

Waffenfabrik Zalewski

KS-7 “ORANGE WORM” V2

Artillery/Striker

CORE STATS

Size: 1	Save Target: 10
Armor: 1	Sensors: 8
HULL	SYSTEMS
HP: 8	E-Defense: 8
Repair Cap: 5	Tech Attack: +0
AGILITY	SP: 6
Evasion: 8	ENGINEERING
Speed: 4	Heat Cap: 5

TRAITS

Modular Armaments

When you apply a Mod to a weapon on the ORANGE WORM, its effects apply to all valid weapons on the same Mount. You may only have one Mod applied per Mount. All Mods on the ORANGE WORM lose the Unique tag. Mods with Limited lose that tag and instead gain Recharge (6).

Integrated Boosters

The ORANGE WORM may Hover when it Boosts. When the Boost ends, the ORANGE WORM settles to the ground, but does not take fall damage.

Simple Processors

The ORANGE WORM takes +1 Difficulty to Systems checks and saves. Any system it mounts with the AI tag costs +1 SP.

CORE SYSTEM

Bergmann Armament Adjuster

The large amount of free space in the KS-7's hull leaves space for an integrated flash-printer, allowing its pilot to modify its weapon systems on the fly. The extreme mechanical simplicity of the mech's base loadout means that wildly contrasting technologies, often from different manufacturers, can be integrated with relatively little instability.

Hotswap Protocol

Once per round, you may swap one Mod from one of your weapons to any other Mod you have the license for and sufficient System Points to support, regardless of whether or not it is currently equipped on your Mech.

If you swap off a Mod that needs to be Recharged, the next Mod you swap in with the Recharge tag also needs to be Recharged.

Your mech also gains access to the following Mods, both of which apply to **Launchers, Rifles** or **Cannons**:

Multispectral Suppressor
2 SP, Mod, Recharge (6)

MOUNTS

AUX/
AUX

MAIN/
AUX

FLEX
MOUNT

Once per round, when you attack with this weapon, you may activate this Mod to cause it to not trigger enemy reactions on attack or on hit.

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Paint Warheads

3 SP, Mod

This weapon gains:

On Hit: All characters gain a flat +1 bonus to hit your target with ranged attacks until the next time it moves. This effect stacks from multiple hits, up to a maximum of +3.

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Maximize Firepower

Active (1 CP), Quick Action

For the remainder of the scene, you may use the Hotswap protocol as a Free Action at any time, and any number of times per round. When making an attack with a weapon, you may ignore the effects of the Ordnance, Loading and Inaccurate tags imposed by Mods on the weapon, and any Mod effect that would reduce the weapon's damage or impose Difficulty on its rolls to hit. Mods that can only be activated once per round or turn can still only be activated once per round or turn, even if they are swapped.

LICENSE I: Dual-Charge Warheads, Wire-guide System

Dual-Charge Warheads

2 SP, Mod, Unique

Choose one **Launcher, Rifle** or **Cannon**:

This weapon deals +1 bonus Explosive damage to targets with 1 or 2 Armour. It gains:

On Critical Hit: Every character adjacent to the target takes 1 Explosive damage.

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"Yeah, a plasma charge or nanofilament bundle might hit harder or more reliably, sure. There's still something to be said for two explosively-formed penetrators stacked on top of each other."

Wire-Guide System

2 SP, Mod, Unique

Choose one **Launcher, Rifle** or **Cannon**:

This weapon gains Ordnance, Seeking and may double its Range when you make an attack with it that consumes Lock-On.

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Though this practically medieval manual targeting system is tricky to use and severely restricts the movement of its firing platform, it has the added advantage of being almost wholly un-jammable.

LICENSE II: Oberth Rocket Rifle, Hermaszewski Hypervelocity Impactor

Oberth Rocket Rifle

Main Launcher/Rifle

[8 Range][Cone 3][1d6+1 Explosive]

This weapon counts as both a Launcher and a Rifle for the purposes of Systems, Mods and Talents.

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This drum-fed, pump-action gyrojet weapon contains no electronic components of any kind, and a bare minimum of moving parts.

Hermaszewski Hypervelocity Impactor

Auxiliary Launcher, Limited 3

[10 Range][1 Burn]

On Critical Hit: The target is knocked Prone, and must make a Hull save or be knocked back 2 spaces.

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"Well, making it able to withstand a cruising speed of Mach 12 meant we kind of had to give up on the guidance system. Hits like a truck though."

LICENSE III: Top-Attack Targeting, Basebleed Rounds

Top-Attack Targeting

3 SP, Mod, Unique

Choose one **Launcher, Rifle** or **Cannon**:

This weapon ignores Hard Cover, and gains:

On Hit: once per round, up to three characters within Range 2 of the target must

Basebleed Rounds

3 SP, Mod, Limited (1), Unique

Choose one **Launcher, Rifle** or **Cannon**:

once per round, on a hit, you may expend a charge to deal bonus Kinetic Damage based on the weapon's size; Auxiliary (+2), Main

choose to either drop Prone or become Slowed until the end of their next turn.

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Tactical necessity dictates that most mechs will be most heavily armoured on their front and sides, sacrificing top and rear armour in the process. The inclusion of a simple gyroscopic guidance system, even in a "dumb" weapon, can greatly increase the possibility of damaging this more vulnerable armour.

(+3), Heavy/Superheavy (+4). If this weapon destroys a target after applying this bonus, draw an area of Line 3 extending from its space- this line can be in any direction so long as it is not pointed towards your Mech. Targets within that Line must pass a Hull save or take 2 Burn.

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"Oh, yeah, just about everyone uses ramjet-assists on their artillery and such. Common as dirt- but there are other ways to give them some extra oomph, if you're clever enough."