

WISDOM FROM THE WASTELANDS

Issue #24:
Weapon Modifications



By Chris "Outlander" Van Deelen and the Skirmisher Game Development Group

This issue presents technologies and items for making *Mutant Future* weapons more lethal and combat more colorful. These additions include expanded range rules, new ammunition types for both modern firearms and archaic missile weapons, and many new ways for your group to satisfy their inner gunsmiths.

Ammunition

Unless they fire an energy beam, firearms and missile weapons require physical ammunition. Although "regular" bullets, bolts, and arrows are the most common, there are a wide variety of deadly special-purpose rounds and missiles. The two tables below list and describe some of these new projectiles.

Armor Piercing: All heavy armor (such as metal, kevlar, and any monster AC of 2 or better) is made less effective by 3 AC levels. The round does 75% of normal damage (round down).

Bean Bag: This shotgun round does 1d3 points of damage and has no spread. The target must save or be stunned for 1d6 rounds.

Cold: This hollow round has two chambers, each containing a minute amount of chemical. Upon impact the two combine and react, with the compound freezing anything it touches. The weapon does -1 per die damage, but the target takes an additional 1d6 points of cold damage for 1d4 rounds.

Electrical: The round is slightly larger and heavier than regular ammo, reducing weapon range by 25%, but inflicts +1d6 points of electrical damage. Targets vulnerable to EMP suffer an additional +2d6 points of damage (i.e., standard round damage plus 3d6 extra damage), and must save versus energy or take 1d2 condition levels of damage.

Explosive: The weapon range is reduced by 50%, but



the round does normal damage to the target and causes 2d6 damage to everything within a 10' radius. Even if the round misses the intended target and hits something nearby (e.g., a wall), it will still cause the explosion damage.

Flechette: This shotgun round is filled with tightly packed needles, rather than round shot. It is not very effective against heavy armor (such as metal, kevlar, and any monster AC of 2 or better), inflicting -3 damage per die. But against soft armor or unarmored targets, the round does +3 damage per die. Range is reduced by 50%. This type of ammunition can be made Toxic as well.

High Velocity: The weapon range increases by 50%.

Hollow Point: Against lightly armored targets (AC 6 or higher), the round does +2 damage per die. It inflicts half damage against targets wearing hardened armor (metal, alloy, Kevlar, etc.).

Incendiary: This round inflicts thermal damage. Clothing, fur, leather armor, and flesh must save versus thermal or catch fire (see *WftW* Issue #1 for more information). Anything ignited will burn for 1d10 rounds or

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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 material 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).

until extinguished, causing an additional 1d6 damage per round. Water and similar substances will put the fire out.

Jacketed: The round does normal damage but penalizes the target's AC by 1.

Jacketed Hollow Point: This round is designed to punch through armor and then expand for greater damage. Against unarmored targets, it does +1 damage per die. Armored targets suffer a one AC level penalty, and if the round penetrates, the damage is +1 per die.

Rubber: This round does no damage (unless the target is vulnerable to rubber), but the target must save or be stunned for 1d6 rounds.

Slug: This solid shotgun round has no spread, and does an additional +1 per die damage. The target must save versus stun or be knocked prone.

Toxic: These hollow rounds cause -1 per die damage (0 damage is possible), and are filled with a toxin. The target must save or suffer the toxic effects (ML determines the type of poison).

Tracer: This round gives a +1 to hit when the weapon fires against the same target in consecutive rounds. The bonus is cumulative for up to 3 rounds (i.e., maximum bonus of +3).

Arrows and Bolts

Blunt: The arrow causes only 1d2 points of damage, but the target must save or be stunned for 1d6 rounds.

Bodkin: The arrow does -1 point per die damage, but reduces the AC value of metal and heavier armor by 2.

Cold: The hollow head of this arrow has two chambers, each containing a minute amount of chemical. Upon impact the two combine and react, with the compound freezing anything it touches. The missile does -1 per die damage, but the target takes an additional 1d6 points of cold damage for 1d4 rounds.

