

**A note on tags:** Some Firearms have the Thrown tag instead of Archery. This doesn't mean you throw the weapon, but rather use the thrown accuracy tables. Likewise, a crossbow tag doesn't mean it actually is a crossbow, but it still shares the +4 damage bonus and doesn't factor in the users Strength for damage. Unless specifically stated, firearms with the Flame tag may have their range extended by magic.

**A note on ammo:** I'm not going to universalize ammo, as quite frankly various guns have various ammo counts. If your Storyteller requires you to track ammo, ask him how much ammo a given weapon should have. Reloading a weapon takes a single action to do so, but I didn't put slow tags on everything as I assumed that was reloading after every shot. Slow tag means the weapon is often so difficult to reload that the action used to reload cannot be flurried.

### **Hit the Dirt! - Going Prone Against Ranged Attacks Rules Hack**

As an optional rule for being prone, anyone who is prone is counted as being in light cover when targeted with any ranged attack from short range or beyond. Against opponents in close range however, this advantage is nullified as shooting down at your head becomes all the easier for the shooter.

### **New Tags:**

In light of me finding out that Holden posted a Suppression tag on the main boards, I feel like it's best to share it here with you all. This is better than a ranged smashing tag I feel anyways.

**Strafing** - These weapons are capable of firing in fully automatic modes, overwhelming foes in a hailstorm of bullets. When using a weapon with the Strafing tag, users may use automatic fire to saturate their opponent with a hailstorm of bullets, making it nearly incredibly different to block or dodge and when a shot hits, a few more are almost certain to follow in an effort to overload by sheer volume. A Strafing attack fills an area roughly one range band in size with a high volume of inaccurate fire. Strafing attacks are considered **decisive**, cannot be placed in a flurry, do not target any one specific character, and automatically reset the attacker to base. They create an environmental hazard for any character not under at least light cover within the afflicted area with Damage equal to 1/3rd the attacker's Initiative (round down) and a difficulty to avoid equal to half the successes rolled on the attack. This environmental hazard does *not* bypass Hardness. **Wits+Dodge can be used in place of Stamina+Resistance on the trauma roll against all strafing attacks.**

~~Treat this as the chopping tag, but can be done at range instead. Normally weapons with the Strafing keyword have more than enough ammo to single shot for most combats, but the number in brackets next to it means how many times the user can use Strafing attacks before they're forced to reload. Alternatively you can make a Wits+Archery/Firearms roll to see if you run out of ammo after every strafing attack, increasing in difficulty by one each time, failure means needing to reload.~~

~~A situational modifier of -1 defense applied to the defender. Any sort of cover negates this bonus as does using something large to defend oneself such as a shield as does any source of magic to enhance a dodge/parry (Even excellencies). However each turn of firing after the first applies a -1 penalty to the next attack rolls if the user's last action was also a strafing attack, and this can stack indefinitely. Normally weapons with the Strafing keyword have more than enough ammo to single shot for most combats, but the number in brackets next to it means how many times the user can use Strafing attacks before they're forced to reload. Alternatively you can make a Wits+Archery/Firearms roll to see if you run out of ammo after every strafing attack, increasing in difficulty by one each time, failure means needing to reload.~~

### **~~Maybe -1 defense or 2i cost for the -1 defense instead?~~**

~~When used against a battle group then the battle group is treated as being one size less for defense and soak purposes.~~

**Heavy** - These weapons simply weigh too much for any individual person to carry and fire at the same time. The weapon must be mounted on a vehicle or be braced in order to be fired at all. This tag can be ignored if the user has +7 strength. Note this weapon doesn't forbid transporting or lifting it, but firing it without a mount is simply too problematic for a normal person.

**Explosive** - Explosive attacks work differently than others. When making an attack with a weapon containing the explosive keyword, first pick a target and the attack against that target resolves normally. All other targets take a one time environmental hazard of trauma 4 with a difficulty varying on the weapon type. Light explosive weapons deal 6i, Medium explosive weapons deal 8i, and heavy explosive weapons deal 10i. Soak does reduce this damage down to a minimum of one normally and against battle groups it deals lethal damage. The wielder of the explosive does not gain any extra initiative that was lost by secondary opponents.

**Wits+Dodge can be used in place of Stamina+Resistance on the trauma roll against all explosive weapons.** Users cannot also trick the system by aiming at the feet of their opponents and letting the environmental damage wear them down. They must score a successful hit against them.

### **Sidebar: WARNING ABOUT EXPLOSIVES**

I am aware that area of effect attacks are extremely powerful in 3e, as are explosive weapons are in real life. I've tried to model explosives in a way that makes the vaguely representative in the game as they are in reality, but even then they may be too strong. If Storytellers keep these weapons, please note that getting explosive weapons are illegal in many places and often incredibly difficult to obtain. If you don't wish to deal with them, then simply remove the explosive tag.

~~When using an explosive and successfully hit a target, then anyone within close range of the impact point must compare their defense to the attack. If the attack was **withering** than the user gains an amount of initiative equal to the highest result of one roll plus one per additional opponent damage. Base damage for every target other than the initial one is halved. For **decisive** attacks, spread the successes on the roll amongst anyone you hit as you please, provided that the main target takes the most damage and everyone else takes at least one if you have enough to spread around, if not user picks which ones are hurt. If a user attempts to use a charm to alter the properties of his shot on a hit, such as increase damage or rerolling a certain value, then the user must pay the cost of the charm once per opponent he wishes to affect and may choose which opponents to affect, any other opponents will take damage as normal.~~

**Illegal** - The mere act of owning this weapon is often considered a crime in and of itself, even in places which permit most firearms. Getting access to this weapon and it's ammunition often requires a certain amount of Influence or Backing within a government or organization, usually around two dots but the Storyteller may increase or lower this limit as he sees fit. Getting it illegally is also an option, but even it's available then the weapon costs one more resources dot than usual. Getting caught with such a weapon means at the very least police or any security force will confiscate it, possibly even with jail time for the character in possession of them.

### **New Gambit:**

**Covering Fire** (Difficulty 3, requires weapon with Strafing tag): This gambit makes use of an automatic fire weapon, pinning it's victim in a hailstorm of suppressive fire that makes it incredibly dangerous to move away from their current position. The difficulty for this gambit is 3. Successful the shooter rolls (Dexterity+Firearms/Archery) in an opposed roll against the victim's (Wits+Dodge). If the Defender wins or ties they too elusive to pin, escaping from gunners control on their *next* action. If the gunner is successful then they pin their victim to that location, excess successes give rounds of control at a rate of one per excess success that determines how long the covering fire lasts similar to grappling. The victim faces a -2 penalty to both his defense and faces a -1 penalty for attacking targets at close range and a -3 penalty for attempting to attack people at range.

