

Bangers & Mash

An Advanced Weapon Expansion based off of the Hideous Destructor Mod of the same name.

Requires The Boundless Ballistics Baseline Expansion:

☰ Knee Deep in D20 "Boundless Ballistics Baseline" Bullet Expansion V1

Item Name:

"Description"

Item Type:

Unique Traits:

Weight:

Used with:

Consumable Name:

"Description"

Item Type:

Effect On Usage:

Unique Traits:

Weight:

Weapon Name:

"Description"

Weapon Type:

Unique Traits:

Attack Type(s): (Fire modes, different attacks, different ammo types, the normal attack it can do, etc.)

Unique Equations (and/or) Stats:

Weight:

Ammo/Mag Required, Capacity:

Proficiency Skills:

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Pistols, SMGs, & Handguns:

Arkoudi SP-50 Mega Class Magnum (W/WO Full Auto Switch):

"A handgun that's as subtle as a bomb. This scoped handgun chambered in .50 AM was made to both compete with the Viper .50 AM, and be a new service pistol for multiple militaries. Managing to strike a deal with both Poland and Portugal's special operation groups, it quickly rose to popularity due to it being lighter and cheaper than its competitors. Relatively iconic, but much less threatening looking than some of its peers. Occasionally manufactured with a full

auto switch. Not unlike the Molleta. Why this is done is not understood by the Polish or Portuguese either."

Weapon Type: Scoped Automatic Magnum Pistol

Unique Traits: Magnum Kick (If you miss a shot during an attempted series of shots, subtract 1 from the accuracy check from the next shots in the burst.), Scoped Handgun (gains the focused shot ability).

Attack Type(s): Semi Auto, rarely and optionally full auto.

Stats: 25 Damage, 15 Penetration.

Weight: 20 (Unloaded), 35 (Loaded).

Ammo/Mag Required, Capacity: .50 Action Mega, 8 Round Action Mega Magazine.

Proficiency Skills:

Level 1: Pistol Punch (Always hitstun unshielded enemies on a clean pistol hit).

Level 3: Action Hero (.50 Action Mega weapons gain +1 accuracy per kill until they miss or the user is hit.)

Level 5: Here's The Kicker (Instantly incapacitate an unshielded human sized enemy on crit with the SP-50).

8 Round Action Mega Magazine:

"A standard magazine used by most action mega pistols. It holds a whopping 8 rounds."

Item Type: Magazine.

Weight: 15 (Unloaded), 22 (Loaded).

Used with: Arkoudi SP-50 Mega Class Magnum, ETC (other mods).

Sawyer LR-37 .355 Masterball Lever Action Rifle (W/WO Scope):

"A tube fed lever action rifle chambered for the .355 Masterball round. From the ranch to the firing range, these types of rifles are still being used by hunters and competitive shooters due to how fun lever action guns are to shoot and cycle. While they aren't the most effective weapons on the battlefield due to loading from the side and having a less stable rechamber than bolt actions, they're just plain fun. Though that's not to discredit the power of the Masterball round. This weapon can come with or without an integrated scope."

Weapon Type: Lever Action (Pistol Caliber).

Unique Traits: Lever Action (intermediate manual action equation, regardless of weapon class.)

Attack Type(s): Manual Action (Intermediate equation, gains lever action perks. Is in every other way a pistol caliber weapon.)

Unique Equations (and/or) Stats: 35 Damage, 30 Penetration. Gain focused shot ability and lose one level of endurance penalty (e2 in this case) if the weapon is without a scope.

Weight: 50 (Unloaded), 60 (Loaded). **+10 Weight if Scoped.**

AmmoRequired, Capacity: .355 Masterball, 10+1 (tube fed).

Proficiency Skills:

Level 1: Hammer of The Wild (When a lever action gun chambers a round, all very nearby enemies take 10 pain, and melee range enemies are very briefly stunned.)

Level 3: The Old Way (Manual action weapons that aren't intermediate weapons instantly load the next shot if you hit a crit.)

Level 5: Deadeye Of DOOM (If you land a hit on any enemy with this weapon that hasn't hit you, the hit is always a crit.)

Heckler & Mok Mk.45 Combat Handgun:

“Contracted for the American military, this bulky German handgun is made to be used as a primary weapon, specifically for the war against the demons. Despite the absurd requirements US-SOCOM asked, H&M managed to fulfill those requests. This pistol always comes attached with a suppressor and a laser aiming module. It works as a primary practical pistol due to it firing the powerful .45 +P FMJ round. Though hardly subsonic levels of quiet, it is freakishly effective against energy shields. But with .45’s notorious scarcity, it’s often returned to its natural role as an emergency sidearm.”

Weapon Type: Specialized Handgun.

Unique Traits: Laser Sight (When laser (visible to everyone) is on, reduce endurance penalty by 1X **(0x on this weapon)**). Integrally Suppressed.

