Junkyard Blasters!

"Where one civilization's junk is another man's chem-fueled arts and crafts project!"

Junkyard Blasters Official Loot Table!

☢	Roll 2d20s!	11.	Gunk Blaster	21.	Pipe Gun	31.	Calibrated H&H Nail Gun
2.	Fatman with 5CD Bowling Balls	12.	Air Rifle	22.	Auto Pipe Gun (Auto Rcv)	32.	Quad-Barrel Pipeshot
3.	Fatman with 4CD Bowling Balls	13.	Quad-Barrel Pipeshot	23.	Pipe Revolver	33.	Boosted Zap Rifle (Boosted Cap, L-Barrel, Full Stock)
4.	Railway Rifle	14.	Autoshot	24.	Slamfire Shotgun or 10mm Pipe Rifle	34.	Flame-Thrower
5.	Junk Jet	15.	Laser Musket	25.	Pipe Bolt-Action Rifle	35.	Quad-Barrel Tato Cannon

= = =					(L-Barrel, Full Stock)		= = =
=	6.	Flame-Thrower	16	Radium Rifle	26.	Double-Barrel Pipeshot	36.	Rattle Cannon	=
=	7.	1+4CD Fireworks Launcher(s)	17.	Tato Cannon	27.	3CD Makeshift Flamers	37.	Laser Gatling Crank	=
=	8.	1+3CD Fireworks Launcher(s)	18.	Air Pistol	28.	Hardened Autogun	38.	Junk Jet	=
=	9.	Boosted Gunk Blaster Rifle (Boosted Cap, L-Barrel, Full Stock)	19.	Zap Gun	29.	Scoped Pipe Bolt-Action (L-Barrel, Short Scope)	39.	Fatman with 4CD Bowling Balls	=
=	10	Boosted Zap Rifle (Boosted Cap, L-Barrel, Full Stock)	20.	Autogun	30.	Harpoon Gun	40.	Fatman with 5CD Bowling Balls	=

===

Sight Mods								
If a weapon does not have listed specific sights than it is capable of having all the following mods below equipped								
Combat Sights	-	-	-	-	-	-	-	-
Reflex Sight	Tactical	May re-roll hit location die	+1	2	-	x2 Adhesive x2 Steel x2 Screws x1 Nuclear Mat' (or x1 Fiber Optics)	27/40	+14
Short Scope	S-Scoped	Gain Accurate	+1	2	-	x2 Adhesive x2 Glass x2 Screws x3 Steel or x2 Alum	22/33	+11
Long Scope	L-Scoped	Gain Accurate, Increase Range by 1	+1	4	Science! 2	x3 Adhesive x3 Crystal x3 Screws x5 Steel or x3 Alum	58/87	+29
Short Night Vision Scope	S-Night Vision	Gain Accurate, Gain Night Vision	+1	4	Science! 2	x3 Adhesive x3 Steel x2 Glass x2 Screws x2 Circuitry x1 Nuclear Mat'	76/114	+38
Long Night Vision Scope	L-Night Vision	Gain Accurate, Gain Night Vision, Increase Range by 1	+1	5	Science! 3	x3 Adhesive x5 Steel x2 Circuitry x3 Crystal x2 Nuclear Mat' x3 Screws	100/150	+50

Recon Scope	Recon	Gain Accurate, Gain Recon	+1	5	Science! 3	x4 Adhesive x6 Aluminum x3 Circuitry x2 Fiber Optics x1 Crystal x2 Glass x1 Nuclear Mat x4 Screws	118 177	+59

Small Guns

Pipe-Slam Shotgun

A makeshift scattergun, normally seen in the hands of those who couldn't afford or scrounge up anything better. Weapons like these are made of two sets of sliding pipes with a shotshell nestled against a fixed firing pin. Upon one slamming them together, BLAMMO!

Weapon Type: Small Guns
Damage Rating: 4CD
Damage Type: Physical
Fire Rate: 0
Range: C
Ammo: Shotgun Shells
Weight: 4
Cost: 15
Rarity: 0

Damage Effects: Spread
For each Effect rolled, your attack inflicts one additional hit on the target. Each additional hit inflicts half the rolled damage (round down) and hits a random location even if a specific location was targeted for the initial attack.

Qualities: Slow Load, Inaccurate, Unreliable, Two-Handed
- The weapon loads especially slowly. After this weapon has been fired, you must spend a minor action to reload the weapon before it can be fired again.

- When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

**Finding a Pipe-Slam Shotgun in the wasteland will have the default configuration;
Standard Barrel, Half Stock, Standard Sights, No Muzzle Device.**

A Pipe-Slam Shotgun can accept one each of the following mods;

Mod Name	Name Prefix	Effects	Weight	Crafting Test Difficulty	Perks Needed	Materials Needed	Value (-/+)
Barrel Mods							
Standard	---	---	---	---	---	---	---
Double	Double	Gain Vicious	+2	4 -------------- 2	Gun Nut 1 or Blacksmith 1	**x3 Lead Pipe(s) x1 Steel x1 Adhesive ---------------- x1 Pipe-Slam Shotgun (wit identical mods)**	+20
Sight Mods							
Standard Sights	---	---	---	---	---	---	---
Reflex Sight	Tactical	May re-roll hit location die	+1	4	Gun Nut 1	**x2 Adhesive x2 Steel x2 Screws x1 Nuclear Mat'**	+14
						x4 Adhesive x6 Aluminum	

Recon Scope	Recon	Gain Accurate, Gain Recon	+1	7	Gun Nut 3	x3 Circuitry x2 Fiber Optics x1 Crystal x2 Glass x1 Nuclear Mat x4 Screws	+59
Muzzle Devices							
No Muzzle Device	---	---	---	---	---	---	---
Flashlight	Tac-Lit	-2 Darkness Penalty While Taking the aim action, +2 to Sneak difficulty while active In darkness 1+.	+1	2	Science 1	x1 Lightbulb x1 Glass x1 Fusion Cell x2 Copper x2 Steel	+20
Suppressor	Suppressed	Gain Suppressed	+2	6	Gun Nut 2	x4 Adhesive x5 Steel x4 Plastic x4 Screws	+45

===

Tribal Pipe Rifle (Image Source)

Pipe rifle

A makeshift rifle typically put together and utilized by tribals. Weapons like these are single-shot, break-action weapons with smoothbore barrels made of scavenged pipe. How the heck 10mm pipes are readily available is beyond me.

Weapon Type: Small Guns
Damage Rating: 4CD
Damage Type: Physical

Fire Rate: 0
Range: M
Ammo: 10mm
Weight: 3
Cost: 18
Rarity: 0

Qualities: Slow Load, Inaccurate, Unreliable, Two-Handed
- The weapon loads especially slowly. After this weapon has been fired, you must spend a minor action to reload the weapon before it can be fired again.

- When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

Finding a Pipe-Rifle in the wasteland will have the default configuration; Standard Receiver, Standard Barrel, Half Stock, Standard Sights, No Muzzle Device.

A Pipe-Rifle can accept one each of the following mods;

Mod Name	Name Prefix	Effects	Weight	Crafting Test Difficulty	Perks Needed	Materials Needed	Value (-/+)
Barrel Mods							
Standard	---	---	---	---	---	---	---
.44 Barrel	Heavy	+2CD, Vicious	+2	4	Gun Nut 1	x3 Adhesive x4 Steel x3 Oil	+30
Half Stock	---	Gain Two-Handed	---	---	---	---	---
Marksman's Stock	Marksman's	Gain Two-Handed, Gain Piercing +1 and Remove Inaccurate if a Short/Long/Recon Scope is also equipped	+2	4	Gun Nut 2	x5 Adhesive x5 Fiberglass x2 Rubber x6 Screw x3 Spring	+20
Available Sights							

Reflex Sight, Short Scope, Recon Scope							
Standard Sights	---	---	---	---	---	---	---
Reflex Sight	Tactical	May re-roll hit location die	+1	4	Gun Nut 1	**x2 Adhesive x2 Steel x2 Screws x1 Nuclear Mat' (or x1 Fiber Optics)**	
Short Scope	S-Scoped	Gain Accurate	+1	4	Gun Nut 2	**x2 Adhesive x2 Glass x2 Screws x3 Steel or x2 Alum**	
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	7	Gun Nut 3	**x4 Adhesive x6 Aluminum x3 Circuitry x2 Fiber Optics x1 Crystal x2 Glass x1 Nuclear Mat x4 Screws**	

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Muzzle Mods							
No Muzzle Device	-	-	-	-	0	-	-
Flashlight	Tac-Lit	-2 Darkness Penalty While Taking the aim action, +2 to Sneak difficulty while Active at C range.	+1	+20	2	Uncommon	Gun Nut 1 or Science 1
Bayonet	Bayoneted	Add Melee Weapon "Bayonet Charge", deals 4CD Piercing 1 Close Quarters physical damage	+2	+10	2	Common	Gun Nut 1
Suppressor	Suppressed	Gain Suppressed	+2	+45	6	Uncommon	Gun Nut 2

===
=====

Air Rifle

Existing in one form or another prior to the Great War as an alternative to conventional firearms. The current day Air Rifle utilizes an onboard hand pump to pressurize air in order to launch a .50 caliber metal ball at lethal subsonic velocity. With the proliferation of makeshift weapons increasing due to the wearing down of pre-war firearms over the centuries, air guns like these are growing increasingly popular especially when users take note of how silent they are.

Weapon Type: Small Guns
Damage Rating: 5CD
Damage Type: Physical
Fire Rate: 0
Range: M
Ammo: .50 Ball / (See Special)
Weight: 8
Cost: 75
Rarity: 2

Qualities: Unreliable, Suppressed**,** Slow Load, Two-Handed

- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- If an enemy is not aware of you when you attack with a Suppressed weapon, they do not notice the attack unless they are the target or they pass a PER + Survival test with a difficulty of 2.

- The weapon loads especially slowly. After this weapon has been fired, you must spend a minor action to reload the weapon before it can be fired again.

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

Special: The air rifle uses an onboard hand-pump mechanism to compress air and propel projectiles at high velocity. Using a minor action, users may over-pressurize their next attack, applying the Vicious effect but increasing the complication range of the skill test to 18-20.