One can attempt to move attack someone that isn't the gunner but they face a severe punishment for attempting to do so. The target is subjected to an immediate attack, resolving **before** their action with an amount of bonus damage equal to the rounds of control that are left to a maximum of the gunner's Perception rank. This is applied as raw damage for **Perception** and additional dice for **decisive**. This ends the Covering Fire gambit and counts as the gunner's next attack for the turn. A pinned victim may attempt to move from her current spot safely and into another spot *with cover* by making a (Wits + Dodge) roll at -3 penalty vs the gunner's (Dexterity/Perception + Firearms). Success means the target safely dives for cover, failure means they cannot proceed as the risk is too great.

Like grappling, attacking a target you have under covering fire costs a single round of control (A gunner may attack no other targets). Being attacked and getting hit reduces the amount of control rounds you have left over by one. Unlike grappled there is no option to “Slam” a target unless they attempt to move or attack while under the covering fire gambit. Ammo count is a real concern during covering fire, as if a gunner runs out of ammo their gambit immediately ends. Rather than make this a whim of the Storyteller the player can make a (Wits + Firearms) roll with a penalty based on how much they have fired without reloading so far. A single success means they ammo, failure means they have run out or their gun has jammed.

A gunner CAN attempt to pin at medium or even long range, but they'll need to take aiming action beforehand. Attacks against a pinned target at medium or long range need to be aimed as normal, even if you're showering an opponent in lead you need to zero in order to get a better shot. If a target provokes the reflexive then there is no need to aim, you can immediately attack.

## ***Mundane Weapons***

### **Light Weapons**

#### **Hold-Out Pistol**

A small handgun often used for self-defense. What it lacks in power it makes up for in the ease of concealability and affordability. Due to their size however, killing power is sacrificed so these weapons only add +2 damage to light weapons, not four. Cost: •

Tags: Lethal, Concealable, One-Handed, Archery (Medium), Crossbow (+2 damage), Mounted

#### **Pistol**

Standard Police sidearm for many police forces around the world and nearly the star of just as many action movies. If an area sells firearms, then you'd most likely have no difficulty finding one of these. Cost: • (•• for Concealable versions)

Tags: Lethal, sometimes-Concealable, One-Handed, Archery (Medium), Crossbow, Mounted

#### **Submachine Gun**

Submachine guns are a compromise between the firing rate of an assault rifle and the stopping power of handgun bullets. They are around two feet in length and fairly light weight. They are still best used two-handed, and are reloaded using magazines. While normally fired two-handed, if the user has significant strength (Four or higher) then they are able to fire it with

only one hand. The small size and automatic fire make it a good weapon to use in urban combat. Cost: ••

Tags: Lethal, One-Handed (If Strength is 3 or more), Archery (Medium), Crossbow, Mounted, Strafing (3)

### **Stun Gun**

Stun guns may be small devices shooting crackling arcs of electricity, or they might shoot tiny darts that dig into flesh, allowing attached wires to carry a jolting current into the target. Depending on their specific method of delivery, stun guns are reloaded using small batteries or cartridges. Cost: -

Tags: Bashing, Thrown (Short range max), Crossbow, One-Handed

### **Fish Food**

These large fluffy multi colored blobs of food, while being absolutely worthless as a weapon, do provide a valuable substance for fish. This weapon's damage is -5B and in **decisive** attacks do five less damage (That doesn't mean five less dice, it means five less levels that is applied before any multipliers). It doesn't heal enemies, but you'd need to throw it awfully hard for this to actually hurt someone.

We're sorry.

Tags: Bashing, Thrown (Short), One-Handed, Special, Useless

### **I.E.D.**

I.E.D.'s, or Improvised Explosive Devices, are jury rigged explosives with varying payloads and delivery methods, from landmines, remote detonators, or sound detection. Either way the result is often the same: Often a bloody stump where a person's limb once was. This I.E.D. is of one made with a low budget or poor materials, higher quality I.E.D.'s can easily be Medium weapons in terms of power if better equipment is available. I.E.D.'s can be hidden with the Survival or Larceny ability, and if they launch a surprise attack they roll with planter's (Wits+Survival/Larceny) as their join battle initiative and what they roll to hit (if that's relevant). This means that even one who failed to spot the explosive initially may go ahead of it and leap out of the blast radius at the last second. Cost: - to •

Tags: Lethal, Concealable, Thrown (Short), One-Handed, Crossbow, Explosive

### **Laser Painter**

Often in times of war, things such as GPS or locator scrambles are often the first things that hit the field. Some remote locations or planets may not have basic GPS mapping systems at all! To remedy this problem, Laser painters are introduced. Effectively three feet long and appearing as a normal assault rifle except the barrel is replaced by lens. It contains a powerful beacon and lock-on assists for indirect firing capability. All the user needs to do is simply spend an action aiming and they will have successfully “painted” the target, which means indirect attacks (such as artillery) calculate as if hitting the target from the most beneficial range possible. The user must however keep the painter on the subject at all times, or the direct attack could miss or worse, hit the user themselves! As a result, target painters are best used against either immobile or unaware targets and cannot be used on either quick or personal sized targets

The laser painter is incapable of dealing damage itself, though shining a high powered laser pointer into someone’s eyes does blind them for an action as difficulty 4 gambit.

Tags: Special, Archery (Long)

### **Medium Weapons**

#### **Handcannon**

The heaviest pistol class available, ones that often involve high caliber rounds and do very nasty things if they end up hitting someone. Often the type of pistols issued to military or special forces, but various kinds of police are known to use one as well. Being a Revolver lowers the cost of this weapon by one, but adds the Slow tag when needing to reload, needing reloading after every six shots. Unless speed loaders are a thing. Cost: ••

Tags: Lethal, One-Handed, Thrown, Crossbow, Mounted, Piercing

#### **Assault Rifle**

Assault rifles are about three and a half feet in length, with more complex mechanisms near the stock to afford higher rate of fire than other rifles. Typically meant for active military service, they tend to be sturdy so that they can withstand exposure to the elements. Assault rifle ammunition is typically stored in magazines, but they may also be belt-fed. Normally restricted to civilians, characters may need backing or influence to get a hold of these weapons legally. Some rifles may have Armour Piercing ammo valuable to them, but to get access to such ammo usually requires backing in some sort of organization. Cost: ••

Tags: Lethal, Archery (Long), Mounted, Strafing (3), Crossbow, Sometimes-Piercing

#### **Shotgun**

Shotguns are best known for the use of birdshot, firing clouds of pellets that disperse to improve accuracy while sacrificing killing power. This is less of a concern for hunters, who make extensive use of shotguns, but can be compensated by using slug rounds. Slug rounds do not disperse, but they are typically soft and deform on impact, inflicting greater harm than individual pellets when they do hit. Other slugs may be made of rubber or similarly soft materials to inflict less harm, for purposes of non-lethal crowd control.

