

WISDOM FROM THE WASTELANDS

Issue #3: High-Tech Weapons



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Like magical weapons in fantasy games, high technology firearms are treasures that adventurers seek out with great eagerness in the post-apocalyptic world. No matter how cool a weapon is, however, players will always be looking for something better to use against the many hazards that populate the science fantasy post-apocalyptic wastes, and this third issue of *Wisdom from the Wastelands* is devoted to new toys that Game Masters can use to reward — or punish — their players. Several of the new weapons presented herein have the option of different types of ammunition, to add even more variety to a GM's game.

This publication is dedicated to providing useful information, game content, and ideas to players of modern, science fiction, and post-apocalyptic table-top and role-playing games in general and to fans of Goblinoid Games' *Mutant Future* RPG in particular. The rules contained herein are compatible with it and any others that use the "Basic" system introduced in the most popular role-playing games of the early 1970s and are easily adaptable to many other games (especially successor systems, to include those covered by the Open Game License).

Flamer

The flamer is a weapon that was created more as a terror weapon than one to be used commonly on the battlefield. Just about everything is afraid of fire, and that is exactly what the flamer is: a weapon that projects fire.

When flamers were first introduced in the early 20th century, they were almost as dangerous to their wielders as to the enemy. The user had to carry on his back a heavy fuel tank, which was vulnerable to stray rounds and could blow up, and used what was essentially a long gun with a nozzle to spray an area with fire.

In the decades before the Ancients' final apocalypse, flamers had become quite refined and a great deal smaller than they had been in the early years. New chemicals had been created that burned hotter and longer than any of the old-fashioned napalm weapons. Still, many modern military officers balked at using the weapons because they were so universally inhumane; many weapons could kill instantly, but a flamer would burn and cause horrible pain to a victim.

The most common flamer used was a rifle-like weapon that had a small tank attached where a magazine would normally go. The tank was heavily armored and the contents were under extremely high pressure, giving such weapons a surprisingly number of charges before their tanks had to be changed. Smaller weapons were also produced, essentially one-handed pistols, as well as larger versions that could be mounted on vehicles or powered armor.



Flamers are area-of-effect weapons, and any targets caught in their cones of fire have a chance of being hit. When using a flamer, the wielder must choose a target and make a roll to hit it. Any other targets within the area of effect are allowed a saving throw against energy to avoid the effects of the weapon; success means that they will not be hit and failure means that the wielder has a chance to hit them and can roll a normal attack against them.

All flame weapons inflict an initial amount of damage and will then continue to burn for several rounds thereafter, based on the type of flamer in question. Water will not put out the fire, but modern fire extinguishers as well as extreme cold will. As each round passes, the fire will continue to burn but at only half damage, rounded down. So, for example, if the initial damage was 5d6 and 22 points of damage was rolled, the target would take 11 points of damage the second round, 5 points the third, and 2 points the fourth. Any items carried by the target must save against the damage done by the fire or take 1d3 condition levels of damage (*see the Mutant Future core book or the first issue of this publication for more information about Condition Grades*).

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Flamer Table

<i>Weapon</i>	<i>Damage</i>	<i>Trigger Type</i>	<i>Range</i>	<i>Maximum Width</i>	<i>Weight</i>	<i>Shots</i>	<i>Burn Life</i>
Flamer Pistol	5d6 + special	Normal	25'	10'	5 lbs.	4	1d4 rounds
Flamer Rifle	8d6 + special	Normal	50'	15'	15 lbs.	12	1d6 rounds
Flamer Support Weapon	8d6 + special	Normal	75'	20'	35 lbs.	50	1d10 rounds

Wounds caused by this weapon tend to leave hideous scars, and anyone who has sustained more than 50% of their hit points in damage from a flamer must make a save versus death or permanently lose 1d3 points of charisma.

Also, wounds caused by the flamer take significantly longer to heal and, as a result, the natural healing rate is cut in half when it comes to healing the damage sustained from such a weapon.

Micro-Missile Gun

The original concept of this weapon was the gyrojet, a handgun or rifle that instead of firing a bullet that would fire a tiny rocket or guided missile. Over the centuries, this concept was refined to a point that the weapon could fire bullet-sized missiles at targets with a great deal of accuracy. The rounds themselves also evolved so that they could carry a variety of warheads and even different methods of aiming and tracking targets.

Such weapons appear to be standard handguns and rifles, and several different versions were designed and commonly found not only on the battlefield but also in the hands of hunters, security, and police personnel across the globe.

Each weapon is powered by a single power cell, which



keeps the targeting computer functional, and the individual rounds have their own internal power sources and propellants.