The Air Rifle primarily uses .50 Ball as ammunition, in lieu of .50 Ball being available. Folks can craft "Ball Bearings" from common materials. For every common materials expended one can roll 4CD and gain 1 Ball Bearing for every Damage Point rolled, if one expends a luck point before rolling, all Damage Effects rolled count as 2 Ball Bearings crafted.

Finding a Air Rifle in the wasteland will have the default configuration; Standard Receiver, Standard Barrel, No Muzzle Device

An Air Rifle can accept one each of the following mods;

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Receiver Mods							
Standard	-	-	-	-	-	-	-
Hardened	Hardened	+1CD Damage	-	+20	2	Common	-
Armor Piercing	AP	Gain Piercing 1	+1	+23	3	Uncommon	Gun Nut 1
Powerful	Powerful	+2CD Damage	+2	+25	3	Uncommon	Gun Nut 2
Barrel Mods							
Standard Barrel	-	-	-	-	-	-	-

Long	Long	+1 Damage, Remove Close Quarters, Increase Range by 1	+2	+20	3	Uncommon	Gun Nut 1
Muzzle Mods							
No Muzzle Device	-	-	-	-	0	-	-
Flashlight	Tac Lit	Gain Night Vision, +2 to Sneak difficulty while Active	+1	+15	2	Uncommon	Gun Nut 1 or Science 1

==

=====

Air Pistol

Existing in one form or another prior to the Great War as an alternative to conventional firearms. The current day Air Pistols, like their rifle counterparts, utilize an onboard hand pump to pressurize air in order to launch a .50 caliber projectile at lethal subsonic velocity. With the proliferation of makeshift weapons increasing due to the wearing down of pre-war firearms over the centuries, air guns like these are growing increasingly popular especially when users take note of how silent they are.

Weapon Type: Small Guns
Damage Rating: 4CD
Damage Type: Physical
Fire Rate: 0
Range: M
Ammo: .50 Ball / (See Special)
Weight: 4

Cost: 55
Rarity: 2

Qualities: Close Quarters, Unreliable, Suppressed**,** Slow Load
- A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.

- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- If an enemy is not aware of you when you attack with a Suppressed weapon, they do not notice the attack unless they are the target or they pass a PER + Survival test with a difficulty of 2.

- The weapon loads especially slowly. After this weapon has been fired, you must spend a minor action to reload the weapon before it can be fired again.

Special: The air pistol uses an onboard hand-pump mechanism to compress air and propel projectiles at high velocity. Using a minor action, users may over-pressurize their next attack, applying the Vicious effect but increasing the complication range of the skill test to 18-20.

The Air Pistol primarily uses .50 Ball as ammunition, in lieu of .50 Ball being available. Folks can craft "Ball Bearings" from common materials. For every common materials expended one can roll 4CD and gain 1 Ball Bearing for every Damage Point rolled, if one expends a luck point before rolling, all Damage Effects rolled count as 2 Ball Bearings crafted.

Finding an Air Pistol in the wasteland will have the default configuration;
Standard Receiver, Standard Barrel, No Muzzle Device

An Air Pistol can accept one each of the following mods;

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Receiver Mods							
Standard	-	-	-	-	-	-	-
Hardened	Hardened	+1CD Damage	-	+20	2	Common	-
Armor Piercing	AP	Gain Piercing 1	+1	+23	3	Uncommon	Gun Nut 1
Powerful	Powerful	+2CD Damage	+2	+25	3	Uncommon	Gun Nut 2

Barrel Mods							
Standard Barrel	-	-	-	-	-	-	-
Long	Long	+1 Damage, Remove Close Quarters, Increase Range by 1	+2	+20	3	Uncommon	Gun Nut 1
Muzzle Mods							
No Muzzle Device	-	-	-	-	0	-	-
Flashlight	Tac Lit	Gain Night Vision, +2 to Sneak difficulty while Active	+1	+15	2	Uncommon	Gun Nut 1 or Science 1

===
=====

Pipe Gun/Rifle (Redux!)

A crude, homemade weapon, normally seen in the hands of those who can't make, buy, or scavenge anything better, pipe guns are crude and somewhat unreliable, but effective enough. The most common form of pipe gun is a simple semi-auto handgun, chambered for the hard-hitting .357 magnum, but mostly utilizing the more common .38 special round. Enterprising (or desperate) souls have been known to modify these guns in all kinds of ways.

Weapon Type: Small Guns

Damage Rating: 5CD / 3CD (See Special)
Damage Type: Physical
Fire Rate: 2
Range: C
Ammo: .357mag / .38spl (See Special)
Weight: 2
Cost: 30
Rarity: 0

Damage Effects: Vicious (See Special)
- The attack inflicts +1 damage for each Effect rolled.

Qualities: Close Quarters, Unreliable
- A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.

- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

Special
When wielding a Pipe Pistol, the weapon is chambered in both .357 magnum and .38 special and is capable of firing either cartridge interchangeably. During combat, users may take a minor action to swap caliber for their attack. Transforming the base damage rating to 5CD with the vicious effect plus any additional damage and effects from perks and mods. If the gun has the vicious effect already when using .357 magnum ammo, then increase the base damage rating further by +1CD. Firing .357 magnum can be rather risky though and carries a complication range of 18-20.

Finding a Pipe Gun in the wasteland will have the default configuration; Standard Receiver, Standard Barrel, Standard Grip, Standard Magazine, Standard Sights, No Muzzle Device

A Pipe Gun can accept one each of the following mods;

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Receiver Mods							
Standard	-	-	-	-	-	-	-
Calibrated	Calibrated	Gain Vicious	-	+25	2	Common	-
Hardened	Hardened	+1CD Damage	-	+20	2	Common	-
Armor Piercing	AP	Gain Piercing 1	+1	+23	3	Uncommon	Gun Nut 1

Hair Trigger	Hair Trigger	+1 Fire Rate	-	+20	3	Uncommon	Gun Nut 1
Powerful	Powerful	+2CD Damage	+2	+25	3	Uncommon	Gun Nut 2
Calibrated	Calibrated	Gain Vicious	-	+25	2	Uncommon	-
Advanced	Advanced	+3CD Damage, +1 Fire Rate	+2	+35	4	Uncommon	Gun Nut 3
Calibrated Powerful	Calibrated Powerful	+2CD Damage, Gain Vicious	+3	+48	4	Uncommon	Gun Nut 4
Automatic	Auto	-1CD Damage damage, +2 Fire Rate, Gain Burst, Gain Inaccurate	-	+30	3	Uncommon	-
Armor Piercing Auto	AP Auto	-1CD Damage, +2 Fire Rate, Add Piercing 1, Gain Inaccurate	+1	+40	4	Uncommon	Gun Nut 3
Hardened Automatic	Hardened Auto	+2 Fire Rate, Gain Inaccurate	+2	+55	4	Uncommon	Gun Nut 3
Rapid Automatic	Hardened	-1 CD Damage, +3 Fire Rate, Gain Inaccurate	-	+60	4	Uncommon	Gun Nut 4
Powerful Automatic	Powerful Auto	+1CD Damage, +2 Fire Rate, Gain Inaccurate	+4	+65	4	Uncommon	Gun Nut 4
Hardened Piercing Automatic	Hardened AP Auto	+2 Fire Rate, Gain Piercing 1, Gain Inaccurate	+3	+70	5	Uncommon	Gun Nut 4
Barrel Mods							
Standard	-	-	-	-	-	-	-
Long	Long	Remove Close Quarters, Increase Range by 1	+2	+20	3	Uncommon	Gun Nut 1
Ported	Ported	Increase Range by 1, +1 Fire Rate.	+1	+35	6	Uncommon	Gun Nut 4
Finned	Finned	Increase Range by 1, +1 Fire Rate, Gain Reliable +1 Damage	+1	+37	6	Uncommon	Gun Nut 4
Grip Mods							
Standard Grip	-	-	-	-	-	-	-
Reinforced Grip	Bludgeoner's	Remove Inaccurate, +1CD to Bashing Damage	+1	+7	3	Common	-

Sharpshooter's Grip	Sharpshooter's	Gain Piercing +1 and Remove Inaccurate if a Short/Long/Recon Scope is also equipped	-	+10	4	Uncommon	Gun Nut 2
Stock Mods							
Half Stock	-	Gain Two-Handed	-	-	-	-	-
Full Stock	-	Gain Two-Handed, Remove Inaccurate	-	+10	3	Common	-
Reinforced Stock	Bludgeoner's	Gain Two-Handed, Remove Inaccurate, +1CD to Bashing Damage	+1	+15	3	Common	-
Marksman's Stock	Marksman's	Gain Two-Handed, Remove Inaccurate, Gain Accurate	+2	+20	4	Uncommon	Gun Nut 2
Recoil Compensating Stock	Recoil Compensated	Gain Two-Handed, Remove Inaccurate, +1 Fire Rate, Gain Reliable	+2	+23	5	Uncommon	Gun Nut 2
Magazine Mods							
Standard Mag	-	-	-	-	-	-	-
Quick Eject Mag	Quick	Gain Reliable	-	+8	3	Uncommon	Gun Nut 1
Large Mag	High Capacity	+1 Fire Rate, Gain Unreliable	+1	+8	4	Uncommon	Gun Nut 2
Large Quick-Ejecting Mag	Quick High Capacity	+1 Fire Rate, Gain Reliable	+1	+16	5	Uncommon	Gun Nut 2
Sight Mods							
Standard Sights	-	-	-	-	-	-	-
Reflex Sight	Tactical	May re-roll hit location die	+1	+14	4	Common	Gun Nut 1
Short Scope	S-Scoped	Gain Accurate	+1	+11	4	Common	Gun Nut 2
Long Scope	L-Scoped	Gain Accurate, increase Range by 1	+1	+29	5	Uncommon	Gun Nut 2
Short Night Vision Scope	S-Night Vision	Gain Accurate, Gain Night Vision	+1	+38	5	Uncommon	Gun Nut 2
Long Night Vision Scope	L-Night Vision	Gain Accurate, Gain Night Vision, Increase Range by 1	+1	+50	6	Uncommon	Gun Nut 3

Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	7	Uncommon	Gun Nut 3
Muzzle Mods							
No Muzzle Device	-	-	-	-	-	-	-
Flashlight	Tac-Lit	-2 Darkness Penalty While Taking the aim action, +2 to Sneak difficulty while Active at C range.	+1	+20	2	Uncommon	Gun Nut 1 or Science 1
Bayonet	Bayoneted	Add New Melee Weapon "Bayonet Charge", deals 4CD Piercing 1, Close Quarters physical damage	+1	+10	2	Common	-
Compensator	Compensated	Remove Inaccurate	+1	+15	3	Uncommon	Gun Nut 1
Muzzle Break	Muzzled	Remove Inaccurate, +1 Fire Rate	+1	+30	3	Uncommon	Gun Nut 1
Suppressor	Suppressed	Gain Suppressed	+2	+45	6	Uncommon	Gun Nut 2

===
=====

Pipe Revolver (Redux!)