Shotguns are unique in that their ammo payload is a bit more versatile. When using buckshot a shotgun uses the values on the thrown accuracy table and cannot go beyond medium range. Anyone attempting to parry a buckshot round does so at a -1 penalty unless they have a shield tagged weapon (No action is needed, just the weapon itself). Automatic shotgun variants exist as well, allowing this to stack with the Strafing tag but are not as reliable and will jam on a botched attack roll (Miscellaneous action needed to clear the gun, cannot be flurried). Slug rounds use the standard firearms table. Double Barreled shotguns are incredibly cheap, but must reload after every two shots. Cost: •• (• for double barreled, ••• for automatic variants)

Tags: Lethal (Buckshot/slug rounds), Archery (Long), Thrown (Medium), Powerful (Slugs), Mounted, Strafing (••• version only), Bashing (Rubber rounds), Slow (For non-double barreled), Crossbow, Special

~~Strafing (thrown only, ignore powerful)~~

## **Sniper Rifle**

Like most rifles, the sniper rifle is roughly three to four feet long, with a stock and scope. Sniper scopes are carefully calibrated, and their longer and precisely machined barrels lend themselves to high accuracy. Combined with higher caliber ammunition, they are ideal for taking out key targets from long distances. Some sniper rifles are built to be easily taken apart and stored in carrying cases, for easy transport and infiltration. It takes about a minute to take the rifle apart or put it back together. Because of the rifle's size, only large briefcases can hold the entirety of the disassembled gun.

When used with a scope, Sniper Rifles allow the user to make a shot out to the range of one extreme band at the cost of two aiming actions. Additionally it actually allows them to see that far.

This is also the weapon type used for many sporting or hunting rifles. Hunting rifles cost two resources dot less, but are not as heavily calibrated as Sniper rifles thus do not have the effective range of sniper rifles, making their making range merely long and lacking the piercing tag. Cost: ••• (• for Hunting Rifles)

Tags: Lethal, Archery (Extreme/Long), Crossbow, sometimes-Piercing, sometimes-Concealable

## **Military Grade Explosives**

A broad category describing the explosives for many personal military grade explosives, such as fragmentation grenades, grenade launchers, or anti-personnel landmines. Permission to have access to such weapons requires backing in a military unit or mercenary company. Ad-hoc explosives can also be made as well, I.E.D.'s when the creator has access to sufficient material, expertise, and/or time to make his weapon. Note the crossbow tag means the user's strength is +4 for purposes of damage. Landmines may be hidden with a Larceny or Survival check, and if they launch a surprise attack they roll with planter's (Wits+Survival/Larceny) as their join battle initiative and what they roll to hit (if that's relevant). This means that even one who failed to spot the explosive initially may go ahead of it and leap out of the blast radius. Cost: ••

Tags: Lethal, Concealable, Thrown (Short), One-Handed, Crossbow, Explosive, Special

## **Mark 19 Automatic Grenade Launcher**

The Mk 19 is a belt fed, blowback operated, air cooled, crew served, fully automatic weapon that is designed not to cook off the grenades it fires. Weighting a rather massive amount, it is typical for three man crews to use this weapon on fixed emplacements or atop vehicles. Lifting such a weapon requires strength of 7.

Tags: Lethal, Archery (Medium), Crossbow, Explosive, Strafing, Special

## **XM25 "Punisher" Counter Defilade Target Engagement (CDTE) System**

This rather futuristic looking weapon is basically an airburst grenade launcher. If the user spends at least turn aiming down the sights (which include such things as laser rangefinder, telescopic sights, Thermal Sight, Environmental Sensors, Ballistic computer, and other such things), they can program the grenade to detonate at a set distance, such as directly above or behind cover. As such, any non-mobile cover is ignored by smart use of this weapon. However the problem with this weapon is that it was never put into mass production. The only way for a person to gain access to this weapon is if they happen to have a very high backing at either the company who produces the weapon or sufficient rank in the military. At the very least this requires sufficient rank in the Backing background to gain access. The effects are otherwise handled as the Military Grade Explosive Weapon above. Cost: Special

Tags: Lethal, Archery (Medium), Crossbow, Explosive, Special (Ignores cover with aiming action)

## **Flamethrower**

A weapon banned by many countries and incredibly heavy, but for clearing out a room or setting



people on fire there hasn't been a better weapon since. Shooting high pressured propane or natural gas out a considerable distance, flamethrowers are an incredibly damaging weapon if they hit. If a **decisive** attack with a flamethrower hits and deals damage, than anyone hit by it is subjected to a bonfire hazard on their next upcoming turn. This bonfire hazard deals initiative damage instead of lethal, but deals lethal damage if the victim is in initiative crash. If caught fire, victims can go prone and their resistance roll gaining two automatic bonuses successes (this is a separate action, but it can be flurried), stunts involving large amounts of water are automatically successful. These flames last until the victim passes the resistance roll or until a number of turns equal to the damage dealt has passed (maximum 3).

Note that with certain special alchemical fuels, a flamethrower does not need to shoot out just flame. It could be turned into a freezethrower or a device that shoots electrified gel. In any case, the weapon works the same and just the element changes. This can be important to those who face creatures such as Guarda Birds.

Tags: Lethal, Archery (Short), Flame, Special

### **Heavy Weapons**

#### **Rocket Launcher**

Strikingly simplistic looking personal artillery, rocket launchers are long tubes, hefted over the shoulder to deliver vicious devastation on the battlefield. They often change combat situations simply with their intimidating presence. Exceptional rocket launchers are usually models incorporating laser painting and computer guidance systems. Armour-piercing missiles can be used against fortified targets, but in such a case only the initial target is affected by the piercing shot, anyone else merely takes explosive damage. Such a rocket or missile allows the user to ignore the Bulletproof ability of vehicles. Homing Missile variants also exist as well, in which if the use takes an entire turn aiming before attacking (two turns in a row if the target is medium or further away), in which if the attack misses, the rocket loops around and attempts to attack its target one more time before running out of fuel/veering too far off course. Homing Rockets can only target large objects like vehicles or hot objects like jet engines... or if you want to be sadistic prick an exalt in totemic anima display. Rocket Launchers must reload after every shot. Cost: ...

