

WEAPONS

Peaceful conflict resolution isn't always possible in the wasteland, so any group navigating this world must know how to defend themselves. Essential to this are WEAPONS! From a simple hockey stick with nails to a high-capacity tactical assault rifle, players should familiarize themselves with the various battleaxes and boomsticks of the land. While there's a wide variety of dangerous melee weapons and capable ranged arms available, choosing the right one for battle is crucial.

Weapon Mechanics:

Weapons are tools used to harm enemies and protect oneself from killer robots, massive mutants, and other horrors. Understanding how weapons work is vital in this world.

Weapons are used to perform attacks during combat or surprise attacks outside of combat. Attacks inflict damage based on the weapon type, and all attacks cost Action Points (AP). Different weapons use different attack methods: firearms shoot bullets, while melee weapons are swung, stabbed, or thrown.

Ranged weapons require ammunition that must be replenished when empty, while melee weapons require close proximity to the target. Given the variety of weapons, it's important to understand—

Weapon Proficiency

Anyone can technically pick up and use a shotgun or swing a machete, but using a

weapon you're proficient with allows you to apply relevant skill bonuses to attack accuracy.

For example, if a character performs an aimed attack with a submachine gun and rolls a 10, they would receive a 10+1 bonus due to the aimed nature of the attack. A character proficient with machine guns would receive an additional accuracy bonus equal to their Close Combat skill, e.g., 10+1+3.

Players should therefore equip weapons they are proficient in. Weapon proficiencies are determined by a character's vocation or special skills. For instance, the Pistolero special skill grants proficiency with handguns and lever-action guns, so a character with this skill should keep a six-shooter or repeater within reach. Now let's discuss—

Proficiency Types and Weapon Types:

Weapon proficiency is tied to a weapon's Proficiency Type (PT), which affects how the weapon operates, and the Weapon Type (WT), which determines which skills influence accuracy, AP cost, and the types of attacks the weapon can perform.

Each weapon has a Proficiency Type and one or two Weapon Types. The Weapon Type denotes the physical qualities of the weapon. For example, a crossbow is classified as a Bow weapon, meaning the relevant combat skill is Close Combat. Most crossbows have a Simple Proficiency Type, implying no special knowledge is needed to

use the weapon effectively, making a crossbow a Simple, Bow-type weapon.

Proficiency Types://

1. **Simple:** simple weapons have little Nuance to them and pretty much everyone can use Simple weapons without any negative drawbacks.
2. **Military grade:** Most military grade weapons are capable of selective fire, And an understanding how to properly manage recoil. Operating these weapons without profiecnecy results in disadvantage on the accuracy of automatic fire.
3. **Industrial:** tools used in construction demolitions and Mining are often called into Service as weapons. those without the specific knowledge of how to safely handle these tools put themselves at risk operating these weapons without proficiency results in the weapons being cumbersome.
4. **Hi-Tech:** high-tech weapons can confuse those who are not accustomed to their use. Operating these weapons without proficiency results in aimed attacks with disadvantage.
5. **Martial Arts:** Martial arts weapons are almost exclusively melee weapons with a few ranged exceptions. These weapons often require a level of understanding in proper technique. Operating these

weapons without proficiency results in limited attack types.

Weapon Types://

As previously mentioned, Weapon Types categorize weapons based on their thematic or functional characteristics, determining the relevant general skill bonus applied to characters proficient in that type. The weapon type reflects how a character might be familiar with a weapon, depending on their background or vocation.

For example, a Settler who has spent most of their life in a walled village with little need for self-defense might find handling a laser rifle uncomfortable or dangerous. In contrast, an outcast from a shattered city might have experience with lasers as an industrial maintainer or a member of a security team.

Weapon type primarily relates to how a weapon is handled and operates. For instance, a lever-action carbine is classified as a **SIMPLE, Frontier, Rifle**. As a simple weapon, no proficiency is needed to use it safely, and as a frontier weapon, individuals with proficiency in frontier arms would be more adept at handling it.

Handling types://

These types of weapon proficiency are the most common. They are reflections of a user's ability to simply recognize how to hold steady and reload the weapons included. These skills come from familiarity with similar weapons.

Pistols://

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Pistols are all small to medium sized weapons, which are generally regarded as sidearms. Characters with Pistol proficiency can apply their **Close-Combat** bonus to aimed shots and special moves involving this weapon type.