Micro-Missile Gun Table

<i>Weapon</i>	<i>Trigger Type</i>	<i>Range</i>	<i>Weight</i>	<i>Magazine Capacity</i>
MM Pistol	Normal	300'/600'	3 lbs.	8
MM Hunting Rifle	Normal	750'/1500'	7 lbs.	6
MM Assault Rifle	Automatic	500'/1000'	10 lbs.	25
MM Sniper Rifle	Normal	2,000'/4,000'	8 lbs.	5
MM Squad Support Weapon	Rapid Fire	500'/1000'	22 lbs.	200

Ammunition with differing effects is available for micro-missile guns and each inflicts its own sort of damage. If a round misses, it will continue to fly to the maximum range, where it will hit the ground and then detonate if appropriate, possibly affecting anything within its radius of effect. An explosive, gas, or cryo round can also be fired into a wall or

other barrier, in which case it will detonate and affect any targets within its radius of effect (and allowing them all a saving throw against it).

Targeting systems of various sorts are available for individual micro-missiles and are described on their own chart.

Micro-Missile Ammunition Table

<i>Ammunition Type</i>	<i>Damage</i>	<i>Special</i>
Solid	5d6	The standard round, essentially a "dummy" missile that can only use a Computer Assisted targeting system (<i>see below</i>). Anything hit by this weapon must also make a save versus stun or become stunned for 1d6 rounds from the sheer kinetic impact the round possesses.
Armor Piercing	6d6	The round is designed to penetrate heavy armor and, as such, gains a bonus of +2 to hit any AC of 4 or better. It is slightly less effective against unarmored targets, however, doing only 75% damage (AC 5 or worse).
Explosive	5d6	The explosive radius is 20' and those caught in the blast are allowed a save versus energy for half damage.
Fragmenting	3d6	Damage is doubled when used against unarmored targets (including natural armor, fur, and the like). Damage against armored targets is normal.
Gas	1d6	The round produces a gas cloud in a radius of 30'. The cloud can be any type of toxin, poison, or even simple obscuring.

Hollow	3d6	The round can be filled with various toxins or poisons.
Hollow Point	6d6	The round is designed to shatter on impact, which is devastating against unarmored targets (AC 5 or worse) but only does 25% damage against armored targets (AC 4 or better).
Incendiary	5d6	Target must save versus energy or catch fire, taking 3d6 points of thermal damage per round for 2d4 rounds. All items carried by target must save or take 1d3 condition levels of damage (<i>see Issue #1 of this publication or the Mutant Future core book for more information</i>).
Cryo	5d6	The round explodes in a 15' radius and everything in that area must save versus energy for half damage. Anyone who takes such freezing damage must make another save versus death or gain the slow mutant mutation effect for 2d4 rounds. Plastic items must make a save or suffer 1d3 condition levels of damage (<i>see Issue #1 of this publication or the Mutant Future core book for more information</i>).

Micro-Missile Targeting System Table

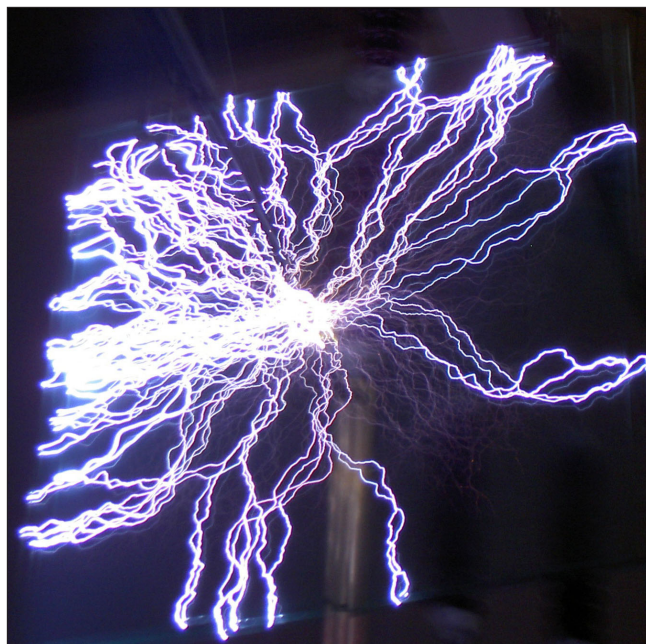
Targeting System	Bonus to Hit	Special
Computer-Assisted	+1	The standard targeting module included in all rounds, controlled by the weapon's onboard computer
Gene-Seeking	+5	A sample of a specific target's DNA must be entered into the weapon's processor, which is accomplished by putting a drop of blood or other organic matter into a tiny receptacle in the weapon (a special feature that not all guns have). Once this is done, the weapon needs three rounds to encode the tracking information into the projectile. It is by far the most accurate targeting mode available and was used almost exclusively by assassins.
Thermal	+2	Negates any penalties to hit for smoke or fog, but only works on targets with a thermal signature (the GM can increase the bonus depending on how hot the target is). The bonus is lost on any cold target. Any significant source of heat near the target or between it and the shooter, such as a fire, will negate the benefits of such ammunition.
Magnetic	+2	The round is specifically designed to home in on ferrous material and, as such, gains a +2 bonus to hit when targeting metallic objects. The bonus is lost against non-metallic targets.
Imaging Lock	+3	The gun must take a single round to place an image into the round. After this has been accomplished, the round will then actively seek the target based on its image. This can be defeated by smoke or other methods of obscuring and, in such a case, the bonus to hit is lost.