Tags: Lethal, Archery (Long), Crossbow, Slow, Mounted, Explosive, sometimes-Piercing, Illegal, Special

#### **Heavy Machine Gun**

Heavy machine guns can be up to five feet long, allowing their heavier ammunition to travel as far or farther than the bullets of smaller, lower-powered rifles. Their rate of fire is even higher than other automatic weapons, and since size and weight are less of a concern, they carry

much more ammo. They are typically fixed in place, on a rotating mount or on a tripod. Heavy machine guns tend to draw ammunition from underslung boxes mounted just ahead of the trigger, or to the side of a slot that allows them to be belt-fed for more indefinite ammunition usage, in such a case the weapon only runs out of ammo when the storyteller deems appropriate.

While possible to carry and fire at the same time, one would need superhuman strength in order to lift, fire, and deal with the recoil of the weapon, minimum being Strength 7. Cost: ••

Tags: Lethal, Archery (Long), Crossbow, sometimes-Slow, Piercing (Doesn't work on heavily armoured vehicles), Heavy, Strafing (4), Illegal

### **Anti-Tank Rifle**

The absolute heaviest sort of weapon one can carry and use against individual targets, often against vehicles. These weapons are too large and cumbersome to be used at close range, but they have enough force per shot that they will always be a threat to vehicles, allowing it to ignore the bulletproof tag if it doesn't already by virtue of sheer damage. Cost: ••

Tags: Lethal, Archery (Extreme), Crossbow, Piercing, Illegal, Slow

### **Heavy Duty Explosive**

A large, cumbersome explosive designed to damage heavily armoured stationary or slow targets. These weapons count as heavy weapons that deal +15 damage and ignore 3 points of armour/two points of hardness. Such explosives are often too large, cumbersome, or simply not aerodynamic enough to throw for anyone not having at least Strength 5. Landmines may be hidden with a Larceny or Survival check, and if they launch a surprise attack they roll with planter's (Wits+Survival/Larceny) as their joint battle initiative and what they roll to hit (if that's relevant). This means that even one who failed to spot the explosive initially may go ahead of it and leap out of the blast radius, but the only ones that can trip Anti-Vehicle Mines are things with large weight values, such as a car. Against buildings a user may either use (Wits+Craft [Fitting Craft ability]/Larceny) with a strength rating of 5 in place of actual strength as a feat of strength to destroy some object. Note if the user has access to sufficient explosive material and sufficient setup time, the minimum strength requirement can be whatever the user wants. Needless to say, heavy explosives ignore traits such as legendary size or bulletproof.

Tags: Lethal, Illegal, Special

### **Artillery**

Long range heavy duty cannons that are designed to inflict maximum damage over long ranges, even over the horizon. Artillery is a special weapon in a sense that it is often slow,

cumbersome, and takes time to change it's aiming position. If an artillery cannon wants to make an exact strike (Such as a house or building) the gunner must take an aim action to calculate the exact trajectory. After that uses the gunners (Intelligence+Archery/Firearms). Mobile objects such as tanks are treated as having +2 defense and striking personal targets is impossible. While cumbersome the outcome is worth it, as the weapon can fire across multiple extreme brands and when hitting a non-hardened structure (Such as a house or car) then all occupants take damage as if hit with a heavy duty explosive. Large buildings such as skyscrapers only treat a section as taking this damage, but how long the building can survive under such fire is in question. Structures and vehicles that are hardened, such as tanks or bunkers, take damage as normal and protect their occupants until destroyed. Artillery has a minimum range of long, as after that it takes too long for a shell to reach it's target and takes too long to move to point in the general direction of a person at medium range or closer. An artillery user can make an attack at close range by firing straight up and waiting one turn later... and most likely killing himself in the process.

The other option for artillery is by bombarding an area. This is typically an environmental hazard which varies in power with the amount/skill of artillery cannons. In any case, a botch on the trauma roll to resist is treated as a direct hit.

Tags: Lethal, Illegal, Special, Archery (Extreme [as many as ST declares valid])

## ***Artifact Firearm Weapons: Shellcasters***

### **Light Weapons**

#### **Divine Shout Trigger**

Divine shout triggers are the smallest artifact guns, usually about the same size as their mundane equivalent, the holdout pistol. They may even be styled to look like a mundane weapon, though they are just as likely to be shaped like a twisting dragon, a hefty lightning bolt, or a wicked talon. Divine shout triggers may be loaded one bullet at a time, or with small cartridges.

Tags: Tags: Lethal, Concealable, One-Handed, Archery (Medium), Crossbow (+2 damage), Mounted

#### **Six-Heart Stormsplitter**

One of the simplest designs for artifact guns, six-heart stormspitters can vary in size from that of a mundane handgun to enormous weapons, impossible for a mortal to wield. Smaller models can be used by mortals as their mundane equivalent, the revolver. Because of the tradition and personalized nature lent more to these older styles of guns, as well as how easy it is to load the

cylinder with a variety of bullets, Six-Heart Stormspitters are often the weapon of choice for Exalted who make extensive use of bullets with unique magical capabilities. Such bullets almost always rely on the attunement of the weapon to work properly. Lastly, such guns are always reliable in times of great need. Once per scene, if the user botches an action with her Stormsplitter, she may turn the botch into a normal failure. This does not stop Heaven's Wrath from the Eclipse oath however. Medium versions of this weapon exist in addition to light ones.

Tags: Lethal, sometimes-Concealable, One-Handed, Archery (Medium), Crossbow, Mounted

### **Stormwand**

Stormwands are one of the most varied artifact guns in form and apparent function. They may look like simple totem sticks, or vicious, pronged implements of science and torture. They may be strange, boxy designs that fit over the hand and spit electrified spikes. Some simply look like ornate but otherwise mundane stun guns. They benefit from their magical construction not just from improved stunning capability, but their effective range is improved and they do not require wires to deliver their charge at a distance. Stormwand batteries and spikes are contained in cartridges. Stormwands also have a unique advantage of being able to be used a brawl weapon in addition to a ranged one. It offense no defense bonus, but when used in this fashion its battery does not drain.

Tags (Ranged): Bashing, Thrown (Medium range max), Crossbow, One-Handed

Tags (Brawl): Bashing, Brawl

### **Steel Rain Caster**

Steel rain casters are usually less than three feet long, with a grip on one end for those who wish to wield them two-handed. Like mundane submachine guns, they fire smaller caliber bullets from their magazines. Because they fit under a trenchcoat, and in cramped hallways, steel rain casters are a popular choice for Exalted gangsters and police forces. They are loaded using three separate magazines. Secondly these weapons can be produced in pairs, and when wielded in this way allows the user to wield them without any offhand penalties.