Attack Type(s): Semi Automatic.

Stats: 20 Damage, 15 Penetration.

Weight: 10 (Unloaded), 45 (Loaded).

Ammo/Mag Required, Capacity: .45 +P FMJ, 12 Round .45 Pistol Magazine.

Proficiency Skills:

Level 1: Spiritual Sabotage (When popping a shield with a handgun, nearby enemies lose their shields for 1 turn cycle.)

Level 3: Cracker Jack (When .45 ACP busts a shield, hit the enemy with the full force of the shot as if it were not blocked by the shield.)

Level 5: War For The World (Gain the ability to attempt to shoot this weapon while incapacitated.)

12 Round .45 Pistol Magazine:

“A modern design magazine for the Mk.45 Combat Handgun, and other similar pistols.”

Item Type: Magazine.

Weight: 15 (Unloaded), 35 (Loaded).

Used with: Heckler & Mok Mk.45 Combat Handgun.

Molleata 97R “Raffica”:

“Constructed using an upgrade kit for the base Molleata, improving it’s barrel length, adding a thin metal foregrip, and giving either the semi auto or full auto Molleata a controllable 3 round burst. Turning the Molleata into the better, more practical weapon it was always meant to be. It may also be found in the wild pre constructed. Its only downside is its unfamiliarity at first.”

Weapon Type: Upgraded Automatic 9mm Pistol.

Unique Traits: Modified Weapon (gains and retains XP towards and from its original weapon.), Unfamiliar (Receives 1x XP unlike the original weapon.)

Attack Type(s): Semi Auto, Full Auto (Max of 3).

Stats: 15 Damage, 10 Penetration.

Weight: 30 (Unloaded), 40 (Loaded).

Ammo/Mag Required, Capacity: 9mm FMJ, 15 Round Pistol Magazine.

Proficiency Skills: (Retains the perks from the original weapon, unlocking for one unlocks for both.)

Level 1: Danger Close (Handguns now have a 100% chance to hit shots at melee range.)

Level 3: Mag Manager (Reload any mags with loose rounds in combat quicker.)

Level 5: Handgun Harry (Gain the ability to switch to a second handgun instantly instead of reloading. Can be any other handgun weapon, applicable when using any handgun weapon. Allowing you to chain plenty of handgun shots without ending your turn. As reloading usually does end your turn.)

Crafting Recipe: 1 Molleta 97R Conversion Kit, 1 Molleta 9mm Pistol, 1 Scrap.

RAC-10 .45 Machine Pistol:

“Cheaply produced open bolt machine pistol hailing from the USA that shoots fast and loud, and hits even harder. Has a folding wire stock that helps with recoil. While Raycob is notorious for producing cheap and unreliable firearms, this is an exception. Because it was necessary to hold the gun together against the sheer power of +P .45 FMJ.”

Weapon Type: High power Submachine Gun.

Unique Traits: Open Bolt (cannot chamber an extra round in the chamber.)

Attack Type(s): Semi Auto, Full Auto.

Stats: 30 Damage, 20 Penetration.

Weight: 20 (Unloaded), 50 (Loaded).

Ammo/Mag Required, Capacity: .45 +P FMJ, 32 Round .45 Pistol Magazine.

Proficiency Skills: SMG sequential buffs?

Level 1: Small And Loud (Bursts of fire (either fire mode) with SMGs have a sequential damage buff, +1 damage per bullet landed previously in the burst.)

Level 3: The Bleeding (Wounds inflicted by SMGs have their size increased by 1 per number of wounds already on the target.)

Level 5: Royale with Lead (If you have 5 Intelligence, you can consume an MK.45 to upgrade the weapon's stats by 5 by giving it a suppressor. Making it quieter as well.)

32 Round .45 Pistol Magazine:

“A 30 Round mag for the RAC-10 Machine Pistol.”

Item Type: Magazine.

Weight: 20 (Unloaded), 50 (Loaded).

Used with: RAC-10 .45 Machine Pistol.

Volt M35A1 High Power Carbine:

“A submachine gun in .355 Masterball, based on the “ancient” AR-29 (TRO-G) platform. This weapon was made as an attempt at getting a contract for the Department of Energy to replace their MP-46s. Ultimately this failed. They love that suppressed 9mm. Not everyone agrees with them though.”

Weapon Type: Magnum Power SMG.

Attack Type(s): Semi Auto, Full Auto.

Stats: 16 Damage, 40 Penetration.

Weight: 60 (Unloaded), 85 (Loaded)

Ammo/Mag Required, Capacity: .355 Masterball, 25 Round .355 Masterball Magazine.

Proficiency Skills:

Level 1: Six And The Sinner (If you hit 6 shots of .355 in a row with any weapon, the sixth shot is an instant crit that does 1.5 damage (stacking with other multiplicative bonuses)).

Level 3: American Pie (SMG shots can either instantly explode barrels or not explode barrels at will.)