Nerve Ripper

This type of weapon produces a powerful electrical discharge that appears to be a nearly-invisible line of jagged lightning. Such weapons are distinguished by short, stubby barrels set with three prongs are spaced in a triangle. There are just three classes of this weapon, holdout, pistol, and rifle, and the range of all of them is extremely limited.

When one of these weapons hits it first causes electrical damage, after which the target must save vs. energy attacks or suffer from exceptionally painful neural signals that make it feel as if its nerves are being torn apart. If the save succeeds, the target suffers a -1 to hit and saves and +1 to Armor Class for 1d6 rounds. If the save fails, the target is paralyzed for 1d6 minutes and is incapable of acting due to the extreme agony it suffers during this period of time, after which it suffers a -1 to hit and saves and +1 to Armor Class for 1d6 hours.

Robotic units are not immune to these effects, which cause damage to their internal circuits and are subject to the same effects as if they were organic creatures.



Nerve Ripper Table

<i>Weapon</i>	<i>Damage</i>	<i>Trigger Type</i>	<i>Range</i>	<i>Weight</i>	<i>Power Source</i>	<i>Charges</i>
Nerve Ripper Holdout	1d6 + special	Normal	10'	1 lb.	Power Cell	2
Nerve Ripper Pistol	2d6 + special	Normal	10'	3 lb.	Power Clip	6
Nerve Ripper Rifle	4d6 + special	Normal	25'	7 lb.	Power Clip or Backpack	10 or 25

Rail Gun

First used during the 21st century primarily as ship-mounted defensive weapons for destroying incoming enemy missiles and fighter jets, rail guns were soon adapted for use by ground forces as support weapons. By using a powerful electrical current along a pair of "rails," a weapon of this sort creates a magnetic field that it uses to propel a projectile.

Rail guns have an extremely long range and were used widely by various military factions because of their relatively cheap ammunition and the powerful punch they packed. Near the end of the Ancient era, the latest models of rail gun had been shrunk in size so that they could be effectively carried by an individual soldier, although they were still more typically found on armored vehicles, robotic units, or powered armor.

The most common version used was a long-range sniper rifle, followed by a six-barreled squad support weapon that looks like a fat-barreled Gatling gun and can be effectively fired twice per round, and a pistol version that was in the experimental stages when the end came.



Such weapons consume power very quickly and the battery life column indicates how many shots a power source will be able to provide the energy for.

Rail Gun Table

<i>Weapon</i>	<i>Damage</i>	<i>TriggerType</i>	<i>Range</i>	<i>Weight</i>	<i>Power Source</i>	<i>Charges</i>
RG Sniper Rifle	6d6	Normal	2000' / 4000'	15 lbs.	Beltack or Backpack	25 or 50
RG Support Weapon	4d6	Rapid Fire	1500' / 3000'	40 lbs.	Backpack	100
RG Pistol	2d6	Normal	500' / 1000'	2 lbs.	Power clip	4

Although standard rail gun ammunition is very cheap to produce, several variants have been created, including depleted uranium core, explosive, steel, and tungsten.

Depleted uranium core rounds are extremely heavy and suffer the greatest reduction in range but do far greater damage than normal and have the effect of contaminating the target and anything within 10' of it with class 3 radiation.

This radiation has a very short half-life and will expire in 24 hours.

Explosive rounds have slightly reduced range and damage but can injure targets within 15' of the target.

Steel rounds have a slightly increased range but are not as effective against heavily-armored targets.

Tungsten rounds have a greater kinetic impact when they hit, doing additional damage.