Tags: Lethal, One-Handed, Thrown, Crossbow, Mounted, Strafing (5)

## **Medium Weapons**

### **Shellcaster**

Most deserving of the moniker "hand cannon", the standard shellcaster is an artifact heavy pistol. The smallest of them are slightly bigger than the largest mundane pistol, while the greatest are as big as a man's thigh. Being their most visible part, the end of a shellcaster's barrel is often highly stylized, usually in the form of a dragon's maw or sunburst. Such weapons

are very well balanced, effectively granting the weapon the Balanced tag from melee, but with accuracy only increasing to a maximum of 5. There is a spot on the grip for mounting a hearthstone. Shellcasters are loaded with magazines.

Tags: Lethal, Archery (Long), Balanced (See above), Crossbow, Mounted, Strafing (3)

### **Warstorm Shellcaster**

Most warstorm shellcasters resemble oversized versions of normal assault rifles. They are at least four feet long, from barrel tip to shoulder rest. The barrel of the gun is an alloy of a magical material and steel, with precise and auspiciously patterned rifling to send a bullet on its way with more impact at greater speed and range. It is traditional to hold the weapon in a standard rifle grip, with one hand on the barrel's stabilizing hold, but when firing from the hip Exalted often use the carrying hook on top.

While the barrel is noticeably longer than that of a mundane assault rifle, what ensures that no one can mistake a grand shellcaster for an ornate mortal gun is the elaborate housing of the firing mechanisms that make up the heart of the weapon. Nearly the size of a child's torso, its exterior best resembles a shrine. What appear to be arched portals for supplicants, depending on their orientation, are slots for ammunition magazines or for pouring bullets into the hopper.

The weapon's two hearthstone settings are usually situated on the stock, but they may also be mounted on the main housing of the gun.

Like a mundane assault rifle, warstorm shellcasters are magazine or belt fed.

Tags: Lethal, Archery (Long), Mounted, Strafing (5), Crossbow

### **Behemoth Heartpiercer**

The behemoth heartpiercer is short for an artifact rifle, with a barrel only two and a half feet long. Made for easy transport through the wilderness while still affording extreme range, they are usually imbued with powdered gems resonant with birds of prey, bloodhounds or wolves. Though it provides no proven benefit over such admixtures, the most sought after behemoth heartpiercers have had their least gods eaten and replaced by a hunting spirit. Behemoth heartpiercers are loaded with magazines.

These weapons also use the same aiming rules as Sniper Rifles do.

Tags: Lethal, Archery (Extreme/Long), Crossbow, Piercing

### **Reaping Shellcaster**

Reaping shellcasters sport two relatively short, two-foot barrels, wide and dark with ominous promise. These sit against a loading and firing mechanism that has an underslung box for reloading, which are often fashioned to resemble a screaming skull, roaring dragon, or angry face. Often, the barrels emerge from the ornament's mouth, but some of the more disturbing designs come from the eyes. Reaping shellcasters have collapsible stocks, but thanks to their magical construction these are usually only an element of style. The underslung ammunition box is very easy to reload, but the size and number of shells still requires a miscellaneous action to do so.

See the shotgun entry for ammo types and notes on Shotgun ranges.

Tags: Lethal (Buckshot/slug rounds), Archery (slugs, Long), Thrown (Buckshot, Medium), Powerful, Mounted, Strafing (3), Bashing (Rubber rounds), Slow, Crossbow, Special

### **Heavy Weapons**

#### **Grand Shellcaster**

Grand Shellcasters are roughly the size and shape of a small man, with two enormous barrels mounted on a firing mechanism and ammo hopper. They are unlovely by the standards of most artifact guns, boxy and crude since an artificer's effort must go into harnessing the destructive will of the gun's least god. This angers the spirit, but anyone clever enough to successfully build a Grand shellcaster channels the god's rage, vindictively enhancing the stopping power and accuracy of the shellcaster's bullets.

Though relatively simple looking, grand shellcasters are sophisticated machinery. A large slot on the side of the gun allows it to be reloaded entirely with a miscellaneous action, despite the prodigious amount of bullets it can hold. It is not fitted with magazine mounts or a belt feed; instead, the gunner simply tosses the right type of bullet in the hole. The shellcaster sorts out the rest.

Warstorm shellcasters have space for mounting up to two hearthstones.

Tags: Lethal, Archery (Long), Crossbow, sometimes-Slow, Piercing, Strafing (6)

#### **Grand Reaping Shellcaster**

Made to help fell the strongest or most stubborn of behemoths and demons, the Grand Reaping Shellcaster intent is for killing in a single shot and the weapon clearly shows that. Often sporting two to four barrels made of reinforced magical materials to prevent the gun from peeling apart, firing all of this weapon's barrels at once is more akin to an explosive than an actual weapon. Anyone within a 90 degree arc from short range from the gunman is treated as being hit by an explosive as the weapon perfectly times the force and trajectory of the shotgun

pellets to be more like a bomb than a gunshot. The only con of this hulking brutes is that the weapon only contains four shells. While they may be shot individually, the explosive benefit only happens all of them are fired at once. Remember that if your target is at close range, then you only damage them with the normal shot and not the explosive (everyone else next to the target will feel it however). Making reloading this weapon quite painful without some sort of magic to speed up reloading.

This weapons otherwise follow the same rules as a normal shotgun does, though many are encouraged to use it close up as possible.

Tags: Lethal (Buckshot/slug rounds), Archery (Long), Thrown (Medium), Mounted, Bashing (Rubber rounds), Slow, Crossbow, Special

### **Dragon's Roar Cannon**

The simplest dragon's roar cannons are hardly more than featureless metal tubes, their auspicious construction and enchantments flinging missiles farther and with greater force than their mundane counterpart, the rocket launcher. Some dragon's roar cannons are more elaborate, with hefty aiming computers, cyclotrons that impart their force to the projectile, and miniature factories inside that paint the missile with a friction-reducing polymer the instant before it is fired. Regardless of their apparent complexity, they are always at least three feet long and about a half foot wide, hefted onto the shoulder for proper firing.

Like a mortal rocket launcher, a dragon's roar cannon requires that a character load each missile with a miscellaneous action. While the standard dragon's roar cannon can hold two missiles, it may be equipped with a rack that can hold up to three additional missiles.

Dragon's Roar Cannon can also fire almost any missile type without difficulty, such as homing or armour piercing.