Level 5: Fading Out (All direct damage dealt by this weapon permanently reduces the max health of the target.)

25 Round .355 Masterball Magazine:

"A common 30 Round .355 Masterball Magazine."

Item Type: Magazine.

Weight: 20 (Unloaded), 40 (Loaded).

Used with: Raycob M10 .45 Machine Pistol.

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Shotguns:

Arkoudi M12/5 Shotgun:

*"A big revolver made to shoot 12 gauge shotgun shells. Fires from the bottom, unlike most revolvers, this design choice reduces recoil although makes a new problem of messing with the muscle memory of most users that use conventional revolvers. The only major downsides to this lovable weapon is that the double action fire mode is rough and slow. That and you **really** shouldn't fire slugs out of it."*

Weapon Type: Shotgun Revolver (Handgun).

Unique Traits: Wheelgun, Killer Kick (if a weapon ever inflicts self damage, double that self damage.)

Attack Type(s): Double Action, Single Action (if you have the "Single Action Master" prof perk from the .355 Masterball Revolver.)

Stats: 1 Base Damage.

Weight: 30 (Unloaded), 45 (Loaded).

Ammo/Mag Required, Capacity: Shotgun Shells (Any), 5. Reload 2 Shells per reload.

Proficiency Skills:

Level 1: Step Off! (Hitting an enemy with 50% or more of the pellets in a shell knocks them out of melee range (if applicable)).

Level 3: Crazy Loader: (When killing an enemy with any weapon, add 1 to the amount of bullets you can load into Wheelgun type weapons instantly. Maxes at 6.)

Level 5: Executioner (Killing an enemy with this weapon instantly allows you to switch to any weapon, including two handed weapons where your turn would otherwise end.)

Raycob Urban Destroyer:

"A terribly made American copy of a South African shotgun. Many corners were cut in the production of this gun. Unlike most shotguns, it keeps a shorter barrel length while having a high capacity due to its revolving drum design, which is where most of its problems start. The drum itself is very heavy and needs rewinding every 12 shots. Every spent case needs to be manually ejected like a single action revolver. Don't bother reloading this thing in a firefight."

Weapon Type: Rotary Drum Shotgun.

Unique Traits: Absurd Mechanism (cannot be reloaded during combat).

Attack Type(s): "Semi-Automatic".

Stats: 1 Base Damage.

Weight: 30 (Unloaded), 80 (Loaded).

Ammo/Mag Required, Capacity: Any Shotgun Shell, 12.

Proficiency Skills:

Level 1: Street Sweeper (When firing in semi auto add a buckshot pellet to all of your shots).

Level 3: Excessive Fire (When you gib an enemy with a shotgun, flip a coin, heads adds a buckshot pellet to your next shot. Tails adds a Mans-Fire pellet to your next shot.)

Level 5: Miracle Modification (If you have 10 Knowledge, you can spend 10 Obsolete Scrap to modify the weapon to automatically eject the spent shells after the next shell is chambered. Allowing you to actually reload this weapon in combat so long as you rewind the drum.)

Heckler & Mok CROWS Shotgun:

"The CROWS (Close Range Offense Weapon System) is an experimental magazine fed automatic shotgun. Made at the same time the G26 rifles are being put into production. Issues with reliability comes from the ammo, not always having enough pressure to cycle the action. The weapon has a charging handle below its scope. Allowing you to awkwardly cycle a shell. Hardly ideal. But in a pinch it'll do."

Weapon Type: Experimental Tactical Shotgun.

Unique Traits: Maintenance Required, Heavy.

Attack Type(s): Fully Automatic, Manual Action (when damaged, slow rate). **With a scope, the CROWS' accuracy is changed to pdciceroll+5-e2-y(+0.5S if above 15 choke). But gains a focused shot that costs an endurance, increasing the choke of the weapon by 5. Even above 20. Can only be done when not moving.**

Stats: 2 Base Damage.

Weight: 60 (Unloaded), 85 (Loaded).

Ammo/Mag Required, Capacity: Any Shotgun Shells, 10 Round 12 Gauge CROWS Magazine.

Integrity Rules: Reduce Integrity by 1 if you fire any shell that isn't Overpressured or Slugs. If integrity reaches 0, the gun loses its full auto capabilities. Heavily reducing the rate of fire. And setting the gun to manual action. You can spend a scrap outside of combat or as your combat turn's action to restore integrity. Can be done at any time though.

Proficiency Skills:

Level 1: Assault Tube (Scoped shotguns can attempt a focused shot if you are running (but not burst speed.))

Level 3: All Purpose Shredder (Semi Automatic capable shotguns gain the ability to give the effect of the overpressured round to the next round in order, after firing an overpressured round.)