Electrical: The arrow is slightly larger and heavier than regular arrows, reducing range by 25%, but inflicts +1d6 points of electrical damage. Targets vulnerable to EMP suffer an additional +2d6 points of damage (i.e., standard round damage plus 3d6 extra damage), and must save versus energy or take 1d2 condition levels of damage.

Explosive: The weapon range is reduced by 50%, but the arrow does normal damage to the target and causes 2d6 damage to everything within a 10' radius. Even if the arrow misses the intended target and hits something nearby (e.g., a

wall), it will still cause the explosion damage.

Hunting: This four-bladed arrowhead inflicts normal damage. But it also causes the target to bleed for 1d3 points of damage/round until the arrow is removed and the wound treated. Taking out the arrow causes 1d3 points of damage.

Incendiary: These arrows inflict thermal damage. Clothing, fur, leather armor, and flesh must save versus thermal or catch fire (see *WftW* Issue #1 for more information). Anything ignited will burn for 1d10 rounds or until extinguished, causing an additional 1d6 damage per round. Water and similar substances will put the fire out.

Toxic: These hollow arrow heads cause -1 per die damage (0 damage is possible), and are filled with a toxin. The target must save or suffer the toxic effects (ML determines the type of poison).

Weapon Modifications

Below are a series of new parts or modifications available for weapon systems presented in the *MF* core rulebook or *WftW* Issue #3 and Issue #9. Modifying a weapon requires three things: the user must know how to operate the weapon; the weapon and modifying part must be at least condition three; and a repair roll must be made to correctly install the modification. If the repair roll fails, either the weapon or the modification loses one condition level (ML's choice).

There is no limit to the number of modifications that can be installed in a weapon system, as long as they are different types. For example, you cannot have two different types of barrels in a weapon system. Also note, all penalties and bonuses are cumulative, e.g., two 25% increases in range will combine for a total 50% range increase.

All firearms means weapons firing bullets or shells, not energy beams.

All weapons means the modification is available for every weapon type.

Automatic firearms have the automatic trigger function.

Energy weapons fire coherent energy beams (laser, maser, blaster, plasma, etc.).

Missile launchers project some form of missile, be it micro, mini, etc.

Motor driven weapons include firearms like mini-guns or Gatling guns.

Revolvers are firearms that use a cylinder, instead of a magazine, to hold rounds.

Weapon Modification Table

Modification	Weapon Type	Modification Effect
Advanced Guidance	Missile Launchers	The weapon's missiles are linked to a smart computer, giving the user a +3 to hit. Increases weapon weight 25%.
Anti-Contamination Chamber	Plasma Weapons	This refines and removes contaminants from a plasma stream before it is fired. Increases damage by +1 per die and weapon weight by 50%.
Barrel and Chamber Adaptor	Pistols/Revolvers	Weapon can use a different type of ammunition (light could use medium, medium could use heavy, etc.)
Barrel Extension	All Firearms	Increases damage by +1 per die; can be combined with Barrel Rifling.
Barrel Rifling	All Firearms	Increases range 25%; can be combined with Barrel Extension