Like the other forms of pipe gun, the pipe revolver is a makeshift or homemade gun, in this case modeled after a single-action revolver. It strikes a balance

between the heart-stopping power of a hunting revolver, and the affordability of the pipe gun, and its improvised nature makes it similarly suited for modification.

Weapon Type: Small Guns
Damage Rating: 4CD/7CD
Damage Type: Physical
Fire Rate: 1
Range: C
Ammo: .45/.45-70
Weight: 4
Cost: 25
Rarity: 0

Damage Effects: Vicious (See Special)
- The attack inflicts +1 damage for each Effect rolled.

Qualities: Close Quarters, Unreliable, Recoil 7 (See Special)
- A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.

- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- This weapon has a particularly ferocious 'kick' when it fires, which might be too much for weaker users. If the user's STR score is less than X, then all attacks with the weapon increase

Special
When wielding a Pipe Revolver, the weapon is chambered in both .45-70 Government and .45 and is capable of firing either cartridge interchangeably. During combat, users may take a minor action to swap caliber for their attack. Transforming the base damage rating to 7CD with the vicious effect plus any additional damage and effects from perks and mods. If the gun has the Vicious effect already when using .45-70 ammo, then increase the base damage rating further by +1CD. Firing .45-70 can be rather risky though and the attack gains the Recoil 7 quality as well as carries a complication range of 17-20.

Finding a Pipe Revolver in the wasteland will have the default configuration; Standard Receiver, Standard Barrel, Standard Grip, Standard Magazine, Standard Sights, No Muzzle Device.

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Receiver Mods							

Standard	-	-	-	-	-	-	-
.357/.38 Receiver	.357mag	Change damage to 5CD (3CD if .38), change ammo to .357/.38, add Vicious if using .357.	**-1**	-5	3	Common	Gun Nut 2
Calibrated	Calibrated	Gain Vicious	-	+25	2	Common	-
Hardened	Hardened	+1CD Damage	-	+20	2	Common	**-**
Hair Trigger	Hair Trigger	+1 Fire Rate	-	+20	3	Uncommon	Gun Nut 1
Powerful	Powerful	+2CD Damage	+2	+25	3	Uncommon	Gun Nut 2
Calibrated	Calibrated	Gain Vicious	-	+25	2	Uncommon	-
Advanced	Advanced	+3CD Damage, +1 Fire Rate	+2	+35	4	Uncommon	Gun Nut 3
Calibrated Powerful	Calibrated Powerful	+2CD Damage, Gain Vicious	+3	+48	4	Uncommon	Gun Nut 4
Barrel Mods							
Standard	-	-	-	-	-	-	-
Long	Long	Remove Close Quarters, Increase Range by 1	+2	+20	3	Uncommon	Gun Nut 1
Ported	Ported	Increase Range by 1, +1 Fire Rate.	+1	+35	6	Uncommon	Gun Nut 4
Finned	Finned	Increase Range by 1, +1 Fire Rate, Gain Reliable +1 Damage	+1	+37	6	Uncommon	Gun Nut 4
Grip Mods							
Standard Grip	-	-	-	-	-	-	-
Reinforced Grip	Bludgeoner's	Remove Inaccurate, +1CD to Bashing Damage	+1	+7	3	Common	-
Sharpshooter's Grip	Sharpshooter's	Gain Piercing +1 and Remove Inaccurate if a Short/Long/Recon Scope is also equipped	-	+10	4	Uncommon	Gun Nut 2
Stock Mods							
Half Stock	-	Gain Two-Handed	-	-	-	-	-

Full Stock	-	Gain Two-Handed, Remove Inaccurate	-	+10	3	Common	-
Reinforced Stock	Bludgeoner's	Gain Two-Handed, Remove Inaccurate, +1CD to Bashing Damage	+1	+15	3	Common	-
Marksman's Stock	Marksman's	Gain Two-Handed, Remove Inaccurate, Gain Accurate	+2	+20	4	Uncommon	Gun Nut 2
Recoil Compensating Stock	Recoil Compensated	Gain Two-Handed, Remove Inaccurate, +1 Fire Rate, Gain Reliable	+2	+23	5	Uncommon	Gun Nut 2
Sight Mods							
Standard Sights	-	-	-	-	-	-	-
Reflex Sight	Tactical	May re-roll hit location die	+1	+14	4	Common	Gun Nut 1
Short Scope	S-Scoped	Gain Accurate	+1	+11	4	Common	Gun Nut 2
Long Scope	L-Scoped	Gain Accurate, increase Range by 1	+1	+29	5	Uncommon	Gun Nut 2
Short Night Vision Scope	S-Night Vision	Gain Accurate, Gain Night Vision	+1	+38	5	Uncommon	Gun Nut 2
Long Night Vision Scope	L-Night Vision	Gain Accurate, Gain Night Vision, Increase Range by 1	+1	+50	6	Uncommon	Gun Nut 3
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	7	Uncommon	Gun Nut 3
Muzzle Mods							
No Muzzle Device	-	-	-	-	-	-	-
Flashlight	Tac-Lit	-2 Darkness Penalty While Taking the aim action, +2 to Sneak difficulty while Active at C range.	+1	+20	2	Uncommon	Gun Nut 1 or Science 1
Bayonet	Bayoneted	Add New Melee Weapon "Bayonet Charge", deals 4CD Piercing 1 Close Quarters physical damage	+1	+10	2	Common	-
Compensator	Compensated	Remove Inaccurate	+1	+15	3	Uncommon	Gun Nut 1

Muzzle Break	Muzzled	Remove Inaccurate, +1 Fire Rate	+1	+30	3	Uncommon	Gun Nut 1

==
=====

Pipeshot

Built by, minutely, more competent gunsmiths across the wasteland. Pipeshots are the second most common of all makeshift weapons next to their pipe-slam cousins. Some more daring and crafty individuals--raiders-- try to acquire a second one in order to graft on an extra set of barrels for even deadlier up close fire power. Unfortunately for them, many are not prepared for the added recoil or the inevitable tempermentality of such a modification.

Weapon Type: Small Guns
Damage Rating: 5CD
Damage Type: Physical
Fire Rate: 0
Range: C
Ammo: Shotgun Shells
Weight: 5
Cost: 20
Rarity: 1

Damage Effects: Spread, Vicious

- For each Effect rolled, your attack inflicts one additional hit on the target. Each additional hit inflicts half the rolled damage (round down) and hits a random location even if a specific location was targeted for the initial attack.

- The attack inflicts +1 damage for each Effect rolled.

Qualities: Unreliable, Ammo-Hungry 2, Close Quarters, Inaccurate, Two-Handed

- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- The weapon consumes ammo at a much higher rate than other weapons. Each time the weapon is fired, it spends X ammo, rather than 1. In addition, extra damage requires spending X ammo per +1 CD, with a maximum number of CD equal to the weapon's Fire Rate. Additional uses of ammunition, such as the Burst damage effect, also spend X ammo for every 1 ammo that would normally be spent.

- A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.

- When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

Special

The pipeshot has the capability to be equipped with a unique "Quad Barrel" mod which, on top of changing its name to "Quadshot", dramatically increase damage output. If a player possesses two pipeshots in their inventory with the exact same barrel mods they may reduce the difficulty and rarity of the quad barrel modification by 1.

So long as a quad barrel mod of any length is equipped, the weapon has a complication range of 17-20 and has the Recoil 7 quality. No mods or perks can counteract this effect. So please obliterate responsibly.

Finding a Pipeshot in the wasteland will have the default configuration; Standard Barrel, Half Stock, Standard Sights,

A Pipeshot can accept one each of the following mods;

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Barrel Mods							

Standard	-	-	-	-	-	-	-
Quad	Quad	+2CD Damage, Gain Ammo-Hungry 4, Gain Recoil 7	+3	+20	5	Uncommon	Gun Nut 1
Sawed-Off	Sawed-Off	Remove Two-Handed, Gain Close Quarters	-2	+3	2	Common	-
Sawed-Off Quad Barrel	Sawed-Off Quad	+1CD Damage, Remove Two-Handed, Gain Close Quarters, Gain Ammo-Hungry 4, Gain Recoil 7	+1	+10	5	Uncommon	Gun Nut 1
Long	Long	Remove Close Quarters, Increase Range by 1	+2	+20	3	Uncommon	Gun Nut 1
Long Quad-Barrel	Long Quad	+3CD Damage, Remove Close Quarters, Increase Range by 1, Gain Ammo-Hungry 4, Gain Recoil 7	+6	+40	5	Uncommon	Gun Nut 2
Stock Mods							
Half Stock	-	Gain Two-Handed	-	-	-	-	-
Full Stock	-	Gain Two-Handed, Remove Inaccurate	-	-	3	Common	-
Reinforced Stock	Bludgeoner's	Gain Two-Handed, Remove Inaccurate, +1CD to Bashing Damage	+1	+15	3	Common	-
Sight Mods							
Standard Sights	-	-	-	-	-	-	-
Reflex Sight	Tactical	May re-roll hit location die	+1	+14	4	Common	Gun Nut 1
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	7	Uncommon	Gun Nut 3
Muzzle Mods							
No Muzzle Device	-	-	-	-	-	-	-
Flashlight	Tac-Lit	-2 Darkness Penalty While Taking the aim action, +2 to Sneak difficulty while Active at	+1	+20	2	Uncommon	Gun Nut 1 or Science 1

		C range.				

===
=====

H&H Tools Nail Gun

Created by H&H Tools Company, the nail gun is a construction tool which had a notable history of being repurposable as a fully-automatic weapon. With the shortage of ordinary ballistic ammunition being an increasingly worrying prospect. Many wasteland smiths have turned towards these tools and are modifying them en masse to meet demand.

