6 | Piercing | 12 | 500 | S | 2 | 10A | Auto, sidearm |
| Heavy Revolver | 3d6 | Ballistic | 6 | 400 | S | 3 | 5A | Revolver, heavy, sidearm |
| Magrail Pistol | 2d6+3 | Ballistic | 6 | 750 | S | 2 | 11A | Auto, sidearm |
| Revolver | 2d6 | Ballistic | 6 | 150 | S | 2 | 5A | Revolver, sidearm |
| Shot Pistol | 2d6 | Ballistic | 2 | 60 | S | 1 | 5A | Sidearm |
| Snub Pistol | 2d6 | Ballistic | 3 | 150 | S | 0.5 | 6A | Sidearm |
| Universal Autopistol | 2d6 | Ballistic | 6 | 300 | S | 2 | 6A | Sidearm, auto |
| Zip Gun | 1d6 | Ballistic | 3 | 50 | S | 0.5 | 4A | Single |

SLUG RIFLES

| Slug Rifles | Damage | Type | Range | Cost (cr) | Size | Weight (lb) | Availability | Special |
|-----------------------------|--------|-----------|-------|-----------|------|-------------|--------------|----------------|
| Accelerator Rifle | 2d6 | Ballistic | 15 | 900 | M | 4 | 6A | |
| Advanced Combat Rifle | 2d6 | Ballistic | 27 | 1,000 | M | 6 | 7A | Auto |
| Air Rifle I | 1d6 | Ballistic | 3 | 225 | M | 8 | 4A | Silent, single |
| Air Rifle II | 2d6 | Ballistic | 4.5 | 350 | M | 10 | 4A | Silent, single |
| Antique Rifle | 2d6 | Ballistic | 15 | 150 | M | 12 | 4A | |
| Assault Rifle | 2d6 | Ballistic | 12 | 500 | M | 8 | 6A | Auto |
| Assault Shotgun | 3d6 | Ballistic | 3 | 500 | M | 10 | 5A | Heavy, auto |
| Autorifle | 2d6 | Ballistic | 18 | 750 | M | 10 | 5A | Auto |
| Big Game Rifle | 2d6+3 | Ballistic | 12 | 1,250 | M | 18 | 5A | Heavy |
| Flechette Submachine Gun | 2d6 | Ballistic | 12 | 500 | M | 6 | 6A | Auto, silent |
| Gauss Rifle | 3d6 | Ballistic | 36 | 1,500 | M | 8 | 9A | Auto |
| Gauss Sniper Rifle | 4d6 | Ballistic | 60 | 2,500 | M | 8 | 9A | |
| Heavy Advanced Combat Rifle | 3d6 | Ballistic | 27 | 2,000 | M | 10 | 7A | Auto, heavy |
| Magrail Rifle | 3d6+3 | Ballistic | 9 | 2,500 | M | 8 | 11A | Auto |
| Rifle | 2d6 | Ballistic | 15 | 200 | M | 10 | 5A | |
| Sawed-off Shotgun | 3d6 | Ballistic | 10 | 200 | M | 4 | 5A | Heavy, shotgun |
| Shotgun | 3d6 | Ballistic | 30 | 200 | M | 8 | 4A | Heavy |
| Sniper Rifle | 2d6 | Ballistic | 30 | 700 | M | 10 | 6A | Silent |
| Spear Gun | 2d6 | Piercing | 25 | 50 | M | 4 | 5A | Silent |
| Submachine Gun | 2d6 | Ballistic | 25 | 400 | M | 6 | 5A | Auto |