Modification	Weapon Type	Modification Effect
Beam Splitters	Laser Weapons	This modification splits every laser shot into a random number of separate beams. With a successful attack, all beams hit the target and the attack damage is increased by +1 to +3 per die. To determine the additional damage for a particular shot, roll 1d6: 1-3, +1 damage; 4-5, +2 damage; 6, +3 damage.
Carbon Alloy Frame	All Weapons	Decreases weapon weight by 50%.
Conditioned Accelerators	Energy Weapons	The weapon's rate of fire increases by 1 per round.
Drum Magazines	Automatic Firearms	Triples magazine capacity; increases weapon weight 50%.
Energy Refinement Module Mk 1	Energy Weapons	Special module attached to the power source coupler for more efficient energy use. Increases number of shots 25% and weapon weight by 25%.
Energy Refinement Module Mk 2	Energy Weapons	Special module attached to the power source coupler for more efficient energy use. Increases number of shots 50% and weapon weight 25%.
Extended Magazine	All Firearms	Doubles magazine capacity.
Extended Tubes	Shotguns	Increases magazine capacity 50%; increases weapon weight 25%.
Gamma Inducer Coils	Radiation Weapons	A modification that intensifies the projected radiation, forcing targets to make 3 saves instead of 2 and suffer a -4 penalty to each save.
Guardian Gun Module	All Weapons	This kit turns any weapon into a programmable guardian gun. It contains a tripod, a power backpack or minifusion cell, a hand-held computer, and all necessary cables. The device controls the weapon automatically and can be programmed to only fire upon certain targets, or ignore other targets, etc. The computer controlling the weapon gets a +3 to hit.
Hardened Circuits	Energy Weapons	Weapon is immune to EMP damage.
Heavy-Duty Cylinder	Revolvers	Decreases any condition loss by 1 (can be none); increases weight 50%; item has a saving throw bonus of +2 (if optional rule used from <i>WftW</i> issue #1); can be combined with Heavy Duty Frame.
Heavy-Duty Frame	All Weapons	Decreases any condition loss by 1 (can be none); increases weight 50%; item has a saving throw bonus of +2 (if optional rule used from <i>WftW</i> issue #1).
Heavy-Duty Magnets	Gauss/Railguns	Increases weapon damage by +1 per die; increases range 25%; increases weapon weight 25%.
High-Quality Firing Mechanism	All Firearms	Increases rate of fire by 1 per round.
High-Speed Motor Components	Motor-Driven Weapons	Increases rate of fire by 1 per round; increases weapon weight 25%.
High-Tensile-Strength Components	Motor-Driven Weapons	Weapon has a saving throw bonus of +2 (if optional rule used from <i>WftW</i> issue #1); when suffering condition damage, the weapon takes 1 level less (can be none).
Internal Storage Capacitors	Energy Weapons	The modification bleeds off tiny amounts of energy from each shot and stores it in a special capacitor, providing 20% more shots per power source. Even if its power source is removed, the weapon still has energy to fire. Increases weapon weight 25%.
Noise Suppressors	All Firearms	+1 to surprise roll for first round only; decreases weapon range 25%.
Refined and Highly-Refined Focus Optics	Energy Weapons	Increases weapon damage by +1 per die for refined optics, and +2 per die for highly refined optics.
Reinforced Components	Energy Weapons	Weapon has a saving throw bonus of +3 (if optional rule used from <i>WftW</i> issue #1); when suffering condition damage, the weapon takes 1 level less (can be none); increases weapon weight 50%.
Super-Conductive Barrels	Energy Weapons	Smoother energy flow through the weapon increases range by 25%.
Ultra Magnets	Gauss/Railguns	Increases weapon damage by +2 per die; increases range 50%; increases weapon weight 25%.
Upgraded Circuits	Energy Weapons	Weapon gains +3 to save against EMP effects (if optional rule used from <i>WftW</i> issue #1); if the save succeeds, the weapon takes only half damage (round down).

Optional Firearm Ammunition Types

Rather than a single damage type, the ML can consider Primitive Firearms ammunition to be either light, medium, or heavy, an option covering weapon caliber, grain, and propellant. The table below presents damage based on ammunition and weapon type, i.e., pistol or rifle.

Sights and Scopes

Both types of devices assist aiming, increasing the odds of hitting distant targets. Scopes can also be used for observation, but not for shots at point blank range.

The adjustments listed in the Scope Table's Modifier column replace the modifiers given in the Incremental Range

Table (see below). Scopes can be used with the various sights listed above. Because sights are often integral to a weapon they are not given a weight. Scopes can be added on later, and all weigh one pound.