Level 5: Bagful of Boom-Boom (If you have 15 knowledge, you can craft the CROWS Magazine Port UAC Ammo Tube Adapter using 5 Scrap and a CROWS Magazine. This adapter allows you to hook up the CROWS to an ammo pouch. Firing shotgun shells in the pouch without the need to reload. Can be quickly detached and attached to another bag relatively quickly.)

10 Round 12 Gauge CROWS Magazine:

"A shotgun shell magazine made for the H&M CROWS shotgun."

Item Type: Magazine.

Weight: 30 (Unloaded), 45 (Loaded).

Used with: Heckler & Mok CROWS Shotgun.

CROWS Magazine Port UAC Ammo Tube Adapter:

"A usually handcrafted adapter made out of scraps and a CROWS magazine. Allows the CROWS to hook up to an ammo pouch."

Item Type: Magazine.

Weight: 25.

Used with: Heckler & Mok CROWS Shotgun, Ammo Pouch.

Raycob Exterminator:

"World's worst shotgun. It's a dice toss whether it shoots or not. You need to tilt this thing up to eject a shell from a chamber. It holds one shell in a mediocre barrel. Truly worthy of apprehension, Raycob's lowliest shotgun is in plentiful supply. To the chagrin of every living being. Even the Demons will mock it and anyone forced to use it in battle."

Weapon Type: Uhhhh. The, uhhhh. Yeah it sure is a shotgun. (Break Action Mechanically?)

Unique Traits: Unreliable (roll a d20 before firing, if 1, gun fails to fire.) Unloved by God, Man, and Demon (Hated by soldiers and marines, made fun of by demons.)

Attack Type(s): Manual Action.

Stats: 1 Base Damage.

Weight: 11, 15.

Ammo/Mag Required, Capacity: Any Shotgun Shell, 1.

Proficiency Skills:

Level 1: Unhappy Ending (When a break action shotgun shot gibs an enemy, nearby enemies of the same race within eyeshot are stunned with fear.)

Level 3: Self Harm (All recoil damage globally is inflicted upon your target as additional damage (1 to 1 ratio) if the shot hits.)

Level 5: Physical, Mental, And Spiritual Destruction (When killing an enemy with this weapon, stun all nearby enemies, and prevent the killed enemy from being revived by any means.)

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Rifles & Machine Guns:

Heckler & Mok G26A1:

"The descendant of the original weapon the 4mm cartridge was made for. Using its legendary kraut magic mechanisms. It uses its own characteristic (but proprietary) boxy single stacked magazines loaded into the top of the gun. While this weapon lost in the race to adoption by the UAC to the ergonomic and cheap ZM66, this German weapon is the spear of its home nation. And battalions can spend their budget to get these from Germany for those extreme heat environments. Since this weapon doesn't cook off at high temperatures. Though, it does lack scope to keep it compact."

Weapon Type: Assault Rifle.

Unique Traits: Iron Sights (Intermediate weapon that lacks a scope).

Attack Type(s): Semi Automatic, Fully Automatic.

Stats: 55 Penetration, 30 Damage.

Weight: 75 (Unloaded), 95 (Loaded).

Ammo/Mag Required, Capacity: 4mm, 45 Round 4mm "MK11" Stick Mag.

Proficiency Skills:

Level 1: Simple Burst (Allows you to fire 3 semi auto shots in the span of 1 semi auto shot, with a longer delay. Works for all "space age" rifles.)

Level 3: German Unengineering (Weapons made by Heckler & Mok or other German weapons designers deal an additional 5 direct damage on hit.)

Level 5: The Chaser (Gain the ability to attach a grenade launcher to both G26 rifles. Adds +30 Bulk.)

Heckler & Mok G26SD:

“A heavier longer barreled version of the G26A1. The G26SD even comes with a suppressor. As well as a nice German scope. And an advanced hyperburst mode! Some prefer the smaller and lighter G26A1, but this weapon is the fancier, more expensive version. And as such heavily sought after.”

Weapon Type: Heavy Assault Rifle.

Unique Traits: Integrally Suppressed, Cruiser-Weight (Minus 10 Speed **while holding the weapon.**)

Attack Type(s): Semi Automatic, Fully Automatic.

Stats: 60 Penetration, 45 Damage.

Weight: 100 (Unloaded), 140 (Loaded).

Ammo/Mag Required, Capacity: 4mm, 45 Round 4mm “MK11” Stick Mag.

Proficiency Skills:

Level 1: Hyperburst (Fire 4 Bullets instantly in full auto accuracy mode, with little delay, allowing you to fire multiple volleys of hyperburst if desired. Hyperburst has an additional sequential damage bonus. Adding +5 damage to a shot per shot in the volley that hit before the current bullet. Usable by all “space age” rifles that fire bullets. Grants the same sequential bonus to new age intermediate bullet firing machine guns using “fuller auto” AKA Hyperautomatic mode.)

Level 3: Scout Rifle Expert (Scoped 4mm Weapons get a single guaranteed hit after getting a crit.)