Weapon Type: Small Guns
Damage Rating: 2CD
Damage Type: Physical
Fire Rate: 4
Range: C
Ammo: Nails
Weight: 4
Cost: 74
Rarity: 1

Damage Effects: Burst
- The attack may hit one additional target within Close range of the primary target for each Effect rolled. Each additional target costs 1 additional shot from the weapon.

Qualities: Ammo-Hungry 5, Close Quarters, Inaccurate, Suppressed
- The weapon consumes ammo at a much higher rate than other weapons. Each time the weapon is fired, it spends X ammo, rather than 1. In addition, extra damage requires spending X ammo per +1 CD Damage, with a maximum number of CD Damage equal to the weapon's Fire Rate.

Additional uses of ammunition, such as the Burst damage effect, also spend X ammo for every 1 ammo that would normally be spent.

- A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.

- When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

- If an enemy is not aware of you when you attack with a Suppressed weapon, they do not notice the attack unless they are the target or they pass a PER + Survival test with a difficulty of 2.

Finding an H&H Tools Nail Gun in the wasteland will have the default configuration; Worn Receiver, Standard Barrel, Standard Grip, Standard Mag, Standard Sights, No Muzzle Device.

An H&H Tools Nail Gun can accept one each of the following mods.

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Receiver Mods							
Standard	-	-	-	-	-	-	-
Calibrated	Calibrated	Gain Vicious	-	+25	2	Common	-
Hardened	Hardened	+1CD Damage	-	+20	2	Common	-
Armor Piercing	AP	Gain Piercing 1	+1	+23	3	Uncommon	Gun Nut 1
Hair Trigger	Hair Trigger	+1 Fire Rate	-	+23	4	Uncommon	Gun Nut 1
Powerful	Powerful	+2CD Damage	-	+25	3	Uncommon	Gun Nut 2
Advanced	Advanced	+3CD Damage, +1 Fire Rate	-	+35	5	Uncommon	Gun Nut 3
Calibrated Powerful	Calibrated Powerful	+2CD Damage, Gain Vicious	+3	+48	4	Uncommon	Gun Nut 4
Barrel Mods							
Standard	-	-	-	-	-	-	-
Railgun Repeater Coil	Gauss	+3CD Damage, Remove Burst, Gain Piercing 1	+3	+100	7 5 if a Fusion Core is used to craft	Rare	Gun Nut 4, Science! 3

Grip Mods							
Standard Grip	-	-	-	-	-	-	-
Comfy Grip	Comfy	Remove Inaccurate	-	+6	3	Common	-
Reinforced Grip	Bludgeoner's	Remove Inaccurate, +1CD to Bashing Damage	+1	+7	3	Common	-
Magazine Mods							
Standard Mag	-	-	-	-	-	-	-
Quick Eject Mag	Quick	Gain Reliable	-	+8	3	Uncommon	Gun Nut 1
Large Mag	High Capacity	+1 Fire Rate, Gain Unreliable	+1	+16	4	Uncommon	Gun Nut 2
Large Quick-Ejecting Mag	Quick High Capacity	+1 Fire Rate, Gain Reliable	+1	+23	5	Uncommon	Gun Nut 2
Sight Mods							
Standard Sights	-	-	-	-	-	-	-
Reflex Sight	Tactical	May re-roll hit location die	+1	+14	4	Common	Gun Nut 1
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	7	Uncommon	Gun Nut 3
Muzzle Mods							
No Muzzle Device	-	-	-	-	-	-	-
Flashlight	Tac-Lit	-2 Darkness Penalty While Taking the aim action, +2 to Sneak difficulty while Active at C range.	+1	+20	2	Uncommon	Gun Nut 1 or Science 1
Bayonet	Bayoneted	Add Melee Weapon "Bayonet Charge", deals 4CD Piercing 1 Close Quarters physical damage	+1	+10	2	Common	-
Muzzle Break	Muzzled	Remove Inaccurate, +1 Fire Rate	+1	+30	3	Uncommon	Gun Nut 1

===
=====

Autogun

Normally seen in the hands of unscrupulous mercs, raiders and chem-fiends. Autoguns are crude lead-throwers chambered in the overly-plentiful 5mm cartridge. Boasting middling accuracy and a blisteringly high rate of fire, careless users can often find themselves bereft of their hard earned ammunition in the blink of an eye during a firefight.

Weapon Type: Small Guns
Damage Rating: 4CD
Damage Type: Physical
Fire Rate: 3
Range: M
Ammo: 5mm
Weight: 5
Cost: 50
Rarity: 1

Damage Effects: Burst
- The attack may hit one additional target within Close range of the primary target for each Effect rolled. Each additional target costs 1 additional shot from the weapon. Each additional target costs 1 additional shot from the weapon.

Qualities: Unreliable, Ammo-Hungry 5, Two-Handed
- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- The weapon consumes ammo at a much higher rate than other weapons. Each time the weapon is fired, it spends X ammo, rather than 1. In addition, extra damage requires spending X ammo per +1 CD, with a maximum number of CD equal to the weapon's Fire Rate. Additional uses of

ammunition, such as the Burst damage effect, also spend X ammo for every 1 ammo that would normally be spent

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

Special

When wielding an Autogun, you may fold or unfold the stock with a minor action. When folded, the weapon's range is reduced to Close, and it gains the Close Quarters and Inaccurate qualities until it is unfolded again.

Finding an Autogun in the wasteland can have the default configuration; Standard Receiver, Standard Barrel, Full-Stock, Standard Mag, Standard Sights, Bayonet.

An Autogun can accept one each of the following mods;

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Receiver Mods							
Standard	-	-	-	-	-	-	-
Calibrated	Calibrated	Gain Vicious	-	+25	2	Common	-
Hardened	Hardened	+1CD Damage	-	+20	2	Common	-
Armor Piercing	AP	Gain Piercing 1	+1	+23	3	Uncommon	Gun Nut 1
Hair Trigger	Hair Trigger	+1 Fire Rate	-	+20	3	Uncommon	Gun Nut 1
Powerful	Powerful	+2CD Damage	+2	+25	3	Uncommon	Gun Nut 2
Calibrated	Calibrated	Gain Vicious	-	+25	2	Uncommon	-
Advanced	Advanced	+2CD Damage, +1 Fire Rate	+2	+35	4	Uncommon	Gun Nut 3
Calibrated Powerful	Calibrated Powerful	+2CD Damage, Gain Vicious	+3	+48	4	Uncommon	Gun Nut 4
Barrel Mods							
Standard	-	-	-	-	-	-	-
Ported	Ported	Increase Range by 1, +1 Fire Rate.	+1	+35	6	Uncommon	Gun Nut 4

Vented	Vented	Increase Range by 1, +1 Fire Rate, Gain Reliable	+1	+36	6	Uncommon	Gun Nut 4
Finned	Finned	Increase Range by 1, +1 Fire Rate, Gain Reliable +1 Damage	+1	+37	6	Uncommon	Gun Nut 4
Long	Long	Remove Close Quarters, Increase Range by 1	+2	+20	3	Uncommon	Gun Nut 1
Stock Mods							
Marksman's Stock	Marksman's	Gain Two-Handed, Gain Piercing +1 and Remove Inaccurate if a Short/Long/Recon Scope is also equipped	+2	+20	4	Uncommon	Gun Nut 1
Reinforced Stock	Bludgeoner's	Gain Two-Handed, Remove Inaccurate, +1CD to Bashing Damage	+1	+15	3	Common	-
Recoil Compensating Stock	Recoil Compensated	Gain Two-Handed, Remove Inaccurate, +1 Fire Rate, Gain Reliable	+2	+23	5	Uncommon	Gun Nut 2
Magazine Mods							
Standard Mag	-	-	-	-	-	-	-
Quick Eject Mag	Quick	Gain Reliable	-	+8	3	Uncommon	Gun Nut 1
Large Mag	High Capacity	+1 Fire Rate, Gain Unreliable	+1	+8	4	Uncommon	Gun Nut 2
Large Quick-Ejecting Mag	Quick High Capacity	+1 Fire Rate, Gain Reliable	+1	+16	5	Uncommon	Gun Nut 2
Sight Mods							
Standard Sights	-	-	-	-	-	-	-
Reflex Sight	Tactical	May re-roll hit	+1	+14	4	Common	Gun Nut 1

		location die					
Short Scope	S-Scoped	Gain Accurate	+1	+11	4	Common	Gun Nut 2
Long Scope	L-Scoped	Gain Accurate, increase Range by 1	+1	+29	5	Uncommon	Gun Nut 2
Short Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision	+1	+38	5	Uncommon	Gun Nut 2
Long Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision, Increase Range by 1	+1	+50	6	Uncommon	Gun Nut 3
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	7	Uncommon	Gun Nut 3
Muzzle Mods							
No Muzzle Device	-	-	-	-	-	-	-
Flashlight	Tac-Lit	-2 Darkness Penalty While Taking the aim action, +2 to Sneak difficulty while Active at C range.	+1	+20	2	Uncommon	Gun Nut 1 or Science 1
Bayonet	Bayoneted	Add New Melee Weapon "Bayonet Charge", deals 4CD Piercing 1 Close Quarters physical damage 1	+2	+10	2	Common	-
Compensator	Compensated	Remove Inaccurate	+1	+15	3	Uncommon	Gun Nut 1
Muzzle Break	Muzzled	Remove Inaccurate, +1 Fire Rate	+1	+30	3	Uncommon	Gun Nut 1
Suppressor	Suppressed	Gain Suppressed	+2	+45	6	Uncommon	Gun Nut 2

===

=====

Radium Rifle (Redux!)

The radium rifle is a pre-War carbine that has been modified by the zealous engineers of the Last Son of Atom to imbue its projectiles with radioactive particles. Many unsuspecting foes without good radiation resistance have succumbed to its rad poisoning effects following an exchange with Atomite forces. Some tribals even believe they are cursed.

Weapon Type: Small Guns
Damage Rating: 3CD
Damage Type: Physical
Fire Rate: 3
Range: M
Ammo: 5mm
Weight: 5
Cost: 110
Rarity: 2
Damage Effects: Burst, Radioactive
- The attack may hit one additional target within Close range of the primary target for each Effect rolled. Each additional target costs 1 additional shot from the weapon. Each additional target costs 1 additional shot from the weapon.