ENERGY PISTOLS

| Energy Pistols | Damage | Type | Range | Cost (cr) | Size | Weight (lb) | Availability | Special |
|-------------------------|--------|------|--------|-----------|------|-------------|--------------|----------------------|
| Gauntlet Laser | 2d6 | Heat | 12 | 2,500 | S | 8 | 7B | Sidearm |
| Hand Flamer | 2d6 | Heat | Cone 3 | 1,500 | S | 4 | 7B | Sidearm, combust |
| Laser Pistol I | 2d6 | Heat | 12 | 2,000 | S | 6 | 6B | Sidearm |
| Laser Pistol II | 2d6+3 | Heat | 18 | 3,000 | S | 4 | 8B | Sidearm |
| Maser Pistol | 2d6+3 | Heat | 12 | 25,000 | S | 6 | 14B | Sidearm, AP5 |
| Matter Disintegrator I | 1d6x10 | Heat | 3 | 2.5 MCr | S | 2 | 15C | Sidearm, destructive |
| Matter Disintegrator II | 2d6x10 | Heat | 6 | 4 MCr | S | 2 | 16C | Sidearm, destructive |
| Personal Defense Laser | 3d6+3 | Heat | 15 | 6,000 | S | 6 | 10B | Auto, sidearm |
| Stunner I | 1d6 | Heat | 3 | 500 | S | 1 | 6B | Stun, sidearm |
| Stunner II | 1d6+3 | Heat | 3 | 750 | S | 1 | 7B | Stun, sidearm |
| Stunner III | 2d6 | Heat | 6 | 1,000 | S | 1 | 9B | Stun, sidearm |

ENERGY RIFLES

| Energy Rifles | Damage | Type | Range | Cost (cr) | Size | Weight (lb) | Availability | Special |
|------------------------|--------|------|--------|-----------|------|-------------|--------------|--------------------|
| Cryo Rifle | 3d6 | Cold | 6 | 6,000 | M | 18 | 10B | Blast 2 |
| Flame Rifle | 3d6 | Heat | Cone 3 | 2,500 | M | 16 | 6B | Combust |
| Heavy Laser Rifle | 5d6 | Heat | 72 | 14,000 | M | 36 | 9B | |
| Laser Carbine I | 3d6 | Heat | 9 | 2,500 | M | 8 | 6B | |
| Laser Carbine II | 3d6+3 | Heat | 12 | 4,000 | M | 6 | 8B | |
| Laser Rifle I | 4d6 | Heat | 12 | 3,500 | M | 16 | 6B | |
| Laser Rifle II | 4d6+3 | Heat | 24 | 8,000 | M | 10 | 8B | |
| Laser Sniper Rifle | 5d6+3 | Heat | 36 | 9,000 | M | 12 | 9B | |
| Maser Rifle | 4d6+3 | Heat | 18 | 30,000 | M | 16 | 13B | AP5 |
| Plasma Rifle | 1d6x10 | Heat | 18 | 100,000 | M | 12 | 13B | Destructive |
| Solar Beam Rifle | 1d6x10 | Heat | 300 | 200,000 | M | 8 | 14C | Destructive , AP10 |
| Stagger Laser Rifle I | 4d6 | Heat | 18 | 10,000 | M | 12 | 9B | Auto |
| Stagger Laser Rifle II | 4d6+3 | Heat | 21 | 15,000 | M | 10 | 11B | Auto |

HEAVY WEAPONRY

| Heavy Weaponry | Damage | Type | Range | Cost (cr) | Size | Weight (lb) | Availability | Special |
|----------------------------|--------|----------------|--------|-----------|------|-------------|--------------|-----------------------------|
| Anti-Materiel Rifle | 4d6 | Ballistic | 60 | 3,000 | L | 30 | 6A | Single, heavy, AP3 |
| Cryojet | 3d6 | Cold | 6 | 4,000 | L | 28 | 8B | Heavy, blast 2 |
| Disposable Plasma Launcher | 2d6x10 | Heat | 18 | 8,000 | L | 16 | 9B | Single, destructive, smart |
| FGMP I | 2d6x10 | Heat/Radiation | 27 | 100,000 | M | 24 | 11C | Heavy, destructive |
| FGMP II | 2d6x10 | Heat/Radiation | 27 | 400,000 | M | 24 | 12C | Heavy, destructive |
| FGMP III | 2d6x10 | Heat/Radiation | 27 | 0.5 MCr | M | 30 | 13C | Heavy, destructive |
| Flamethrower I | 2d6 | Heat | Cone 3 | 800 | L | 40 | 4A | Combust, heavy |
| Flamethrower II | 3d6 | Heat | Cone 3 | 1,500 | L | 30 | 5A | Combust, heavy |
| Flamethrower III | 3d6 | Heat | Cone 6 | 2,000 | L | 20 | 6A | Combust |
| Grenade Launcher | - | - | 60 | 400 | L | 12 | 6A | Heavy |
| Machinegun | 2d6 | Ballistic | 30 | 1,500 | L | 24 | 5A | Auto |
| PGMP I | 1d6x10 | Heat | 15 | 20,000 | M | 20 | 9B | Heavy, destructive |
| PGMP II | 1d6x10 | Heat | 27 | 65,000 | M | 20 | 10B | Heavy, destructive |
| PGMP III | 1d6x10 | Heat | 27 | 100,000 | M | 20 | 11B | Heavy, destructive |
| Plasma Jet I | 1d6x10 | Heat | 15 | 16,000 | M | 20 | 9B | Combust, heavy, destructive |
| Plasma Jet II | 1d6x10 | Heat | 30 | 80,000 | M | 20 | 11B | Combust, heavy, destructive |
| RAM Grenade Launcher | - | - | 15 | 800 | M | 4 | 6A | Auto, heavy |
| Rapid-Fire Machinegun | 3d6 | Ballistic | 30 | 3,000 | M | 24 | 6A | Auto |
| Rocket Launcher I | 3d6 | Heat | 70 | 2,000 | L | 16 | 5A | Burst 3 |
| Rocket Launcher II | 3d6+3 | Heat | 90 | 2,000 | L | 16 | 6A | Burst 3 |
| Rocket Launcher III | 4d6 | Heat | 120 | 2,000 | L | 16 | 6A | Burst 3, smart |
| Rocket Launcher IV | 4d6+6 | Heat | 150 | 2,000 | L | 16 | 6A | Burst 3, smart |