Level 5: Super Hyperburst (Gives both G26 Rifles Hyper-Automatic fire mode ala 4mm/Space Age Machine Guns. Fully automatic hyperburst.)

45 Round 4mm “MK11” Stick Mag:

“A 45 Round single stack stick mag for loading into the G26 series of rifles. Can be reloaded by hand, and loaded into the weapon. No DRM!”

Item Type: Magazine.

Weight: 20, 40.

Used with: Heckler & Mok G26A1, Heckler & Mok G26SD.

UN-AF L7A1 "Defender" Light Support Weapon:

“A slight upgrade to a faithful classic. With a built in bipod, and a respectable non Hyper-Automatic fire rate, this weapon can lay down heavy suppressive fire with a 50 Round 7mm weapon. A respected alternative to the liberator. With a shorter barrel than the full liberator, but longer than the bullpup liberator. But only for the worthy, being those who can bear the immense weight of this weapon and its drums.”

Weapon Type: Light Assault Machine Gun.

Unique Traits: Iron Sights, Heavy, Integrated Bipod (Ability to quickly brace/mount the weapon. Changing the accuracy equation to $P_{dice-y-e-d6+s}$ so long as the user doesn't move and isn't hit.) Heavy. Course & Rough (Jams in sand).

Attack Type(s): Semi Automatic, Fully Automatic.

Stats: 70 Penetration, 65 Damage.

Weight: 100 (Unloaded), 200 (Loaded).

Ammo/Mag Required, Capacity: 7mm, 7mm (Recast), 75 Round 7mm “Defender” Drum Magazine.

Proficiency Skills:

Level 1: Rebel Fighter (7mm weapons get +1 Damage per enemy more than 5 in eyeshot.)

Level 3: Makeshift Bipod (If you have 5 Knowledge, you can spend 2 scrap to add a bipod to any machine gun. Allowing them to more quickly become braced/mounted, and changing the accuracy equation to $P_{dice-y-e-d6+s}$. Canceled if the user moves or is hit.)

Level 5: Protector of The Western World (After killing a specialist, heavyweight, hell noble, or boss level enemy with the Defender, the next shot will be a guaranteed crit (and hit).)

75 Round 7mm “Defender” Drum Magazine:

“A 50 Round drum for the UN-AF L7A1 “Defender” Light Support Weapon.”

Item Type: Machine Gun Magazine.

Weight: 50 (Unloaded), 95 (Loaded).

Used with: UN-AF L7A1 “Defender” Light Support Weapon.

USGI M62E1 “Hungry Hog” General Purpose Machine Gun:

“A big ass machine gun that saw its first use during the plutonia invasion. Its predecessor was known for reliability issues. But this minor redesign solved those problems without hurting the weapon’s legendary accuracy. Using a huge 250 7mm box that needs disintegrating chain links. A very powerful and well liked weapon.”

Weapon Type: Heavy Machine Gun.

Unique Traits: Iron Sights, Heavy.

Attack Type(s): Full Auto.

Stats: 150 Penetration, 95 Damage.

Weight: 250 (Unloaded), 600 (Loaded).

Ammo/Mag Required, Capacity: 7mm, 7mm (Recast), 250 7mm Round Chain Linked Box.

Proficiency Skills:

Level 1: Hog Rider (After 30 Rounds fired out of a machine gun, each bullet gains +0.5 Damage. Can be continued across turns so long as the user doesn’t move or get hit and continues firing at an enemy.)

Level 3: Guttural (When firing a machine gun, lesser demons will become fearful.)

Level 5: Chainworm Kommando (When under the effects of a powerup sphere, all shots from the M62E1 are guaranteed crits, if they would normally hit.)

Heckler & Mok HS76 SmartGun:

“A Medium Machine Gun chambered in 7.76mm. Designed to increase hit probability, and lower ammunition usage in CQB. Sacrificing everything in exchange for those things. Based off of the MG3, (which was in turn, based off of the MG42) this MMG is designed to shred your targets. An IFF system taken from the HERP is placed in front of the MG. The IFF will make a beeping noise when it detects a target in front of it, allowing the user to fire. The implementation for this allows for ammo conservation in a CQB environment. The Smartgun is also said to have an emplacement mode. One with an IFF system with detection ranges up to 6500 meters. Though untrained users tend not to figure out how to deploy it. There are rumors of this being deployed in the United States Space Force, although it is unknown for certain if they are true.”

Weapon Type: Specialized Machine Gun.

Unique Traits: Laser Targeting System (Can’t shoot at obstructed, hidden, or cloaked enemies. Does not fire a bullet unless an accuracy check succeeds, preventing wasted bullets.) Laser Sight (minus 1X endurance penalty in the accuracy equation (**1x times penalty on this weapon**)) , Heavy.

Attack Type(s): Full Auto, does not consume rounds if an accuracy roll fails. Requires line of sight, doesn't shoot through cover or concealment.