- For every Effect rolled, the target also suffers 1 point of Radiation damage. This Radiation damage is totaled and applied separately, after a character has suffered the normal damage from the attack.

Qualities: Unreliable, Ammo-Hungry 3, Two-Handed
- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- The weapon consumes ammo at a much higher rate than other weapons. Each time the weapon is fired, it spends X ammo, rather than 1. In addition, extra damage requires spending X ammo per +1 CD, with a maximum number of CD equal to the weapon's Fire Rate. Additional uses of ammunition, such as the Burst damage effect, also spend X ammo for every 1 ammo that would normally be spent.

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

Finding a Radium Rifle In the wasteland can have the default configuration; Standard Receiver, Standard Barrel, Half-Stock, Standard Mag, Standard Sights, No Muzzle Device.

A Radium Rifle an accept one each of the following mods;

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Receiver Mods							
Standard	-	-	-	-	-	-	-
Hardened	Hardened	+1CD Damage	-	+20	2	Common	-
Armor Piercing	AP	Gain Piercing 1	+1	+23	3	Common	Gun Nut 1
Hair Trigger	Hair Trigger	+1 Fire Rate	-	+20	3	Uncommon	Gun Nut 1
Powerful	Powerful	+2CD Damage	+2	+25	3	Uncommon	Gun Nut 2
Calibrated	Calibrated	Gain Vicious	-	+25	2	Uncommon	-
Advanced	Advanced	+2CD Damage, +1 Fire Rate	+2	+35	4	Uncommon	Gun Nut 3
Calibrated Powerful	Calibrated Powerful	+2CD Damage, Gain Vicious	+3	+48	4	Uncommon	Gun Nut 4
Barrel Mods							
Standard	-	-	-	-	-	-	-
Long	Long	Remove Close Quarters, Increase Range by 1	+2	+20	3	Uncommon	Gun Nut 1
Magazine Mods							
Standard	-	-	-	-	-	-	-

Quick Eject Mag	Quick	Gain Reliable	-	+8	3	Uncommon	Gun Nut 1
Large Mag	High Capacity	+1 Fire Rate, Gain Unreliable	+1	+16	4	Uncommon	Gun Nut 2
Large Quick-Ejecting Mag	Quick High Capacity	+1 Fire Rate, Gain Reliable	+1	+23	5	Uncommon	Gun Nut 2
Stock Mods							
Half Stock	-	Gain Two-Handed	-	-	-	-	-
Full Stock	-	Gain Two-Handed, Remove Inaccurate	-	+10	3	Common	-
Marksman's Stock	Marksman's	Gain Two-Handed, Gain Piercing +1 and Remove Inaccurate if a Short/Long/Recon Scope is also equipped	+2	+20	4	Uncommon	Gun Nut 1
Reinforced Stock	Bludgeoner's	Gain Two-Handed, Remove Inaccurate, +1CD to Bashing Damage	+1	+15	3	Common	-
Recoil Compensating Stock	Recoil Compensated	Gain Two-Handed, Remove Inaccurate, +1 Fire Rate, Gain Reliable	+2	+23	5	Uncommon	Gun Nut 2
Magazine Mods							
Standard Mag	-	-	-	-	-	-	-
Quick Eject Mag	Quick	Gain Reliable	-	+8	3	Uncommon	Gun Nut 1
Large Mag	High Capacity	+1 Fire Rate, Gain Unreliable	+1	+8	4	Uncommon	Gun Nut 2
Large Quick-Ejecting Mag	Quick High Capacity	+1 Fire Rate, Gain Reliable	+1	+16	5	Uncommon	Gun Nut 2
Sight Mods							

Standard Sights	-	-	-	-	-	-	-
Reflex Sight	Tactical	May re-roll hit location die	+1	+14	4	Common	Gun Nut 1
Short Scope	S-Scoped	Gain Accurate	+1	+11	4	Common	Gun Nut 2
Long Scope	L-Scoped	Gain Accurate, increase Range by 1	+1	+29	5	Uncommon	Gun Nut 2
Short Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision	+1	+38	5	Uncommon	Gun Nut 2
Long Night Vision Scope	Night Vision	Gain Accurate, Gain Night Vision, Increase Range by 1	+1	+50	6	Uncommon	Gun Nut 3
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	7	Uncommon	Gun Nut 3
Muzzle Mods							
No Muzzle Device	-	-	-	-	-	-	-
Flashlight	Tac-Lit	-2 Darkness Penalty While Taking the aim action, +2 to Sneak difficulty while Active at C range.	+1	+20	2	Uncommon	Gun Nut 1 or Science 1
Bayonet	Bayoneted	Add New Melee Weapon "Bayonet Charge", deals 4CD Piercing 1 Close Quarters physical damage 1	+2	+10	2	Common	-
Compensator	Compensated	Remove Inaccurate	+1	+15	3	Uncommon	Gun Nut 1
Muzzle Break	Muzzled	Remove Inaccurate, +1 Fire Rate	+1	+30	3	Uncommon	Gun Nut 1
Suppressor	Suppressed	Gain Suppressed	+2	+45	6	Uncommon	Gun Nut 2

===

=====

Autoshot

(Couldn't find a suitable image but this gun fits the vibe for a janky semi-auto shotgun beautifully**)**

Normally seen in the hands of snazzier chem fiends and brave tinkerers who still can't scrounge up anything better. Autoshot are crude scatterguns that use redibly available shotgun shells. Terribly inaccurate, but boasting a decent rate of fire, their effectiveness can surprise folks who turn up their noses at pipe weapons.

Weapon Type: Small Guns
Damage Rating: 5CD Damage
Damage Type: Physical
Fire Rate: 1
Range: C
Ammo: Shotgun Shells
Weight: 10
Cost: 90
Rarity: 2

Damage Effects: Spread
- For each Effect rolled, your attack inflicts one additional hit on the target. Each additional hit inflicts half the rolled damage (round down) and hits a random location even if a specific location was targeted for the initial attack.

Qualities: Unreliable, Inaccurate, Two-Handed
- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

Finding an Autoshot in the wasteland can have the default configuration;
Standard Receiver, Standard Barrel, Half-Stock, Standard Mag, Standard Sights,
No Muzzle Device

An Autoshot can accept one each of the following mods;

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Receiver Mods							
Standard	-	-	-	-	-	-	-
Hardened	Hardened	+1CD Damage	-	+20	2	Common	-
Armor Piercing	AP	Gain Piercing 1	+1	+23	3	Common	Gun Nut 1
Hair Trigger	Hair Trigger	+1 Fire Rate	-	+23	4	Uncommon	Gun Nut 1
Powerful	Powerful	+2CD Damage	+2	+25	3	Uncommon	Gun Nut 2
Calibrated	Calibrated	Gain Vicious	-	+25	2	Uncommon	-
Advanced	Advanced	+3CD Damage, +1 Fire Rate	-	+35	5	Uncommon	Gun Nut 3
Calibrated Powerful	Calibrated Powerful	+2CD Damage, Gain Vicious	+3	+48	4	Uncommon	Gun Nut 4
Automatic	Auto	-1CD damage, +2 Fire Rate, Gain Burst, Gain Inaccurate	-	+30	3	Uncommon	-
Armor Piercing Auto	AP Auto	-1CD Damage, +2 Fire Rate, Add Piercing 1, Gain Inaccurate	+1	+40	4	Uncommon	Gun Nut 3
Hardened Automatic	Hardened Auto	+2 Fire Rate, Gain Inaccurate	+2	+55	4	Uncommon	Gun Nut 3
Rapid Automatic	Rapid Auto	-1CD Damage, +3 Fire Rate, Gain Inaccurate	-	+60	4	Uncommon	Gun Nut 4
Powerful Automatic	Powerful Auto	+1CD Damage, +2 Fire Rate, Gain Inaccurate	+4	+65	4	Uncommon	Gun Nut 4
Hardened Piercing Automatic	Hardened AP Auto	+2 Fire Rate, Gain Piercing 1, Gain Inaccurate	+3	+70	5	Uncommon	Gun Nut 4

Barrel Mods							
Standard	-	-	-	-	-	-	-
Long	Long	Remove Close Quarters, Increase Range by 1	+2	+20	3	Uncommon	Gun Nut 1
Ported	Ported	Increase Range by 1 Level, +1 Fire Rate.	+1	+35	6	Uncommon	Gun Nut 4
Vented	Vented	Increase Range by 1 Level, +1 Fire Rate, Gain Reliable	+1	+36	6	Uncommon	Gun Nut 4
Stock Mods							
Half-Stock	-	Remove Two-Handed, Gain Inaccurate	-2	-	0	-	-
Full Stock	-	Gain Two-Handed, Remove Inaccurate	-	-	3	Common	-
Reinforced Stock	Bludgeoner's	Gain Two-Handed, Remove Inaccurate, +1CD to Bashing Damage	+1	+15	3	Common	-
Recoil Compensating Stock	Rifleman's	Gain Two-Handed, Remove Inaccurate, +1 Fire Rate	+2	+20	5	Uncommon	Gun Nut 3
Sight Mods							
Standard Sights	-	-	-	-	-	-	-
Reflex Sight	Tactical	May re-roll hit location die	+1	+14	4	Common	Gun Nut 1
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	7	Uncommon	Gun Nut 3
Muzzle Mods							
No Muzzle Device	-	-	-	-	-	-	-
Flashlight	Tac-Lit	-2 Darkness Penalty While Taking the aim action, +2 to Sneak difficulty while Active at C range.	+1	+20	2	Uncommon	Gun Nut 1 or Science 1

==
=====

Energy Weapons

Zap Guns

([based on the hit Fallout 4 mod!](#))

Cobbled together with scrap electronics, desperation and potential chem use. The colloquially known "Zap Gun" is a class of homemade laser weapons which traces its origins to even before the Great War. Named such for its propensity to electrocute its user just as much as it does burn holes through foes. Simply put, they're the pipe gun equivalent for laser weapons.

Weapon Type: Energy Weapons
Damage Rating: 4CD
Damage Type: Energy
Fire Rate: 1
Range: C
Ammo: Fusion Cell
Weight: 2
Cost: 69
Rarity: 1

Damage Effects: Piercing 1

- Ignore X points of the target's damage reduction for each Effect rolled, where X is the rating of this damage effect.

