



# Weapons D6 / HARM Corps R-5 30-mm

HARM Corps R-5 30-mm towed automatic Plasma Cannon

The R-5 being a very important piece of artillery in the HARM Corps  
Is also very deadly. It fires approximately 8 ounces of pure argon  
derived plasma along a tight beam magnetic field. It can melt straight  
through the armor of even the most powerful Repulsortanks.

Model: HARM Corps R-5 30-mm Towed Automatic Plasma Cannon

Type: 30-mm Anti-tank plasma cannon

Scale: Speeder

Skill: Plasma artillery: R-5 Plasma Cannon

Crew: 3

Crew Skill: Varies

Fire Control: 1D

Cost: not available for sale

Ammo: 2,500

Damage: 5D+2

Game Notes: Because of plasma's natural high temperature it is rather  
dangerous to contain. Before firing the R-5 roll 1D if the  
roll is 1 roll 1D again. If the roll is 1 again the mono-pole  
magnets of the R-5 destabilize and the next time the R-5 is  
fired a mishap happens, such as a plasma blast gets unaligned  
with the barrel because the magnets didn't stabilize it, and  
burns through the barrel. Permanently damaging the weapon.  
Also, another added plus to the R-5 is that it is "immune" to  
energy shields because it is not an energy weapon it is mass.

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All text and stats by Jerry McDougal, HTML and logos done by FreddyB

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