Stats: 100 Penetration, 50 Damage.

Weight: 300 (Unloaded), 650 (Loaded)

Ammo/Mag Required, Capacity: 7mm, 7mm (Recast) 250 Round 7mm Chain Linked Box.

Proficiency Skills: Level 5 lets you turn off the IFF targeting requirements, or place the weapon as a turret.

Level 1: Laser Sight Expertise (Weapons with laser sights have their speed accuracy penalty reduced by 0.5).

Level 3: The Killing Truth (Intermediate weapons gain +0.5 damage per MPS you are moving during your shots.)

Level 5: Dumb & Smarter (Turn on and off the IFF requirement at will, allowing you to fire the weapon as if it were simply an iron sights weapon using the laser sight. Losing the Laser Targeting System unique trait. Alternatively, place the weapon down as an emplacement. Automatically shooting enemies it can see. But being able to be knocked down.)

Large Caliber Chain Link (Singular):

"A chain link segment that can be clipped back into peers and fitted to a round with relative ease. Quickly adjustable to fit around .50 OMG, 35mm Brontornis bolt, or 7mm. Required to load 7mm and .50 OMG boxes for machine guns. Can be retrieved after being fired, not unlike 7mm brass."

Item Type: Chain Link.

Unique Trait: Ammo Adjacent Material (Can be placed into an ammo pouch).

Weight: 0.5

Used with: 7mm, 7mm (Recast), 250 Round Chain Linked Box.

250 Round 7mm Chain Linked Box:

"You're convinced that this thing is the reason backpacks and ammo pouches were invented."

For every round you want to load into this thing, you need one chain link."

Item Type: Magazine.

Unique Trait: Linkage Based (Requires a chain link per round to be able to load rounds into it.)

Weight: 100 (Unloaded), 325 (Loaded).

Used with: USGI M62E1 "Hungry Hog" General Purpose Machine Gun

Heckler & Mok PSG2A1 (W/NO Suppressor):

"A semi-automatic sniper rifle based on their older J3 rifles, known for its exceptional pin point accuracy. It is adopted all over the world by special forces and law enforcement alike. Comes with a laser pointed mounted on top of the barrel and in front of the gas block, a scope with an illuminated reticle, and can come with an optional heavy suppressor that heavily eliminates the loud report of the 7.76mm round. Its drawback is it is very picky with ammo. Demanding factory loaded ammunition."

Weapon Type: Semi Automatic High Power Rifle.

Unique Traits: Pressure Sensitive (Doesn't cycle automatically when using recast 7mm).

Attack Type(s): Semi Automatic, Manual Action if using recasts (**no perk benefits**).

Stats: 110 Penetration, 65 Damage. **+10 to Both Stats With Suppressor.**

Weight: 40 (Unloaded), 60 (Loaded) **+20 With Suppressor.**

Ammo/Mag Required, Capacity: 7mm, 7mm (Recast), 10 Round 7mm PSG Magazine.

Proficiency Skills: Give focused shot to semi automatic 7mms?

Level 1: Quiet in The Moonlight (Suppressed weapons get +5 to penetration and damage stats).

Level 3: Power Well Placed (7mm Rifles with Semi Automatic firing modes gain the ability to do a focused shot while standing still and using semi auto. So long as they also have a scope.)

Level 5: Dogfight Denied (Killing an airborne enemy with the PSG gives your next shot on a non airborne enemy with the PSG bypass armor and shields, no questions asked (assuming the shot would normally hit). These shots can be stacked and saved for later. Expended on shot attempt, not hit.)

Heckler & Mok PSG2A1 Suppressor:

"The detachable suppressor for the H&M PSG2A1."

Item Type: Weapon Attachment.

Weight: 20.

Used with: Heckler & Mok PSG2A1.

10 Round 7mm PSG Magazine:

"The heavy but reliable 7mm magazine for the PSG2A1."

Item Type: Weapon Attachment.

Weight: 20 (Unloaded), 25 (Loaded).

Used with: Heckler & Mok PSG2A1.

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Power Weapons:

Brownell AM-HMG50 "Mãe Dois":

"A heavy machine gun that's seen more service and conflict than every veteran, dead or alive. Many attempts have been made to replace it, but never able to due to its timeless design, making it a shining example of the phrase "if it ain't broke, don't fix it". This monster fires the powerful .50 OMG round, enough to punch through the thickest cover... But at what cost? It took approximately 34 Generations to make soldiers strong enough to be able to lift the thing and its ammo around without attempting a mutiny."

Weapon Type: God Blessed Enormous Ancient Huge Machine Gun.

Unique Traits: Iron Sights, Hyper Heavy (Reduces your movement speed by 50% when wielding.)

Attack Type(s): Fully Automatic.

Stats: 250 Penetration, 125 Damage.

Weight: 1000 (Unloaded), 2500 (Loaded).