Tags: Lethal, Archery (Long), Crossbow, Slow, Mounted, Explosive, sometimes-Piercing, Illegal, Special

### **Godcannon**

A Godcannon is an artifact anti-tank rifle, dedicated to felling the mightiest of behemoths. Every inch of a godcannon is a prayer to the god of killing at a distance. Its barrel, four feet long on its own, is thick and covered in runes. The firing heart is heavy with lethal intent, a shrine the size of a man's torso housing the gun's violent least god. It has a built-in bipod for easy stabilization, two struts where the barrel meets the main body of the gun, often stylized as swept back fangs, intricate marble pillars, or two arms punching into the ground with stone fists. Between these intimidating bipods, one may find the magazine slot for reloading the weapon. Unlike an anti-tank rifle, these weapons can be fired at close range. Poorly, but at least they can.

Some godcannons are built to be taken apart and stored in carrying cases, for easy transport and infiltration. It requires about a minute to take the weapon apart or put it back together. Because of the godcannon's size, only suitcases for extended travel can hold the entirety of the disassembled gun.

Each godcannon comes with a built-in heartseeking focus lens. In addition to the scope, the stock or body of the gun has a second spot for mounting another hearthstone.

Tags: Lethal, Archery (Extreme), Crossbow, Piercing, Illegal, Slow, sometimes-Concealable

## ***Special Weapons***

### ***Beam Weapons***

Beam weapons for all intents and purposes just use the stats of normal guns, only instead of clips they use energy packs that contain energy, plasma, or whatever the setting demands for the gun.

Any distinctions and differences between them and normal firearms are up to the Storyteller, but one example would be in a setting that had beam weapons as the new hot thing that beam weapons could apply the piercing tag to any of their shots for free against 'primitive' or 'outdated' armour. Any armour that is created by and/or bolstered by magic is exempt however, as is artifact armour. Being made out of the finest materials has rendered their protection timeless.

### ***Nuclear Weapons***

#### **The Bomb**

Such a weapon needs no introduction. Capable of wiping an entire city off the face of the map and salting the earth for decades after by becoming a radioactive wasteland. Using such weapons often means a sign of failure as no other option was remaining, but at the same time they remain the ultimate trump card. Such effects of a weapon and its aftermath are strongly encouraged to be decided amongst the Storyteller and/or Players as often numerical traits are insufficient to fully explore the scope of such a weapon. If you want a more numerical approach, then use this, with you free to adjust it to your leisure.

Upon detonation of a nuclear weapon, everyone within range of the weapon is treated as being exposed to an immediate lava environmental hazard as temperatures hotter than the surface of the sun sear them as a one time environmental hazard. One turn (or a few seconds) later the blastwave arrives, subjecting everything within it's radius to a **decisive** attack dealing 50 dice of



damage. Any building less than a hardened bunker is immediately torn apart like a hurricane tearing apart a wet paper house. The surrounding lands are then subject to a radiation hazard which causes radiation sickness (As well as anyone who actually survived the blast) which is started with the same traits as Hemorrhagic Fever but with an interval of one week. Charms that protect against uncountable damage (Such as Heavenly Guardian Defense) protect against the one time hazard and the blast wave with a single activation, but not the radiation sickness, which must be resisted separately. Thankfully, Exalted cannot die from the sickness though they probably will wish they did at one point during it. The blast radius of an atomic weapon is quite large, and is usually out to extreme range or further. Depending on the amount of victims, a shadowland forming over the area is incredibly likely.

Tags: Uncountable, Lethal, Special, Range (Extreme or more, explosion radius only).

## **GUN ACCESSORIES**

### ***Mundane***

- Flashlight - A flashlight you can put under the barrel of your weapon, so you can avoid being a doomed space marine. Resources 1
- Night Vision Sights - This is a scope made for night combat. The scope functions fairly well for nighttime engagements, but be warned it only provides a fraction of normal vision. These goggles allow the user to see clearly in extreme low-light conditions, negating all penalties for anything less than absolute darkness. Bright light, however, subjects the character to a one-die internal penalty unless he has flash shutters installed, and in addition the user cannot see any color at all other than shades of green. These goggles however automatically fail against magically induced sources of darkness (IE: Coming from charms or sorcery). Resources 2. An improved version at resources 3 allows the scope to be used at either day or night with no penalty.
- Thermal Vision Sights - This scope is designed with thermal vision enhancements, enabling a target to see the heat signatures of anything through the scope. All heat sources appear to glow while in this vision mode, so warm-blooded creatures stand out against cooler backgrounds, but being within (Perception) yards of a powerful radiant heat source at least as hot as a fire blinds an Exalt using thermal vision unless he has flash shutters. The user cannot see conventional light while using thermographic mode, so he cannot perceive visual data based on color, pigment contrast (i.e., differentiating between shades of the same color) or brightness. This mode also applies a -2 penalty to the difficulty of all rolls to notice or physically attack anything that is very close in temperature to its surroundings. Storytellers should assess Perception bonuses and penalties to this vision mode at their discretion, taking care to reward creativity on the part of both the user and his opponents. Resources 3.
- Bipod - An often great accessory for those who wish to use bigger guns but still worry

about the physical strength requirements to fire it. This gun attachment fits directly under the barrel, and can be placed on any solid object, requiring a miscellaneous action in of itself. When set up, guns that need superhuman strength to fire no longer need to be lifted, provided the enemy is within a 90 degree arc. Naturally, one needs to stay put in order to continue using the benefit of the bipod. Getting up and leaving requires no action (unless the user was prone, which would require a rise from prone action).

Resources -.

- Gun Cleaning Kit - All the brushes, cleaning rags, and solution one needs to keep their gun in working order. Storytellers are encouraged to let this kit fix all non-serious problems for a weapon without needing a craft roll. Resources 1.
- Silencer - A silencer capable of fitting over most known weapons. While a standard suppressor can muffle the noise a gunshot makes, it cannot totally mute the sound of a bullet. Normally locating the user of a gunshot gives the one rolling +2 situational die, but when using a suppressor, shots are as silent as an arrow and no bonus is given. If used with subsonic ammo (-2 damage) then opponents have a -2 penalty to awareness rolls trying to locate the gunman. Resources 1.
- Loudener - This barrel attachment makes the users firearms louder. The reason why the user would desire this is left up to them.
- Breach Shotgun Attachment - This attachment is what can be considered a full power shotgun that can fit right under the barrel of an assault rifle. While often used for blowing off doorknobs, it is also excellent for a tight pinch in close encounters, greatly increasing the flexibility of the weapon. It has the same stats as a normal shotgun, but the magazine size is only 2. 10 gauge variants exist, but can only fit one shell at a time. Resources 2.
- Underslung Grenade Attachment - This attachment fits all the destructive power of a grenade right on the underside of the rifle. The rifle can only fit one grenade at a time, but can be quite useful for assault missions. The grenade uses the same traits as a military grade explosive, but with a range of short and uses Archery to hit rather than Thrown. Resources 2.
- Underslung Railgun Attachment - Advanced developments in portable Gauss technology have led to the development of this underslung Railgun, containing all the power of it's full grown brethren. Cost restrictions have prohibited this weapon to only the very elite, and they has been some debate over it's used compared to a normal grenade launcher, but for some the single powerful shot of the Railgun have saved their lives more than once. Treat as anti-tank rifle shot that runs out of ammo after one shot. Resources 4.
- Hand-Free Weapons - These weapons often take a variety of shapes. Shoulder mounted cannons, rod pods strapped to the thighs, SMG's installed in a helmet, either way the result is the same: A weapon that needs absolutely no hands to fire, using things like voice or subtle movements in order to fire. However there is a problem with such weapons in that exchange for hands free options, crippling accuracy penalties are introduced, as trying to accuracy fire rockets that are strapped to your legs is quite difficult. All accuracy values are reduced by 3 as a form of penalty. Homing Missiles can negate this penalty if locked on. Ironheart Destroyers can also wield such weapons as