Scope Table

Type	Modifier
Short	+2 to short range, +1 to medium
Medium	+2 to short range, +1 to medium, +0 for long, -1 for extreme
Long	+3 to short range, +2 to medium, +1 for long, +0 for extreme

Optional Firearm Ammunition Type Table

Ammo Category	Pistol Damage	Rifle Damage	Example Round
Ultra-Light	1d4	1d6	.22 cal.
Light	1d6	1d8	.38 cal.
Medium	1d8	1d10	9mm
Heavy	1d10	1d12	.44 cal.
Ultra-Heavy	1d12	2d8	.50 cal.





Incremental Range

All descriptions for modern and high tech weapons in *MF* have two ranges listed: normal and maximum. To add a little more flavor, the table below gives several new ranges and their respective adjustments. As an example, a rifle with a maximum range of 1,000' feet would be point blank at 10', short to 250', medium to 500', long to 750' and extreme out to 1,000'.

NEW DRUG

Unwavering Aim

This injectable compound briefly boosts hand-eye coordination, giving +1d3 Dexterity for 1d2 hours. While the drug is active, all range increments are reduced by one step; e.g., the user would consider extreme range to be long range. Multiple doses cancel out one another.

NEW ACCESSORIES

Power-Assist Holster

Because of the edge given, covert ops agents, police, and other quasi-military units used these mechanical holsters extensively. The device is worn on the forearm and activated by flexing those muscles—instantly thrusting a handgun, a small SMG, or melee weapon into the user's hand. The holster provides a +4 initiative bonus in the first round of combat.

Quick-Draw Holster

When using her sidearm, this holster gives the wearer a +2 initiative bonus in the first round of combat. Each holster is custom made for the handgun and user, and costs four times normal. Each weighs one pound.



Sight Table

Type	Effect
Laser	+1 to hit
Infrared	User gains the <i>thermal vision</i> mutation when looking through the sight
Ultraviolet	User gains the <i>ultraviolet vision</i> mutation when looking through the sight
X-ray	Can see through walls unless blocked by lead.
	Cannot make out fine details but can see number, items, etc.
Holographic	+3 to hit
Red Dot	+2 to hit
Computer Target Assist	+4 to hit; allows a 'painting' of targets (friend or foe) that negates penalties when firing into melee or large groups of targets

Incremental Range Table

Range	Point Blank	Short	Medium	Long	Extreme
Modifier	+2	+1	+0	-1	-2
% of maximum range	5' for pistols, 10' for rifles	Up to 25%	26-50%	51-75%	76-100%

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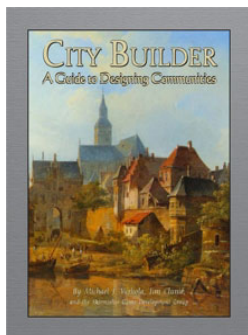
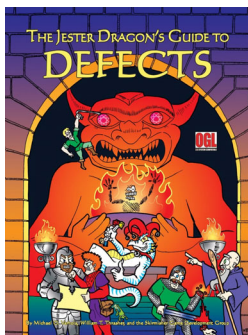
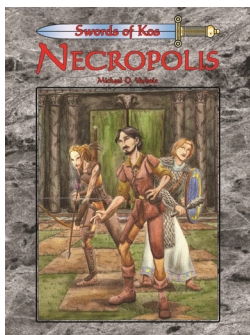
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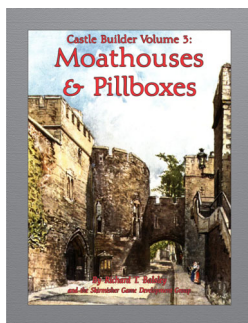
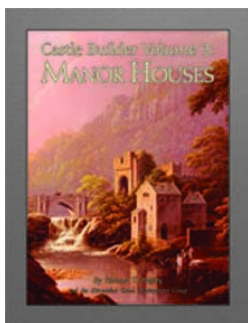
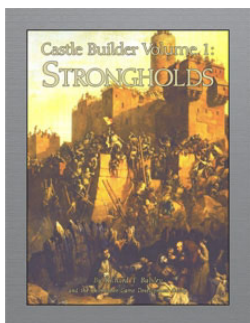
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