Ammo/Mag Required, Capacity:

Proficiency Skills: Boss busting? Wall penetration?

Level 1: Unstoppable Object (Non frangible machine gun fire does +25 more damage on wallbang hits.)

Level 3: Timeless (Old world machine guns inflict double wound sizes).

Level 5: Double Deuce (If you have 20 Knowledge, you can consume another HMG50, and 10 Obsolete Scrap to make the weapon double barreled. Increasing the weight of the weapon by 150 bulk. But consuming 2 bullets per shot, making the weapon consume twice as much ammo, but do twice as much damage.)

100 Round .50 OMG Chain Linked Box:

"You'll honestly need a whole ass man dedicated to carrying this one. But the hate per square meter is second to none."

Item Type: Magazine.

Unique Trait: Linkage Based (Requires a chain link per round to be able to load rounds into it.)

Weight: 500 (Unloaded), 1555 (Loaded).

Used with: Brownell AM-HMG50 "Mãe Dois".

Berlinghoff XM135 "Devincenzia":

"A autoloading anti-tank rifle, made to be carried by infantry. Fires the same 35mm Bolts the Brontornis fires. Feeds from 5 round magazines and uses an unusual scope. Used for special situations such as the elimination of vehicle convoys. Sacrificing the Brontornis' relatively lightweight, in exchange for more firepower."

Weapon Type: Anti Tank Rifle.

Unique Traits: Heavy.

Attack Type(s): Semi Automatic.

Stats: 100 Damage, Enough Penetration. On hit, inflict 5 wounds of 10 on a direct hit, spawn 10 shrapnel on direct hit. Spawn 5 on missed hit.

Weight: 100 (Unloaded), 220 (Loaded).

Ammo/Mag Required, Capacity: Brontornis Bolt, 5 Round 35mm Bolt Magazine.

Proficiency Skills:

Level 1: Pulp Buster (When the brontornis or shrapnel it spawns kills an enemy, spawn another shrapnel.)

Level 3: Heavy Weapons Socialite (Brontornis bolt shots deal +25 Damage per enemy alive who suffers from a wound caused by your own 35mm bolt weapon(s).)

Level 5: Bang-Bang (Enemies hit with two shots from the XM135 who survive are instantly incapacitated for a turn cycle.)

5 Round 35mm Bolt Magazine:

"A 5 Round Brontornis Bolt Magazine for the XM135."

Item Type: Magazine.

Weight: 50, (Unloaded), 125 (Loaded).

Used with: Berlinghoff XM135 "Devincenzia"

XM99 Railgun:

"A railgun weapon platform originally mounted on tanks as its main weapon, later tested as a man-portable weapon. Its power is almost 10x of an early 21st century tank's main gun, that being 120mm. Its shots can go through a disturbing amount of material, and in its terrifying

wake it leaves violently arcing plasma, much like a Thunder Buster's buster shot. The XM99 has an internal magazine that holds 4 rounds. But additionally requires an external hand cranked dynamo to charge its battery. Its power in a single shot is not rivaled by many when firing the 8mm Electromagnetic projectile."

Weapon Type: Plasmatic Railgun Cannon.

Unique Traits: Dual Ammo, Plasmatic, Heavy.

Attack Type(s): "Manual Action".

Unique Equations and Stats: Hit or miss, the attack has a **25 reaction speed** windup. Enough Penetration, 550 Damage.

Enemies who step into the wake of surfaces and enemies that are hit by this weapon will be set on plasmafire.

Weight: 500 (Unloaded), 620 (Loaded).

Ammo/Mag Required, Capacity: External Railgun Dynamo. 8mm Electromagnetic Projectile, 4.

Proficiency Skills:

Level 1: Final Frontier (Railgun weapons cause gibbed enemies and walls to explode into 5 Shrapnel.)

Level 3: Ultimatum (Railgun shots erase projectiles in between the user and their target.)

Level 5: Standby Shellshock (With 20 knowledge, consume 10 Plasmatic scrap to erase the weapon's 10 reaction speed delay.)

Railgun Dynamo:

"This big ol thing is a dynamo you hand crank to create and store energy. After a while of cranking, no, not that kind of cranking. After doing that, you can connect this thing to a railgun to make it fire."

Item Type: Hand Cranked Energy Dynamo.

Unique Traits: Manual Labor (Must be cranked for a turn to become active.) External Energy (Must be mounted to a belt loop to be connected to its paired weapon.)

Weight: 100.

Used with: XM99 Railgun.

8mm Electromagnetic Projectile:

"A steel 8mm projectile. Made to fit snugly inside of the XM99. Engineered for penetration. Get your head out of the gutter. This is a serious, lethal projectile."

Item Type: Railgun Projectile Round.

Unique Traits: Railgun Projectile (has no gunpowder propelling it).

Weight: 5.

Used With: XM99 Railgun.