Qualities: Unreliable, Inaccurate, Close Quarters

- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

- A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.

Special: This weapon is inherently unreliable and cannot have the unreliable quality removed or nullified by mods.

**Finding a Zap Gun in the wasteland will have the default configuration;
Standard Capacitor, Short Barrel, Standard Grip, No Stock, Standard Sights, No
Muzzle Device.**

A Zap Gun can accept one each of the following mods;

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Capacitor Mods							
Standard Capacitor	-	-	-	-	-	-	-
Beta Wave Tuner	Incendiary	Gain Persistent (Energy)	-	+30	2	Common	-
Boosted Capacitor	Boosted	+1CD Damage, -1 Fire Rate	-	+35	3	Common	-
Photon Exciter	Excited	Gain Vicious	-	+30	3	Uncommon	Science! 1
Photon Agitator	Agitated	+1CD Damage, Gain Vicious	+1	+35	5	Uncommon	Science! 2
Barrel Mods							
Short Barrel	-	-	-	-	-	-	-

Bracketed Short Barrel	Bracketed Short	Allows the weapon to take a Muzzle Mod, Gain Close Quarters, Decrease Range by 1	+1	+9	1	Common	-
Long Barrel	Long	Removes Close Quarters, Increases Range by 1 level	+2	+20	3	Common	-
Bracketed Long Barrel	Bracketed Long	Allows the weapon to take a Muzzle Mod, Removes Close Quarters, Increases Range by 1 level	+2	+25	3	Uncommon	Science! 1
Automatic Short Barrel	Auto	-1CD, +3 Fire Rate	+3	+27	3	Uncommon	Science! 2
Automatic Long Barrel	Long Auto	Remove Close-Quarters, Increase Range by 1 step, +3 Fire Rate	+4	+32	5	Uncommon	Science! 3
Grip Mods							
Standard Grip	-	-	-	-	0	-	-
Comfort Grip	Comfy	Remove Inaccurate	-	+6	3	Common	-
Reinforced Grip	Bludgeoner's	Remove Inaccurate, +1CD to Bashing Damage	+1	+7	3	Common	-
Sharpshooter's Grip	Sharpshooter's	Gain Piercing +1 and Remove Inaccurate if a Short/Long/Recon Scope is also equipped	-	+10	2	Uncommon	Gun Nut 1

Stock Mods							
Half-Stock	-	Gain Two-Handed, Remove Close Quarters	-	-	-	-	-
Full Stock	-	Gain Two-Handed, Remove Inaccurate, Remove Close Quarters	-	+10	3	Common	-
Reinforced Stock	Bludgeoner's	Gain Two-Handed, Remove Inaccurate, +1CD to Bashing Damage	+1	+15	3	Uncommon	-
Marksman's Stock	Marksman's	Gain Two-Handed, Gain Piercing +1 and Remove Inaccurate if a Short/Long/Recon Scope is also equipped	+2	+20	4	Uncommon	Gun Nut 1
Sight Mods							
Standard Sights	-	-	-	-	-	-	-
Reflex Sight	Tactical	May re-roll hit location die	+1	+14	4	Common	Gun Nut 1
Short Scope	Short Scoped	Gain Accurate	+1	+11	4	Common	Gun Nut 2
Long Scope	Long Scoped	Gain Accurate, increase Range by 1	+1	+29	5	Uncommon	Gun Nut 2
Short Scope Night Vision Scope	Short Night Vision	Gain Accurate, Gain Night Vision	+1	+38	5	Uncommon	Gun Nut 2
Long Night Vision Scope	Long Night Vision	Gain Accurate, Gain Night Vision,	+1	+50	5	Uncommon	Gun Nut 3

		Increase Range by 1					
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	5	Uncommon	Gun Nut 3
Muzzle Device Mods							
No Muzzle Device	-	-	-	-	-	-	-
Flashlight	Tac Lit	Gain Night Vision, +2 to Sneak difficulty while Active	+1	+20	2	Uncommon	Gun Nut 1 or Science 1
Bayonet	Bayoneted	Melee Weapon, Bashing Gains +1CD Damage and Piercing 1	+2	+10	2	Common	Gun Nut 1
Beam Splitter	Scattered	-1 Damage, Gain Spread, -1 Fire Rate, Gain Inaccurate, Reduce Range by 1 step	+1	+15	4	Uncommon	Science! 1
Beam Focuser	Focused	Increase range by one level	+1	+20	5	Uncommon	Science! 1

===
=====

Gunk Blaster

Gunk Blasters are the fruits of junkyard gunsmiths/chem addicts to replicate the powerful plasma weaponry of the Enclave and Brotherhood. Not nearly as painful to use as its cousin, the Zap Gun, many victims and users alike complain of smelling like a mix of burning plastic and guacamole.

Weapon Type: Energy Weapons
Damage Rating: 5CD
Damage Type: Energy/Physical
Fire Rate: 1
Range: C
Ammo: Plasma Cartridges
Weight: 3
Cost: 89
Rarity: 2

Qualities: Unreliable, Inaccurate, Close Quarters
- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

- A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.

Special
- Plasma guns inflict both Physical and Energy damage. Roll damage as normal, and then reduce the total by whichever of the target's damage resistances is lower out of Physical or Energy. Any Persistent damage effects (applied by weapon mods) inflict only Energy damage.

- The Gunk Blaster is inherently unreliable and temperamental. The unreliable quality cannot be removed from this weapon and it has a complication range of 18-20.

- If the GM finds it more convenient, you may allow your players to use Fusion Cells instead of Plasma Cartridges.

Finding a Gunk Blaster in the wasteland will have the default configuration; Standard Capacitor, Short Barrel, Standard Grip, No Stock, Standard Sights, No Muzzle Device.

A Gunk Blaster can accept one each of the following mods;

| Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Capacitor Mods							
Standard Capacitor	-	-	-	-	-	-	-
Beta Wave Tuner	Incendiary	Gain Persistent (Energy)	-	+30	2	Common	-
Boosted Capacitor	Boosted	+1CD Damage, -1 Fire Rate	-	+35	3	Common	-
Photon Exciter	Excited	Gain Vicious	-	+30	3	Uncommon	Science! 1
Photon Agitator	Agitated	+1CD Damage, Gain Vicious	+1	+35	5	Uncommon	Science! 2
Barrel Mods							
Standard Grip	-	-	-	-	-	-	-
Bracketed Short Barrel	Bracketed Short	Allows the weapon to take a Muzzle Mod, Gain Close Quarters, Decrease Range by 1	-1	+9	1	Common	-
Long Barrel	Long	Removes Close Quarters, Increases Range by 1 level	+2	+20	3	Common	-
Bracketed Long Barrel	Bracketed Long	Allows the weapon to take a Muzzle Mod, Removes Close Quarters, Increases Range by 1 level	+2	+25	3	Uncommon	Science! 1
		-2CD, +2 Fire Rate, Gain					

Flamer Barrel	Thrower	Burst, Gain Spread, Reduce range by 1 step, Gain Inaccurate	+1	+30	5	Uncommon	Science! 3

Grip Mods

Standard Grip	-	-	-	-	-	-	-
Reinforced Grip	Bludgeoner's	Remove Inaccurate, +1CD to Bashing Damage	+1	+7	3	Common	-
Sharpshooter's Grip	Sharpshooter's	Gain Piercing +1 and Remove Inaccurate if a Short/Long/Recon Scope is also equipped	-	+10	2	Uncommon	Gun Nut 1

Stock Mods

Half-Stock	-	Gain Two-Handed, Remove Close Quarters	-	-	-	-	-
Full Stock	-	Gain Two-Handed	-	+10	3	Common	-
Reinforced Stock	Bludgeoner's	Gain Two-Handed, Remove Inaccurate, +1CD to Bashing Damage	+1	+15	3	Uncommon	-
Marksman's Stock	Marksman's	Gain Two-Handed, Gain Piercing +1 and Remove Inaccurate if a Short/Long/Recon Scope is also equipped	+2	+20	4	Uncommon	Gun Nut 1

Sight Mods

Standard Sights	-	-	-	-	-	-	-
Reflex Sight	Tactical	May re-roll hit location die	+1	+14	4	Common	Gun Nut 1
Short Scope	Short Scoped	Gain Accurate	+1	+11	4	Common	Gun Nut 2
Long Scope	Long Scoped	Gain Accurate, increase Range by 1	+1	+29	5	Uncommon	Gun Nut 2
Short Scope Night Vision Scope	Short Night Vision	Gain Accurate, Gain Night Vision	+1	+38	5	Uncommon	Gun Nut 2
Long Night	Long Night	Gain Accurate, Gain Night					

Vision Scope	Vision	Vision, Increase Range by 1	+1	+50	5	Uncommon	Gun Nut 3
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	5	Uncommon	Gun Nut 3
Muzzle Device Mods							
No Muzzle Device	-	-	-	-	-	-	-
Flashlight	Tac Lit	Gain Night Vision, +2 to Sneak difficulty while Active	+1	+20	2	Uncommon	Gun Nut 1 or Science 1
Bayonet	Bayoneted	Melee Weapon, Bashing Gains +1CD Damage and Piercing 1	+2	+10	2	Common	Gun Nut 1
Beam Splitter	Scattered	-1 Damage, Gain Spread, -1 Fire Rate, Gain Inaccurate, Reduce Range by 1 step	+1	+15	4	Uncommon	Science! 1
Beam Focuser	Focused	Increase range by one level	+1	+20	5	Uncommon	Science! 1

==
=====

Makeshift Flamer
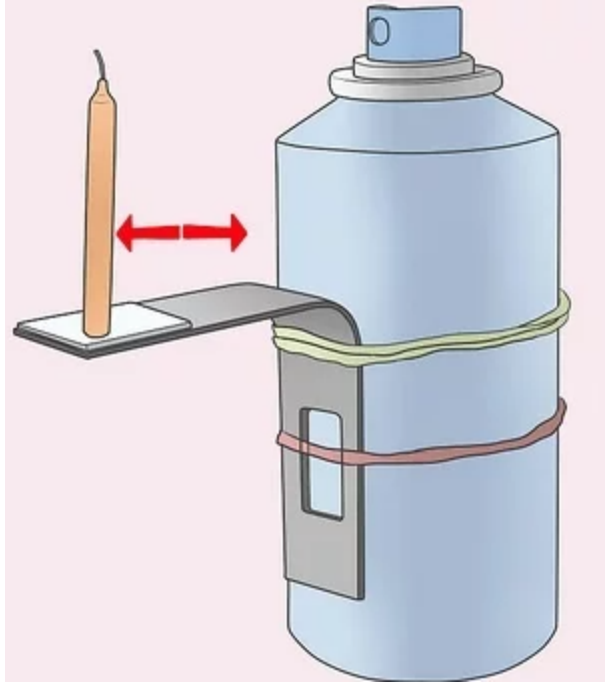
Existing for about as long as aerosol cans and BIG FUCKING BUGS have been around. The makeshift Flamer has been a staple of fending off creepy crawlers, hooligans and federal agents for generations after the bombs have fallen.