Pistol Examples:

- 9mm Pistol
- Service Revolver
- Laser Pistol
- Hand Crossbow .

Pistol special skills:

- Self defense
- Pistolero
- Trick Shooting
- Dueling

Rifles://

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Rifles are weapons that incline the user to steady the weapon with two hands. Rifle proficiency, enables a character to apply their **marksman** skill bonus to aimed shots.

Rifle Examples

- Laser rifle
- Chinese assault rifle
- Air Rifle
- Scraplock Smoothbore

Rifle special skills.

- Target shooting
- Military Training
- Sniper Training
- Riflery

Heavy Weapons://

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These types of weapons are cumbersome by nature so any players or npcs without an adequate strength stat will be slowed when moving with these weapons. having proficiency in heavy weapons will enable a character to move at full speed while wielding them.

Heavy weapon Examples

- Antique Flamethrower
- Vintage machine gun
- Gatling Gun

Heavy weapons Special skills

- Rucking
- Heavy Weapons
- Hard Labour

Bow Weapons://

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The bow and arrow has accompanied mankind through countless centuries of conflict, and the total collapse of the old world has not stopped that at all.

Characters with a proficiency in bow weapons may apply their Close Combat skill bonus to the accuracy of attacks

Bow Weapon Examples

- Yumi
- Youth bow
- Crossbow

Bow Weapon Special Skills

- Hunting
- Archery
- Tribal Warfare.

Martial Weapon Types://

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Proficiency with martial weapon types represents a character's ability to apply an understanding of martial arts and combat fundamentals to a slew of similar weapons.

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Swords://

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Swords are surprisingly common personal defense weapons in the wasteland. Characters with proficiency in this weapon type can apply their **close combat** bonus to the **Accuracy** of attacks

Sword examples

- Cutlass
- Short sword
- Chinese officer sword.

Sword special skills

- Swordsmanship
- Hema
- Stage acting

Polearms://

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The use of long-hafted weapons such as spears and staff has increased in the post apocalyptic world by a remarkable amount. Characters with a proficiency in polearms may apply their close combat skill bonus to the accuracy of attacks.

Polearm Examples

- Spears
- Staffs
- Harpoons

Polearm Weapons Special skills

- Staffing
- Tribal Warfare
- Spear fishing

Brutal Weapons://

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Brutal weapons have very little nuance to their use and are more often used with the intent of simply hacking or bashing away at your target. Characters with proficiency in brutal weapons can add their hand-to-hand skill bonus to the accuracy of attacks.

Brutal weapon Examples

- Baseball bat
- Meat Cleaver
- Tomahawk

Brutal weapon Special skills

- Tribal warfare
- Backyard Wrestling
- Trench Fighting

Knives://

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Knives are one of the most common tools in the hands of wasters. It should come as no surprise then to learn they are among the most common weapon types.

Characters with Knives proficiency may use their hand-to-hand bonus to increase the accuracy of attacks with this weapon type, as well as the accuracy of thrown knife weapons.

Knife Weapon Examples

- Bowie Knife
- Balisong
- Trade knife.

Knife weapon special skills.

- Knife fighting
- Knife throwing
- Trench fighting

Thematic Weapon Types://

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Thematic weapon types are tied to a character's familiarity with a specific group of weapons, linked together by a special interest or hobby.

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Frontier Weapons ://

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Frontier weapons include a variety of arms commonly associated with the American Wild West. Characters with proficiency in frontier weapons can apply their close combat bonus to the accuracy of attacks

Frontier weapon examples

- Lever action rifle
- Cap and ball Revolver
- Lasso
- Bowie Knife

Frontier Weapon special skills.

- Rodeo Riding
- Frontiersman
- Vaquero
- Exhibition Shooting

Hunting Weapons://

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Hunting weapons are designed for Accuracy and taking down game. Characters with proficiency in hunting weapons can apply their survival skill bonus to the accuracy of attacks.

Hunting weapon Examples

- Deer rifle
- Hunting revolver
- Compound Bow
- Blow Dart gun

Hunting Weapon Special Skills

- Hunting
- Tracking
- Guerrilla Warfare

Tribal Weapons://

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Tribal weapons are those used by native groups. Characters with proficiency in tribal weapons can apply their Hand-to-hand bonus to the accuracy of attacks.