Crafting Recipe: 7mm (Factory) (x5). **(Requires the Custom Reloader).**

MS-AT 35mm "Kelenken":

"An anti-tank machine gun, the pinnacle of destruction, designed as a mounted gun put on vehicles and fortified areas designed for quickly taking down armored vehicles. But with a pistol grip and stock it's easily made into an infantry weapon perfect for destroying doors. Its mechanism is based off of the Vulcannete, sacrificing the sheer fire rate to eject spent bolts and

not kill the user. Its only real flaw being that it's hard to justify carrying over a rifle and a Brontornis. It also has a simple red dot sight and not a scope."

Weapon Type: Anti Armor Machine Gun.

Unique Traits: Iron Sights (not really but actually yes), Heavy, Hyperburst-Incompatible (incompatible with hyper-automatic fire.)

Attack Type(s): Fully Automatic.

Stats: 100 Damage, Enough Penetration. On hit, inflict 5 wounds of 10 on a direct hit, spawn 10 shrapnel on direct hit. Spawn 5 on missed hit.

Weight: 300 (Unloaded), 605 (Loaded).

Ammo/Mag Required, Capacity: Brontornis Bolt, 15 Round 35mm Bolt Box.

Proficiency Skills:

Level 1: Door-Buster (Brontornis Bolt weapons instantly destroy most doors in a single shot.)

Level 3: Talon (Can melee with 35mm weapons, acting as the fist, but with 10 base damage.)

Level 5: King of The Terror Birds (Enemies falter or are otherwise fearful of the Kelenken on sight.)

15 Round 35mm Bolt Box:

"This one isn't so freakishly heavy. It's plenty powerful regardless."

Item Type: Magazine.

Unique Trait: Linkage Based (Requires a chain link per round to be able to load rounds into it.)

Weight: 50 (Unloaded), 305 (Loaded).

Used with: MS-AT 35mm "Kelenken"

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Misc, Grenades, & Items:

Denton Light Arms and Munitions PS-451:

"An advancement in energy based cheap and compact personal defense guns. A small and compact energy pistol fires 3 blasts of balefire, igniting the target. Meant to be disposed of afterwards. Can be used even by injured combatants. Nobody is quite sure where they got the balefire from or how they put it into a gun, but I don't think anyone cares either."

Item Type: Emergency One Time Use Weapon.

Effect On Usage: Shoots 3 blasts of Balefire. Which have a projectile speed of 14, inflict 8 burns on hit, setting the enemy on balefire. Which inflicts 6 burns and 1 wound of 1 wound size per tick.

Unique Traits: Emergency (Can be used while incapacitated with the same rules as medicine.) Disposable.

Weight: 20.

StreLa RAT-84 Disposable Rocket Launcher:

"Cheap, but effective anti-tank rocket launcher. Designed to be discarded after firing. Watch for the back blast!"

Item Type: Disposable Rocket Launcher.

Effect On Usage: Launch a projectile with a reaction speed of 50, if not dodged, deals 250 damage. Always

spawns 6 Shrapnel.

Unique Traits: Backblast (entities directly behind the user are hit with a quarter of the damage of the attack.) Disposable.

Weight: 150.

White Phosphorus Grenade:

“This grenade looks like a big ol white cylinder with yellow stripes. Learn it’s appearance well, it’s worth respecting and fearing in equal measures. These grenades are more dangerous than any fire found in hell.”

Weapon Type: Grenade.

Unique Traits: Thrown Implement, White Phosphorus (Fire does direct damage as well as burns).

Stats: Can be thrown at a target at 15 MPS, and explodes with 8 reaction speed. Can be held before throwing to decrease the fuse. Ignites the area in flames, the initial blast sets victims on fire and deals 100 damage. When ignited by White Phosphorus it does 1 point of damage per amount of burns. To put out white phosphorus you must either enter water or spend a turn to roll around, and flip a coin. If heads, you are put out. 10 Burns per turn not put out. When initially set on fire or caught in the initial blast, all living things are stunned for a turn.

Weight: 50

“Roller” Toxic Gas Grenade:

“Loved and feared, the Roller is a big long green neurotoxin bomb. Designed to not bypass the filter of the Space Marine Helmet, but kill just about anyone else. The toxins react to stimshots by disabling themselves, and the toxin can be purged with magic blue potions.”

Unique Traits: Thrown Implement, Toxic Gas (poisons target, cured by stims, blocked by UAC Standard Space Marine Helmet).

Stats: Can be thrown at a target at 15 MPS, and explodes with 8 reaction speed. Can be held before throwing to decrease the fuse. Releases gas, gas poisons all living entities, so long as they aren’t wearing a UAC helmet. Can be cured instantly by using a stim, or by being healed by a healer type demon. Blues will also heal this effect rather than any other effect if it procs on you or an ally. **Will also poison anything that disturbs it after its main blast is done.** If poisoned, take 10% of your current health in damage per turn, with natural health regen disabled.

Weight: 50