easily as breathing to them. This modification is often done cheaply, so requires no additional expenditure of resources.

- Toy Charm - A typical charm that is often hung from keyrings. Serves no purpose other than to broadcast your tastes.

## ***Artifact***

### **Innocuous Assassin's Luggage (Artifact ••)**

Specially designed for godcannon infiltration, though versions exist for mortal sniper rifles and other guns, innocuous assassin's luggage are mundane-looking attaché cases with minor Elsewhere-storage enhancements.

Attuning the case for 1m allows one to store a disassembled gun without fear of detection. The magic of the case shields itself from detection as well, adding +3 dice to relevant rolls to hide the weapon. Even if people open up the case, all they will find inside is just normal papers and other briefcase materials unless they specifically know where to look.

Each innocuous assassin's luggage case is built to accommodate a specific type of weapon. A case built to hide a godcannon cannot store a warstorm shellcaster.

### **Heartseeking Focus Lens (Artifact ••)**

At times, a lightning spirit falls in love with a spirit of metal or crystal, pining away in the heavens. Thunderstorms plague the domain of the earth spirit, until finally the sky spirit can withhold herself no longer and rushes to meet the object of her obsession. The heat of her speed and love obliterates a course through the ground while solidifying a hard tube around it. These oddities can be unearthed and, carved and mounted with care, make excellent scopes for the guns of the Exalted.

A heartseeking focus lens is not significantly larger than a mortal scope, but it cannot be mistaken for one. Though opaque, it is a crystalline tube with smoky visions of bullets, eyes and sparks playing on the surface as light refracts through its facets. It acts as a normal scope when attached to an artifact gun. Should a hearthstone be set in its far end, the jewel becomes transparent and warps slightly to focus the gunner's sight.

If properly used in this method, then the scope reduces an amount of penalties to a ranged attack roll equal to the amount of aiming dice one would normally get, and even awareness rolls to see something through the scope. Artifact 2 versions of this scope contain the Night Vision and Thermal Vision modifications in addition to what the artifact 1 versions supply.

## NEW AMMO TYPES

- **Bullet Based ammo**

- Dragon's Breath - A special sort of shotgun shell that is loaded with an alchemical reagent. When fired, it produces a stream of flame that heads out and engulfs their opponent. Shields are treated as having a defense of +0 while any cover is treated as being one grade less unless the cover is total. The downside is that guns often require maintenance after firing this shot, as the chemical often sticks to the barrel. This ammo costs resources 2 for six rounds or resources 3 for a box (18 rounds).
- Explosive Rounds - Special, large caliber rounds that explode on impact. A weapon needs to have a large barrel size to even properly fire this, meaning only high powered Sniper Rifles and Shotguns. The shots do the same damage as normal, but allow the user to reroll up to two 1s on his **withering** or **decisive** damage roll. If a battle group uses this, reroll as many 1's as their size. This ammo costs resources 2
- Spectral Rounds - These bullets appear to be normal bullets, but with one key exception. The material of the bullet is that of a soft glowing white. When fired, these bullets skim the edges of dimensional space, allowing them to hit dematerialized spirits with no problems. Locating a dematerialized spirit is up to the user. While these bullets come in nearly every caliber imaginable, the manufacture and distribution of these bullets is considered top secret. Only individuals with a high ranking in some sort of governmental organization or high status in the black market is capable of finding these. In the Modern Underworld however such ammo is printed off like candy at nearly any weapons manufacturer which not only costs less, but can be bought by normal civilians. Adds one to the resources value of ammo, maximum 3.
- Subsonic Ammo - This ammo type fires the bullets at subsonic speeds. While this does decrease their damage, it renders the weapon much harder to hear, and therefore locate the shooter. Subsonic ammo reduces the raw damage of a firearm by -2, but those attempting to immediately pinpoint the shooter after the attack gain no bonus as the attack is silent as an arrow. Subsonic ammo has a special interaction with the Silencer add on, for more detail see the Silencer add on above.
- Rubber - These rounds are made out of rubber or some other material. When fired from a weapon, the shots do non-lethal bashing damage to the target. Shotguns beanbag rounds won't spill past the incap boxes, but rubber bullets from other weapons can. Caution is advised. Resources cost is same as original.

- **Arrows**

- Tek Arrow - Named after the substance within the arrow itself. Tek arrows are loaded up with the explosive element known as Tekkosian and other various substances. When fired, the very rapid vibrations of the arrow cause the arrow to

literally explode, affecting all targets within close range as if hit by a Military Grade Explosive, basically turning your standard arrow shot into an RPG round. The arrow uses a fixed damage as if it had the crossbow tag, as the explosion makes the extra or lesser strength pointless. Resources 1 per arrow and resources 2 for a quiver of 12. Outside the south, increase these values by +1.

- Spectral Arrow - An arrow with a glowing white, ghostly tip that howls like the moaning dead when fired. Functions the same as Spectral Ammo rounds.
- Compact Quiver - To keep up with firearms, arrows of the future needed to adapt. Quiver space is often limited, and many prefer to save the space in it for speciality arrows rather than mundane ones. To solve this, the Arrow Blaster pack was introduced. A small generator, seeming to endlessly turn while glowing white, capable of fitting into the palm of one's hand. All one needs to do in order to use it is to plug it into a bow capable of using it and pull back the string. An arrow made of pure energy automatically disintegrates in the blink of an eye, ready to be fired within a micro second's notice. This arrow behaves like a normal arrow in every way, except that after impacting the opponent, the arrow evaporates back into nothingness. This outfitting has no effect on the bow, and can still fire normal arrows without any problems. Archers everywhere were overjoyed that they no longer needed to haul large quivers of arrows everywhere, and could rely on easily smuggled Compact Quivers. Users who wish to replace an empty compact Quiver with a fresh one need to spend a Miscellaneous Action reloading as if it had the slow quality. In Modern this feature is only on artifact powers. In Heaven's Reach and Gunstar Autochthonia, it can apply to all bows (Mundane and Artifact). In Vanilla games it is up to the Storyteller whenever or not they wish to add this in their game. A normal Compact Quiver usually holds 12 arrows and costs Resources 1 in Modern/Vanilla and no resources in Sci-fi games.