Tribal Weapon Examples

- Tomahawk
- Rabbit Stick
- Spear
- Bow

Tribal weapon Special skills

- Tribal Warfare
- Nomad Lore
- Native Martial Arts.
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Dueling Weapons://

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Dueling weapons are designed for one-on-one combat, emphasizing speed, precision, and skill. Characters with proficiency in dueling weapons can apply their wits bonus to the accuracy of attacks

Dueling weapon Examples

- Rapier
- Cavalry Sword
- Saber

Dueling weapon Special Skills

- Fencing
- Cotillion
- HEMA

Physics Weapons://

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Physics-based weapons use principles of physics to launch projectiles or cause damage. Characters with proficiency in physics weapons can apply their science skill bonus to the accuracy of attacks.

Physics Weapons examples

- Sling
- Airgun
- Coil Gun

Physics Weapons Special skills

- Physics
- Mathematics
- Gunnery

Construction Weapons://

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Construction weapons are tools repurposed for combat. Characters with proficiency in construction weapons can apply their Technology skill bonus to the accuracy of attacks made with these weapons.

Construction Weapon Examples

- Nail Gun
- Anchoring Drill
- Laser Cutter

Construction special skills

- Hard labor
- Construction
- Manufacturing.

Energy Weapons://

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Energy weapons use advanced technology to fire lasers, plasma, or other forms of energy. Characters with proficiency in energy weapons can apply their science skill bonus to the accuracy of attacks

Energy Weapons Examples

- Chinese Laser Pistol
- Heavy Laser Cutter
- Plasma Cannon
- Particle Rifle

Energy Weapons Special Skills

- Laboratory Science
- US Army Training
- Chinese Army Tactics

Machine Guns://

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Machineguns include various automatic firearms designed for rapid-fire capabilities. These weapons are often used in military contexts and require knowledge of recoil management and firing techniques.

Characters with proficiency in machineguns can apply their Close Combat skill bonus to the accuracy of attacks made with these weapons.

Machineguns Example

- Chinese Machine Pistol
- Thompson SMG
- Assault rifle
- LMG

Machine Gun Special Skills

- Army training
- Spec Ops Training
- Gunrunning
- Bootlegger

Weapon damage by type

Pistol caliber: 3d4

Intermediate 3d6

Rifle caliber 2d8+3

Shotgun Shell: 1d8 pellets x 1d6+2

Ignition gas: 3d8+2

Arrow: 2d8+1

Debris 1d6+ am:ST

Bolts: 1d8+1

Waster Slug: 2d8+2

Pyrotechnic Bulb: 2d8

Unarmed attacks//

Unarmed attacks rely on the physical fitness of the player to determine their effectiveness. Depending on the technique, either the character's Strength or Agility modifier is added to the total damage.

Jab 2ap

Ad:1d4 am:Ag : critical strike causes flinch

Cross: 3ap

Ad: 1d6 am:str

Uppercut: 4ap

Ad: 1d8 am:ag : cannot strike consecutively/

Critical causes daze

Haymaker: 6ap

Ad: 2d6 am:str

Chop: 3ap:

Ad:1d4 am:str : cannot strike consecutively
critical disarms.

Palm: 3ap

Ad:1d4 am:str cannot strike consecutively

Low kick: 3ap

Ad: 1d6 am:ag critical strike causes flinch.

High kick:: 4ap

Ad: 1d6 am:ag critical causes force prone.

Diaphragm kick: 6ap

Ad 2d6 am:Str critical hit knocks back
causes force prone.

Unarmed weapons//

While this may sound like an oxymoron, unarmed weapons refer to weapons which enhance the striking force of the wearer. Most unarmed weapons are easily concealed and require little expertise to use effectively. Unarmed weapons are broken into two categories: leg weapons, which enhance all kick attacks, and hand weapons, which enhance all fist attacks.

Hand weapons

Bike chain: +1 force

Trench knife +2 force

Knuckle duster+2 force

Gauntlet +3 force

SAP gloves +1 force

Studded hand wraps +1

Leg weapons

Steel toe boots +1 force

Studded foot wraps+1 force

Ribbed shin guards+2 force

Shoe knife + 1d10 cutting