Equipment D20 / Particle Projection Cannon

Particle Projection Cannon

This uniquely Harkonnen weapon gave them the edge over Atreides forces on Arrakis. It resembles a 5-barrelled blaster. In reality, its a half-energy, half-physical damaging weapon. By energizing its ammunition, it shoots out something that resembles ball lightning, but which explodes on contact with something, causing heavy damage. Its only real limitation is the fact that it's short range.

Model: Harkonnen PPC-92
Cost: 1000
Damage: 3d10
Critical: 19 - 20
Range Increment: 3.5 m
Weight: 4 kg
Stun Fort Save: DC 18
Type: Energy
Size: Medium
Group: Blaster Rifle
Ammo: 20

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Geoff DeWitt,Set Anu-Bith, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.