- **Grenades**

- These are optional and different types of grenades one can use. As said before, I am trying to bring weapons that exist in real life and make them compatible with the rules of Exalted 3e.
- Chaff - This grenade does no damage, but for 3 turns up an area of medium range, small particles can be seen falling from the air. These particles jam any sort of non-artifact wireless transmission, jam laser guidance, and impose a -3 penalty on any sort of enhanced sight such as thermal or night vision. This does not apply to charm based sources or artifacts. Resources 1.
- Frag - Standard grenade type. Pull pin, throw, wait three to five seconds, then watch it explode.
- Impact - These Grenades explode the instant they impact a solid surface. Such as a wall or opponent. While this is useful in itself, the user cannot use them to bounce around corners. Situational, but here if you got ideas.
- Sticky - These grenades have a sticky adhesive to it. When thrown, the grenade sticks to an object before it blows up. Resources +1\*\*.

- Disc - The grenade itself is reshaped into an aerodynamic disc, which can be thrown farther than a standard grenade or stick grenade (Medium range). The rubber edges on the grenades allow it to bounce off walls too, but by attempting to hit unseen people behind walls a -3 penalty to the attack roll is applied. Since this grenade is a bit tricky to use, people who use it must have Thrown 2. Resources +1\*\*.
- Remote - These grenades don't have a timed feature, rather they are detonated via remote control. Detonation is a reflexive action and one is generally assumed to have the detonator in the off hand.
- Flashbang - Often called 'Sunburst' grenades within the Gunstar and less civilized areas. Rather than doing damage, this grenade is a single gambit against every target at short range from the detonation point at difficulty 4, with the thrower only losing 5 initiative if successful. Those hit by a flashbang are then considered blind from the bright flash of light until the beginning of his next turn and deaf until the beginning of his second. This is considered a crippling effect, but avoid becoming blind by passing a reflexive Wits+Awareness roll at difficulty 4 (Even if the gambit hit and succeeded on you) and avoiding both blindness and deafness at difficulty 5. If a user is blind and deaf, he is at a -5 penalty to all actions and any attacks against him count as a surprise attack. Flashbangs do not cause direct damage, but if one does something like shoving it into the mouth of a victim, treat it the same as an I.E.D. but the damage only targeting the unfortunate soul. Resources 1.
- Smoke - A grenade that spews out non-lethal smoke, obstructing normal vision. The radius for a screening Smoke grenade is about six meters, or enough to encompass a small room or short range. Since the grenades typically contain caustic chemicals, people who are without any sort of armor are at risk of getting minor burns (1B/Action, Trauma 2), however virtually any kind of clothing can prevent this. Anyone within the affected area is considered to have the same visibility as a foggy night, which is -3. Smoke is usually white, but it can be any colour the user wishes. Things such as Thermal or Essence sight can see directly through this, but for an additional dot of resources these grenades can block thermal vision. Resources 1.
- Tear Gas - Similar to a smoke grenade in function, tear gas grenades instead cause extreme irritation to the eyes and throat if inhaled. In addition to the standard effects of the Smoke Grenade, tear gas grenades have a poison inside of them. This faintly yellowish dense smoke produces dizziness along with burning pain in the eyes and lungs. The poison is automatically applied once an opponent within the toxin is initiative crashed. Its traits are (1B/action, one round, -3, inhalation), but its damage never spills over past Incapacitated to become lethal.
- White Phosphorus - Often called "Willy Pete" grenades by normal soldiers, these grenades are a step up above normal fire grenades. Upon detonating these grenades explode into a bonfire with traits similar to a bonfire hazard and remain

burning for a scene. This fire is special in that if anyone enters it, the fire sticks to them and burns as a bonfire hazard for three turns. Attempts to stop/drop/roll will not work nor will attempts to jump into the water, as it will re-ignite upon contact with oxygen. A small mercy is that these grenades have some time before the fire starts (beginning of grenade thrower's next turn), so anyone who wishes to move away should have ample time to do so. If both a character and a hostile opponent wish to move a zone to avoid the flame, then they both shift once zone, if one wishes to choose what zone then an opposed Dexterity+Dodge roll is needed. Using this grenade costs 5i in battle and can put it's thrower into initiative crash. Resources 2.

- Thermite - Hard to believe a rather innocent mixture of iron oxide (rust) and Aluminium dust could have such a reaction. Thermite is often used to burn through most sorts of hardened armored fortifications and armor. They follow the same instructions as the White Phosphorus grenades in terms of starting fire and are otherwise a normal attack to vehicles, but as a small mercy to men, the substance can be put out with water or a simple stop-drop-roll. It does however nearly obliterate any sort of armor or vehicle. To vehicles, a **decisive** attack with the substance does 3 levels of lethal damage per action to the vehicle, ignoring any soak/hardness and reducing up to 2 points of its soak per turn (Maximum 6). If the damage would be nothing, the Thermite instead reduces the vehicle or structures armor and/or hardness by 2 in all categories which lasts until the object in question can be repaired. Armors are also eaten away by this, but remember the levels of damage apply to the armor itself, not to the user (who 'merely' takes damage as from White Phosphorus grenades). For simplicity, most mundane armour is outright destroyed by this. Artifact armor, buildings, and vehicles fare a lot better. While soak does get reduced, it does not ignore armor and the armor soak is restored after spending an action to cool down the armor. This is treated as a crippling effect for charm purposes. Resources 3.
- Proximity - When thrown, these grenades do not explode after a set time. Rather, they explode the instant whenever someone gets within its explosion radius. While supernaturally good stealth can escape the sensors (such usages will always automatically defeat it), little else works. Resources +1.
- HEAT - A type of grenade that is super effective against tanks. These grenades ignore three points of soak against vehicles for **withering** attacks or two hardness on **decisive** attacks. Resources 3.
- Confetti - While useless for doing damage, these multi colored strips of paper go great at parties.

- **Firewands**

- Sticky - The flames emitted from this Firewand ammunition type are special, in that the flames don't merely wash over their target but also stick far better. Firewands loaded with this ammo have enemies burn as if caught in a flamethrower blast, but due to rare reagents used in the ammo, this increases the already expensive firedust ammo by +1.

