



THE ROLEPLAYING GAME

# WEAPON RULES

## WEAPON TYPE


Each weapon's type corresponds to the skill used to make attacks with the weapon:

- Big Guns
- Energy Weapons
- Explosives
- Melee Weapons
- Small Guns
- Throwing
- Unarmed

## DAMAGE RATING

Damage rating is the number of Combat Dice you roll to determine how much damage you inflict upon your target.

## DAMAGE EFFECTS

When you roll one or more Effects on combat dice, all your weapon's damage effects are triggered. Some damage effects are based on the number of  symbols which appear in your result, as described in each entry.

Each weapon lists its damage effects immediately after its damage rating.

- **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.
- **Breaking:** 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).
- **Persistent:** 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).


- **Piercing X:** Ignore X points of the target's damage reduction for each Effect rolled, where X is the rating of this damage effect.
- **Radioactive:** 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.
- **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.
- **Stun:** If one or more Effects are rolled, the target loses their normal actions in their next turn. A stunned character or creature may still spend AP to take additional actions as normal.
- **Vicious:** The attack inflicts +1 damage for each Effect rolled.

## DAMAGE TYPE

Damage type describes the type of damage inflicted by a weapon:

- **Physical** damage is most often inflicted by unarmed strikes, blunt or sharp objects, bullets, and the concussive force and shrapnel of explosions.
- **Energy** damage is commonly inflicted by fire, lasers, and plasma.
- **Radiation** damage comes from exposure to radiation, such as from nuclear or irradiated weaponry.
- **Poison** damage comes from toxic substances and animal venoms.

## FIRE RATE

When you make an attack with a gun, you spend one shot of ammunition simply to make the attack. You may spend additional shots of ammunition to increase the damage you inflict, adding +1  to the weapon's damage rating (for that attack only) for each extra shot you spend. A weapon's Fire Rate is the maximum number of additional shots you may spend to increase damage in this way.

## RANGE

Ranged weapons have a listed ideal range. A weapon's ideal range is one of the following:

- **Close (C):** The weapon is most effective against targets within the same zone.
- **Medium (M):** The weapon is most effective against targets in an adjacent zone.
- **Long (L):** The weapon is most effective against targets two zones away.
- **Extreme (X):** The weapon is most effective against targets three or more zones away.

An attack's difficulty is increased by 1 for each range band outside its ideal range. You can only attack with melee weapons while in Reach of a target.

## QUALITIES

Qualities are rules which describe how a weapon operates, and how it differs from other weapons.

- **Accurate:** If you take the *Aim* minor action before attacking with an Accurate weapon, you may spend up to 3 AP to add +1  per AP spent to the attack's damage. If you gain damage in this way, you may not spend ammunition for extra damage. A weapon cannot be both Accurate and Inaccurate.
- **Blast:** 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  to determine the damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.
- **Close Quarters:** A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.
- **Concealed:** A Concealed weapon is 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.
- **Debilitating:** The difficulty of any skill test to treat injuries inflicted by a Debilitating weapon increase by +1.
- **Gatling:** 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 +2  per ten-shot burst (to a maximum number of bursts equal to the weapon's Fire Rate), rather than +1  per shot.
- **Inaccurate:** 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.
- **Mine:** When a Mine is placed onto a surface and primed, it becomes a dangerous object, inflicting its damage upon anyone who comes within Reach of it (and upon additional characters, if it has the Blast quality).
- **Night Vision:** The sights of a weapon with Night Vision have been made to allow you to see more clearly in the dark. When you *aim* with a Night Vision weapon, you ignore any increase in the difficulty of an attack due to darkness.
- **Parry:** When an enemy attempts a melee attack against you, and you are wielding a Parry weapon, you may spend 1 AP to add +1 to your Defense against that attack.
- **Recon:** When you *aim* with a Recon weapon, you may mark the target you aimed at. The next ally to attack that target may re-roll one d20 on their attack.
- **Reliable:** During each combat encounter, a Reliable weapon ignores the first complication you roll on a test to use that weapon. A weapon may not be both Reliable and Unreliable.
- **Suppressed:** 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.
- **Thrown:** A Thrown (C) weapon can be thrown, as a ranged attack with an ideal range of Close. A Thrown (M) weapon can be thrown, as a ranged attack with an ideal range of Medium. You make an **AGI + Throwing** test to attack with the weapon, depending on the type of weapon.
- **Two-Handed:** 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.
- **Unreliable:** 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.