Weapon Type: Energy Weapons
Damage Rating: 5CD
Damage Type: Energy
Fire Rate: -
Range: C
Ammo: See Special
Weight: <1
Cost: 25
Rarity: 0

Damage Effects: Persistent (Energy)
- If one or more Effects are rolled, the target suffers the weapon's damage again at the end of their next and subsequent turns, for a number of rounds equal to the number of Effects rolled. A character may spend a major action to make a test to stop Persistent damage early; the difficulty is equal to the number of Effects rolled, and the attribute + skill used are chosen by the GM. Some Persistent weapons may inflict a different type of damage to the weapon, and where this is the case, it is noted in brackets; for example, Persistent (Poison)

Qualities: Unreliable, Close Quarters, Debilitating, Concealed
- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.

- The difficulty of any skill test to treat injuries inflicted by a Debilitating weapon increases by +1.

- Concealed weapons are small, or otherwise easy to hide on your person. Enemies do not spot a Concealed weapon unless you're wielding it, or if they make a thorough search and succeed at a PER + Survival test with a difficulty of 2.

Special
The Makeshift Flamer has an inherent ammo supply that is immediately expended upon being used. The Makeshift Flamer cannot be refueled or reloaded and becomes 1 Junk after use.

===

Big Guns

Tato Cannon

One of the simple joys of the wasteland which can soften even an entire harvest of tatos going bad. The Tato gun is an improvised pneumatic cannon that is fired from the shoulder like the missile launchers of old. Requiring its users to have to load Tatos and other sufficient produce down the barrel like an old-timey

muzzle-loader. The onboard pump system allows for overpressurized shots that deliver deadly results for its size.

Weapon Type: Big Guns
Damage Rating: 6CD
Damage Type: Physical
Fire Rate: 0
Range: M
Ammo: See Special
Weight: 10
Cost: 40
Rarity: 0

Qualities: Unreliable, Two-Handed
- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

Special: The Tato Cannon uses an onboard hand-pump mechanism to compress air and propel projectiles at high velocity. Using a minor action, users may over-pressurize their next attack, applying the Vicious effect, but increasing the complication range of the skill test to 18-20.

The Tato Cannon primarily uses certain foods from the Foraging table as ammunition. This includes; Carrots, Corn, Tatos.

**Finding a Tato Cannon in the wasteland will have the default configuration;
Standard Reciever, Standard Barrel, Standard Sights, No Muzzle Device**

A Tato Cannon can accept one each of the following mods;

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Receiver Mods							
Standard	-	-	-	-	-	-	-
Improved Sealing	Imprv	Gain Vicious	-	+20	4	Uncommon	Gun Nut 3

	Barrel Mods						
Standard Barrel	-	-	-	-	-	-	-
Double Barrel	Double-Barrel	+1CD Damage, Gain Ammo-Hungry 2	+3	+10	3	Common	Gun Nut 1
Triple Barrel	Triple-Barrel	+2CD Damage, Gain Slow Load, Gain Ammo-Hungry 3, Gain Spread	+6	+20	4	Common	Gun Nut 2
Quad Barrel	Scatter	+3CD Damage, Gain Slow Load, Gain Ammo-Hungry 4, Gain Spread	+9	+30	5	Common	Gun Nut 3
	Sight Mods						
Standard Sights	-	-	-	-	-	-	-
Short Scope	Short Scoped	Gain Accurate	+1	+11	4	Common	Gun Nut 2
Long Scope	Long Scoped	Gain Accurate, increase Range by 1	+1	+29	5	Uncommon	Gun Nut 2
Short Scope Night Vision Scope	Short Night Vision	Gain Accurate, Gain Night Vision	+1	+38	5	Uncommon	Gun Nut 2
Long Night Vision Scope	Long Night Vision	Gain Accurate, Gain Night Vision, Increase Range by 1	+1	+50	5	Uncommon	Gun Nut 3
Recon Scope	Recon	Gain Accurate, Gain Recon	+1	+59	5	Uncommon	Gun Nut 3
	Muzzle Device Mods						
No Muzzle Device	-	-	-	-	-	-	-
Stabilizer	Muzzled	Gain Piercing 1	+2 (per barrel)	+	4	Uncommon	Gun Nut 2

==

=====

Flame-Thrower

A horrific but ingenious example of wasteland weaponsmithing. The "Flame Thrower" has a name that is a bit of a pun within itself due to a quirk in its pneumatic design. Where normally it sprays fire, a manipulation of the air flow mechanism and hand pump allows for the launching of a quick solid glob of burning fuel much akin to the pre-war Heavy Incinerator at longer ranges, though coming at the cost of needing to frantically refill the onboard air tank afterwards.

Weapon Type: Big Guns
Damage Rating: 2CD / 5CD (See Specia)
Damage Type: Energy
Fire Rate: 4 / 0
Range: C / M (See Specia)
Ammo: Flamer Fuel
Weight: 18
Cost: 125
Rarity: 1

Damage Effects: Blast, Persistent (Energy), Spread
- When you make an attack with a Blast weapon, you do not target a single opponent. Instead, select a single zone you can see, and make the appropriate skill test to attack, with a basic difficulty of 2 (adjusted for range as normal). If you succeed, every creature (and other damageable target) in that zone suffers the weapon's damage. If you fail, your misplaced attack is less effective: roll only half the weapon's CD to determine the damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.

- If one or more Effects are rolled, the target suffers the weapon's damage again at the end of their next and subsequent turns, for a number of rounds equal to the number of Effects rolled. A character may spend a major action to make a test to stop Persistent damage early; the difficulty is equal to the number of Effects rolled, and the attribute + skill used are chosen by the GM. Some Persistent weapons may inflict a different type of damage to the weapon, and where this is the case, it is noted in brackets; for example, Persistent (Poison)

- For each Effect rolled, your attack inflicts one additional hit on the target. Each additional hit inflicts half the rolled damage (round down) and hits a random location even if a specific location was targeted for the initial attack.

Qualities: Debilitating, Inaccurate, Two-Handed, Slow Loading (See Special)

- The difficulty of any skill test to treat injuries inflicted by a Debilitating weapon increases by +1.

- When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

- The weapon loads especially slowly. After this weapon has been fired, you must spend a minor action to reload the weapon before it can be fired again.

Special

- The Flame-Thrower is a pneumatic weapon with an in-built hand-pump mechanism fitted to a large air tank. While normally its air capacity is enough to make it through any encounter if flames are sprayed normally. If one uses the "Interact" Minor Action on their Flame-Thrower, their next attack gains the Blast effect and its range changes to M. Consequently once this longer ranged attack has been made, the weapon becomes affected by the Slow Load quality and must require a minor action prior to being able to attack again.

- In an emergency, when no more flamer fuel is available. Any Alcohol, besides beer, may be used as ammunition. Using Alcohol instead of Flamer Fuel however does not allow for the usage of its above special ability.

Finding a Flame-Thrower in the wasteland will have the default configuration;
Standard Barrel, Standard Sights, No Muzzle Device

A Flame-Thrower can accept one each of the following mods;

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Fuel Mods							

Standard Mix	-	-	-	-	-	-	-
Napalm	Napalmer	+1CD Damage	+7	+59	3	Common	Chemist or Pyromaniac or Gun Nut 1
Radioactive	Glowing	Remove Persistent, Gain Radioactive	+4	+50	5 ------- 3 (Atomite)	Uncommon ---- Common (Atomite)	Chemist or Nuclear Physicist --------- Children of Atom Origin
Barrel Mods						
No Sights	-	-	-	-	-	-	-
Long Barrel	Long	Remove Inaccurate	-	+2	2	Common	-
Muzzle Device Mods						
No Muzzle Device	-	-	-	-	-	-	-
Compression Nozzle	Compressed	+1CD	-	+22	3	Common	Gun Nut 1
Vaporization Nozzle	Vaporizing	+1CD, Gain Vicious	-	+47	4	Common	Gun Nut 2

===
=====

Rattle Cannon

A horrific monument to chem-fueled gunsmithery. The oft raider used "Rattle Cannon '' is so named for its propensity to feel like it'll shake itself apart in your hands as you shoot. A devourer of whole boxes of ammunition at a time, its ability to utterly pepper the hell of whichever direction you're pointing at with bullets makes it worth the fuel costs. Utilizing a salvaged combustion motor, users often find themselves unable to shoot right away due to the motor frequently requiring a good pull of a rip cord in order to get going.

Weapon Type: Big Guns
Damage Rating: 2CD
Damage Type: Physical
Fire Rate: 5
Range: M
Ammo: 5mm / Flamer Fuel (See Special)
Weight: 30
Cost: 200
Rarity: 1

Damage Effects: Burst
- The attack may hit one additional target within Close range of the primary target for each Effect rolled. Each additional target costs 1 additional shot from the weapon. Each additional target costs 1 additional shot from the weapon.

Qualities: Unreliable, Gatling, Inaccurate, Two-Handed
- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- Ammunition is spent at ten times the normal rate by Gatling weapons: whenever you would spend one shot of ammunition, a Gatling weapon instead spends a burst of 10 shots. Whenever you spend ammunition to increase this weapon's damage, add +2CD per ten-shot burst (to a maximum number of bursts equal to the weapon's Fire Rate), rather than +1CD per shot.

- When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

Special
- The rattle canon utilizes an onboard gas powered motor pack. At the beginning of combat, users must take a minor action, similar to the Slow Load quality, to start up the onboard motor before they can attack. Each act of doing so consumes 1 unit of Flamer Fuel or Alcoholic beverages (anything except beer). No flamer fuel is consumed with attacks, it is only consumed upon the act of starting up the motor.

