



## Weapons D6 / Kashan Trench Mortar

### Kashan Trench Mortar

During the Kashan-MetaCorp conflict within the Palar Sector, trench warfare returned. On multiple planets, both sides dug trenches and built bunkers and sat in a deadlocked conflict. Both sides probed each other while trying to defend against them, looking for a weakness that could gain victory. Mortars had been used for many millenia throughout the galaxy, and were a timeless weapon. Trench Mortars were designed to destroy enemy trenches, bunkers, dugouts, and foxholes.

The shells were the size of 50 gallon drums and could be lobbed over large distances. Due to their size the mortars must be loaded by two people then operated by a firer and a spotter, therefore a total crew of four is required to use it. High explosive rounds can be used, and sent over farther distance to knock out enemy fortifications and emplacements, or the shorter ranged shrapnel shells can be fired into the trenches to kill large amounts of enemy troops.

Model: Kashan Industries T-7 Trench Mortar

Type: High Yield Anti-Emplacement Mortar

Scale: Walker

Skill: Artillery: T-7

Crew: 4

Ammo: 1

Cost:

Availability: 3, R

Body: 3D+2

Fire Rate: 1

Fire Control: 1D

Range: Shrapnel Round: 25-150/550/1.25 km

High Explosive Round: 30-250/750/3 km

Blast Radius: 2-21/32/50 (shrapnel) 2-12/24/35 (HE)

Damage: 5D/4D/3D(shrapnel) 6D+1/5D+2/5D (HE)

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga  
All text and stats by Dave Maloney, 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](#).