ARTILLERY

| Artillery | Damage | Type | Range | Cost (cr) | Weight (lb) | Availability | Special |
|-----------------------|--------|-----------|-------|-----------|-------------|--------------|---------------------------------------|
| Demolition Gun | 1d6x10 | Heat | 01.km | 30,000 | 5t | 5A | Artillery, burst 5, destructive, AP5 |
| Black Powder Mortar | 6d6 | Ballistic | 0.5km | 2000 | 0.5t | 4A | Artillery, burst 3 |
| Bombardment Gun | 2d6x10 | Ballistic | 30km | 0.5Mcr | 220t | 5B | Artillery, burst 10, destructive |
| Heavy Bombardment Gun | 3d6x10 | Ballistic | 40km | 0.75Mcr | 500t | 5B | Artillery, burst 10, destructive |
| Heavy Gun | 1d6x10 | Ballistic | 12km | 120,000 | 12t | 6A | Artillery, burst 5, destructive, AP4 |
| Infantry Mortar | 2d6 | Heat | 1km | 3,500 | 24lb | 5A | Artillery, burst 5 |
| Light Howitzer | 8d6 | Heat | 6km | 50,000 | 2t | 5A | Artillery, burst 5 |
| Light Gun | 8d6 | Ballistic | 9km | 75,000 | 2t | 5A | Artillery, burst 5, AP3 |
| Siege Gun | 4d6x10 | Ballistic | 50km | 19Mcr | 1,200t | 6B | Artillery, burst 25, destructive, AP5 |
| Mass Driver | 1d6x10 | Ballistic | 40km | 0.5Mcr | 7t | 9C | Artillery, burst 5, destructive |

EXPLOSIVES

| Explosives | Damage | Type | Range | Cost (cr) | Weight (lb) | Availability | Special |
|-------------------------|--------|--------------------|-------|-----------|-------------|--------------|-------------------------------------|
| Breaching Charge | 4d6 | Heat | - | 250 | 2 | 6A | Blast 1 |
| Complex Chemical Charge | 4d6 | Heat | - | 500 | 2 | 7A | Blast 5, AP 8 |
| Fusion Block | 1d6x10 | Heat/ Radiation | - | 10,000 | 2 | 13A | Destructive, blast 6 |
| Neutrino Detonator | 8d6 | Neutron | - | 50,000 | 2 | 14C | Only organic matter, blast 12 |
| Plastic | 3d6 | Heat | - | 200 | 2 | 5A | Blast 5 |
| Pocket Nuke | 6d6x10 | Heat/ Radiation | - | 250,000 | 8 | 9B | Destructive, blast 500 |
| TDX | 4d6 | Heat | - | 1,000 | 1 | 9C | Horizontal axis only, blast 8 |