Rail Gun Ammunition Table

<i>Type</i>	<i>Range Modifier</i>	<i>Effect</i>
Depleted Uranium Core	-50%	Regular damage against heavy armor, +25% damage against light armor, plus radiation effect.
Explosive	-25%	- 25% damage, but causes it in a 15' radius burst.
Steel	+25%	-25% damage against heavy armor.
Tungsten	None	Regular damage against heavy armor, +1 per die of damage against lightly armored or unarmored targets (AC 5 or worse).

Sliver Caster

Sliver casters are a type of anti-personnel weapon that use flechettes similar to those sometimes fired from shotguns and cannons and use magnets to project tiny slivers of metal. These sorts of weapons were, in fact, fairly cheap to produce and the ammunition was easy to come by and were quite

popular with civilians for hunting and pest control.

Against plastic or harder material, sliver casters weapons have little to no effect but against unprotected or lightly-protected flesh, and even certain types of ballistic weave, they can be devastating. As a result, many militaries adopted assault versions of this weapon and used them against poorly-

equipped enemies.

The most common versions available were small “room broom” shotguns, hunting rifles, and assault rifles. These weapons have a far greater range than traditional pellet or slug shotguns. The usual rules for shotguns apply to the sliver shotgun.

Most sliver ammunition was traditional steel but hollow, shattering, and hardened versions were also available.

When used against unprotected or lightly-protected flesh (e.g., no armor, clothing, leathers, scales, heavy hides), the damage will be increased by +1 per die of damage. This can increase depending on the type of ammunition used as well.

Sliver Shotguns inflict 6d4 points of damage to a target in their normal range and 2d4 to those at up to maximum range.



Sliver Caster Table

<i>Weapon</i>	<i>Damage</i>	<i>Trigger Type</i>	<i>Range</i>	<i>Weight</i>	<i>Battery</i>	<i>Magazine Capacity</i>	<i>Power Source</i>
Sliver Shotgun	6d4/2d4	Normal	100’/200’	12 lbs.	Beltpack/Backpack	6	Pack
Sliver Hunting Rifle	4d4	Normal	1,000’/2,000’	18 lbs.	Backpack	15	Clip
Sliver Assault Rifle	4d4	Automatic	900’/1,800’	15 lbs.	Power Clip	30	Clip

Metal slivers are the standard type of ammunition used by these weapons.

Shatter slivers are made from a brittle alloy and when they come into contact with any surface shatter into small fragments that rip and tear through flesh, causing excessive damage. This type of sliver is completely ineffective against any type of armor.

Hardened slivers were developed to be used against targets in plastic or heavier types of armor. Although not as

effective as slug rounds or even energy weapons, hardened slivers can still inflict some damage against armored targets.

Hollow slivers are slightly larger and heavier than the usual type of ammunition but have been designed in such a way as to be able to inject a drug or poison into the target. Such ammunition is completely ineffectual against any type of armor and even some heavier types of hides (creatures with a natural AC of 4 or better are immune).

Sliver Caster Ammunition Table

<i>Type</i>	<i>Range Modifier</i>	<i>Effect</i>
Metal	None	-75% damage versus plastic armor (round down), no effect against metal armor.
Shatter	None	No effect against plastic or heavier armor, +100% against flesh, +50% against heavy hide, scales, etc.
Hardened	None	-25% damage versus plastic armor, -50% damage versus metal or harder armor.
Hollow	-25%	No effect against armor heavier than hide (use natural armor mutation as a guideline), but can be filled with poison or toxins. +50% damage against flesh or unprotected targets.

Scrambler

Scramblers were created to subdue robotic units, as many companies did not want their valuable equipment destroyed and quite often the police and military wanted intact robots for study, as evidence, and so forth.

Such weapons work by temporarily scrambling the CPU and electronic circuits of a robot and putting the machine into a “shutdown” mode. The weapon does cause some damage to the unit in question and this cannot be avoided.

Any robot, android, replicant, or the like that is hit must make a save versus stun or be shut down for 1d8 rounds.

Scramblers come in three forms: pistol, rifle, and grenade. Unlike regular grenades, which are destroyed upon use, scrambler grenades can be used over and over and only require replacing the spent power cell.

Scramblers can be used on non-robotic units and will inflict the damage listed, but will not cause the stun effects.

Scrambler Table

<i>Weapon</i>	<i>Damage</i>	<i>TriggerType</i>	<i>Range</i>	<i>Weight</i>	<i>Power Source</i>	<i>Charges</i>
Pistol	1d4, stun	Normal	150’/300’	2 lbs.	Power Clip	10
Rifle	2d4, stun	Automatic	300’/600’	7 lbs.	Power Clip/Belt Pack/Back Pack	10/25/50
Grenade	4d4, stun	N/A	30’ Radius	1 lbs.	Power Clip	4

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First Electronic Publication:
February 2012; SKP E 1208.