

HADES CANNON - CANNONBALL

Reload time 1 action
Firing time 1 action
Range 60/120ft

Fires a heavy cannonball, which does **4d6** bludgeoning damage on impact.

OVERPOWER

It is possible to use more than the recommended amount of gunpowder when firing. This adds **2d6** bludgeoning damage, but gives the weapon a 10% chance of backfiring.

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MERCURY STEAM RIFLE

Reload time 1 action
Firing time 1 action
Range 120/240ft

Fires a small projectile a long distance. The projectile is held in a chamber whilst steam is pumped in after it. Once it reaches pressure, the steam punctures a membrane and the projectile is expelled. The projectile does **3d8 + 4** piercing damage.

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JAVELIN LIGHT HARPOON

Reload time 1 action
Firing time 1 action
Range 30/60ft

Fires a harpoon trailing a rope, which **embeds** itself into the target on a hit. The harpoon does **1d8** piercing damage. The trailing rope can be used to drag or otherwise manoeuvre the pierced target.

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STRONGINTEARM REPEATER BOW

Reload time 3 actions
Firing time 1 action
Range 40/80ft

More accurately a crossbow, this complicated-looking weapon fires six oversized crossbow bolts at great velocity, which are loaded manually into a breech at the top of the firing mechanism. The bolts hit for **1d8 + 2** piercing damage each, but each subsequent shot must be directed no more than 5ft from the previous.

SCYLLA DOUBLE-BARRELED MORTAR

Reload time 2 actions
Firing time 1 action
Range 40-80/160ft, minimum range 40ft

Fires two explosive shells, which detonate on impact. The mortar is somewhat inaccurate, so shots will **scatter** from the intended point of impact. Each explosion is a 15ft fireball which causes **4d6** fire damage on a failed Dexterity (DC13) save, or half damage on a successful one.

Note: ship components cannot make Dexterity saves.

PYROHYDRA FIRETHROWER

Reload time 1 actions
Firing time 1 action - can be fired twice before reload
Range 20ft cone

Fires a 20ft cone of superheated fuel. Creatures caught within the cone must make a Dexterity (DC14) save or take **5d6** fire damage, half on a successful save.

Note: ship components cannot make Dexterity saves.

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ECHIDNA FLAK CANNON

Reload time 2 actions
Firing time 1 action
Range 15ft cone

Like a cannon, but loaded instead with shrapnel, which is heated by the explosion so it emerges from the barrel red-hot. The shrapnel flies out in a 15ft cone, and does **4d10** damage to anything caught within the cone.

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