Finding a Rattle Cannon in the wasteland will have the default configuration;
Standard Barrel, Standard Sights, No Muzzle Device

A Rattle Cannon can accept one each of the following mods;

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Motor Mods							
Standard Engine	-	-	-	-	-	-	-
Fusion Engine	Fusion Powered	+1CD, -1 Fire Rate, Remove Startup Up Requirement	-3	+100	5	Rare	Gun Nut 3, Blacksmith 2, Nuclear Physicist Requires Fusion Core
Barrel Mods							
Standard Barrel	-	-	-	-	-	-	-
Accelerated Barrels	High-Spread	Remove Burst, Gain Spread, Reduce Range by 1 step	-5	+45	3	Uncommon	Gun Nut 3
Competently Made Barrels	Improved	Gain Burst, Gain Spread	+3	+75	5	Uncommon	Gun Nut 4

Sight Mods							
No Sights	-	-	-	-	-	-	-
Gunner Sight	Tactical	Remove Inaccurate	-	+1	2	Common	-
Muzzle Device Mods							
No Muzzle Device	-	-	-	-	-	-	-
Shredder	Bayoneted Shredding	Melee weapon, Deals CD of Physical damage equal to Fire Rate	+5	+5	4	Uncommon	Gun Nut 2

===
=====

Firework Launcher

Nothing is more American than fireworks! Especially when they turn out to be good for use in protests! Turned out in the millions before fireworks were ultimately banned. Many languished in landfills, ironically within sealed containers which kept them in good condition even two-hundred some years later for folks to make use of.

Weapon Type: Big Guns
Damage Rating: 6CD
Damage Type: Energy
Fire Rate: 0
Range: M

Ammo: -
Weight: 8
Cost: 46
Rarity: 1

Qualities: Unreliable, Blast, Two-Handed
- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- When you make an attack with a Blast weapon, you do not target a single opponent. Instead, select a single zone you can see, and make the appropriate skill test to attack, with a basic difficulty of 2 (adjusted for range as normal). If you succeed, every creature (and other damageable target) in that zone suffers the weapon's damage. If you fail, your misplaced attack is less effective: roll only half the weapon's CD to determine the damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.

- When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

Special: Firework Launchers are disposable, one time use weapons which becomes 2 Junk after use.

===
=====

Laser Gatling Crank
(couldn't find anything good so just using this for now)

The latest in chem-dueld weaponeering, the Laser Gatling Crank is a hefty implement that can put down a surprisingly reliable amount of energy weapons fire for its janky build quality. Few examples of this weapon have made their way out in the wasteland due to how rare the components are as well as its requirement for having good arm strength. Most folks who use this baby tend to be absolutely jacked!

Weapon Type: Big Guns
Damage Rating: 2CD
Damage Type: Energy
Fire Rate: (See Special)
Range: M
Ammo: Fusion Cells or Fusion Cores
Weight: 30
Cost: 600
Rarity: 4

Damage Effects: Burst, Piercing 1
- The attack may hit one additional target within Close range of the primary target for each Effect rolled. Each additional target costs 1 additional shot from the weapon. Each additional target costs 1 additional shot from the weapon.

- Ignore X points of the target's damage reduction for each Effect rolled, where X is the rating of this damage effect.

Qualities: Unreliable, Gatling, Inaccurate, Two-Handed
- When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

- Ammunition is spent at ten times the normal rate by Gatling weapons: whenever you would spend one shot of ammunition, a Gatling weapon instead spends a burst of 10 shots. Whenever you spend ammunition to increase this weapon's damage, add +2CD per ten-shot burst (to a maximum number of bursts equal to the weapon's Fire Rate), rather than +1CD per shot.

- When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

Special
- The laser gatling crank's fire rate is equal to the user's Athletics skill.

Finding a Laser Gatling Crank in the wasteland will have the default configuration;
Standard Barrel, Standard Sights, No Muzzle Device

A Laser Gatling Crank can accept one each of the following mods;

Mod	Name Prefix	Effects	Weight	Cost	Crafting Complexity	Rarity	Perk Requirement
Capacitor Mods							
Standard Capacitor	-	-	-	-	-	-	-
Beta Wave Tuner	Incendiary	Gain Persistent (Energy)	-	+30	2	Common	-
Boosted Capacitor	Boosted	+1CD Damage, -1 Fire Rate	-	+35	3	Common	-
Photon Exciter	Excited	Gain Vicious	-	+30	3	Uncommon	Science! 1
Photon Agitator	Agitated	+1CD Damage, Gain Vicious	+1	+35	5	Uncommon	Science! 2
Barrel Mods							
Standard Barrel	-	-	-	-	-	-	-
Charging Barrels	Charging	+2CD Damage, Increase Range by 1 step	+10	+357	5	Uncommon	Science! 4
Sight Mods							
No Sights	-	-	-	-	-	-	-
Gunner Sight	Tactical	Remove Inaccurate	-	+1	2	Uncommon	-
Muzzle Device Mods							
No Muzzle Device	-	-	-	-	-	-	-
Beam Focuser	Focused	Increase range by one level	+1	+20	5	Common	Science! 1

===
=====

Harpoon Gun (Redux)

===
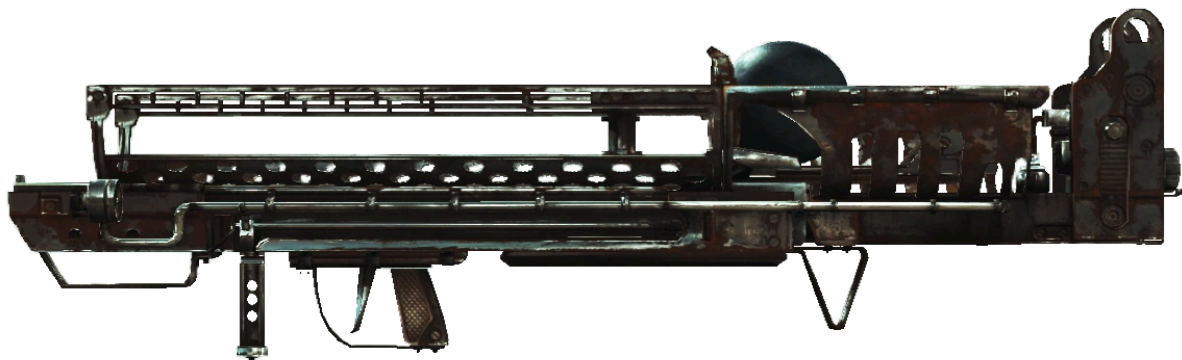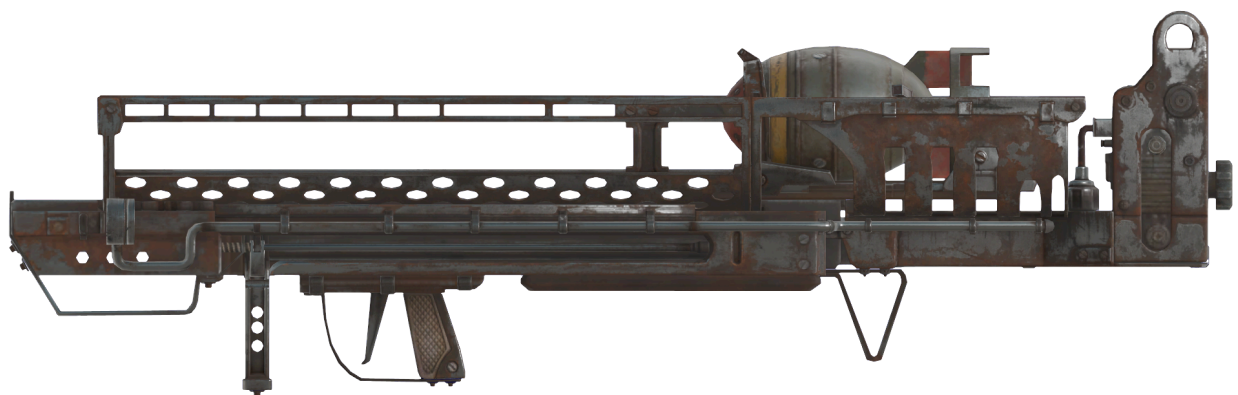=====

Fatman (Redux!)

The M42 Nuclear Catapult is a shoulder-fired infantry support weapon which launches football-sized tactical nuclear warheads, over a moderate distance to inflict atomic devastation upon a targeted area. It also turns out the weapon can

fit and fire bowling balls with surprising accuracy to morbidly hilarious effects. Some who regularly use them for such a purpose have often reported hearing the clattering of falling bowling pins instead of the usual "ding!" from the onboard compressor unit. Rest assured that is not a chemically induced auditory hallucination from the decaying chemicals within the old paint-job, its a feature!

Weapon Type: Big Guns
Damage Rating: 21CD / 7CD
Damage Type: Physical
Fire Rate: 0
Range: M
Ammo: Mini Nukes or Bowling Balls
Weight: 31
Cost: 80 / 512
Rarity: 3

Damage Effects: Breaking, Radioactive, Vicious
- For each Effect rolled, reduce the number of Cover Dice a piece of cover provides by 1, permanently. If the target is not in cover, instead reduce the damage resistance on the location struck by 1, according to the damage type of the weapon (i.e., physical damage reduces Physical damage resistance, energy damage reduces Energy damage resistance).

- For every Effect rolled, the target also suffers 1 point of Radiation damage. This Radiation damage is totaled and applied separately, after a character has suffered the normal damage from the attack.

- The attack inflicts +1 damage for each Effect rolled.

Qualities: Blast, Inaccurate, Two-Handed
- When you make an attack with a Blast weapon, you do not target a single opponent. Instead, select a single zone you can see, and make the appropriate skill test to attack, with a basic difficulty of 2 (adjusted for range as normal). If you succeed, every creature (and other damageable target) in that zone suffers the weapon's damage. If you fail, your misplaced attack is less effective: roll only half the weapon's CD to determine the damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.

- When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.

- A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.

Special
- A fat man is only worth close to 512 caps if it is also sold with a mini nuke.

- When firing bowling balls from a Fat Man, the following aspects are nullified;

Damage Effects: Breaking, Radioactive

Qualities: Blast

===
=====