The second installment of our weapon-themed series, this issue picks up where *Wisdom from the Wastelands Issue #3: High-Tech Weapons* left off and presents more than a half-dozen new sorts of combat systems for both players' and Mutant Lords' enjoyment!
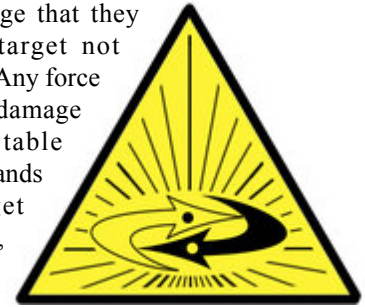
Antimatter Weapons

Antimatter, for all intents and purposes, appears to be regular matter, but the atoms, the charge, and the related magnetic properties are opposite what is usual. As a result, if matter and antimatter come into contact, they annihilate each other in a devastating burst of energy.

Several weapon series were created with this technology, using antimatter contained in a magnetic force field to prevent it from interacting with regular matter. Although used primarily for either bombs or missiles, there were hand grenade and satchel-sized versions created for infantry and combat engineer/demolition use. (The satchels are described in the Technological Artifact section of the *Mutant Future* core book.)

Antimatter mini-missiles, missiles, and bombs wreak such horrific blast damage that they instantly destroy any target not protected by a force field. Any force field hit will suffer the damage listed on the weapons table below. If the shield withstands the damage, the target survives. If the shield fails, the target is killed outright.

In addition, all antimatter weapons also irradiate the burst area for a short time. This means *any* target surviving a blast is still doused with hard radiation, since force shields do not protect against this form of energy.

Antimatter Weapons Table

Weapon	Damage	Burst Radius	Radiation Class	Radiation Duration	Weight	Shield Damage
Bomb	See Above	1,500'	10	6 Months	300 lbs.	500
Grenade	18d6	30'	5	24 Hours	2 lbs.	50
Micro Missile	21d6	30'	5	24 Hours	20 lbs.	50
Mini-Missile	See Above	60'	7	7 Days	120 lbs.	75
Missile	See Above	300'	10	21 Days	200 lbs.	150
Satchel Charge A	12d6	10'	5	24 Hours	2 lbs.	200
Satchel Charge B	18d6	30'	5	24 Hours	2 lbs.	250
Satchel Charge C	30d6	90'	7	21 Days	16 lbs.	300
Satchel Charge D	36d6	150'	10	62 Days	22 lbs.	400

Bead Weapons

Bead systems were based upon the ancient air-soft and BB guns, but are far more advanced and powerful versions. Rather than using compressed air to push a projectile, these weapons use the energy from a clip, belt, or backpack power source to suck air from the barrel, creating a vacuum to propel the subsonic rounds. The beads are drawn from a magazine and are typically two millimeters in diameter, with standard

ammunition made from a lightweight composite alloy.

Although similar in many ways to gauss weapons, the Bead technology is considered a weaker cousin. Besides being relatively short ranged, the weapons have less penetration, usually effective only against unarmored or lightly armored targets. Any target wearing plastic or stronger armor is effectively immune to this attack—unless hit with Depleted Uranium core or Tungsten beads, which will pierce heavier armor.

In the table below, the first number in the Charges column indicates how many shots can be taken before a fully-charged power source is drained. The second number indicates how many rounds a full magazine holds.

Bead Weapons Table

Weapon	Damage	Trigger Type	Range	Weight	Battery	Charges
Bead Holdout	2d3	Normal	15'/30'	1 lb.	Power Cell, Two-Bead Slot	50/2
Bead Pistol	2d3	Normal	100'/200'	2 lbs.	Power Clip, Magazine	100/10
Bead SMG	2d3	Automatic	100'/200'	3 lbs.	Power Clip, Magazine	100/30
Bead Rifle (hunting)	4d3	Normal	200'/400'	6 lbs.	Power Beltpack, Magazine	300/15
Bead Rifle (Assault)	4d3	Automatic	200'/400'	10 lbs.	Power Beltpack/Backpack, Magazine	300 or 600/60
Bead Squad Weapon	2d3	Rapid Fire	200'/400'	30 lbs.	Power Backpack	1,200/100

Bead Ammunition Table

Type	Range Modifier	Effect
Depleted Uranium Core	-50%	Regular damage against heavy armor, +25% damage against light armor, and radiation effect
Explosive	-25%	-25% damage, but causes burst damage in a 15' radius. Targets in the burst radius can save versus energy for half damage.
Gas	None	No damage, emits gas upon impact
Glass	+100%	-50% damage, can be filled with toxins
Tungsten	None	Regular damage against heavy armor, damage of +1 per die against light or unarmored targets
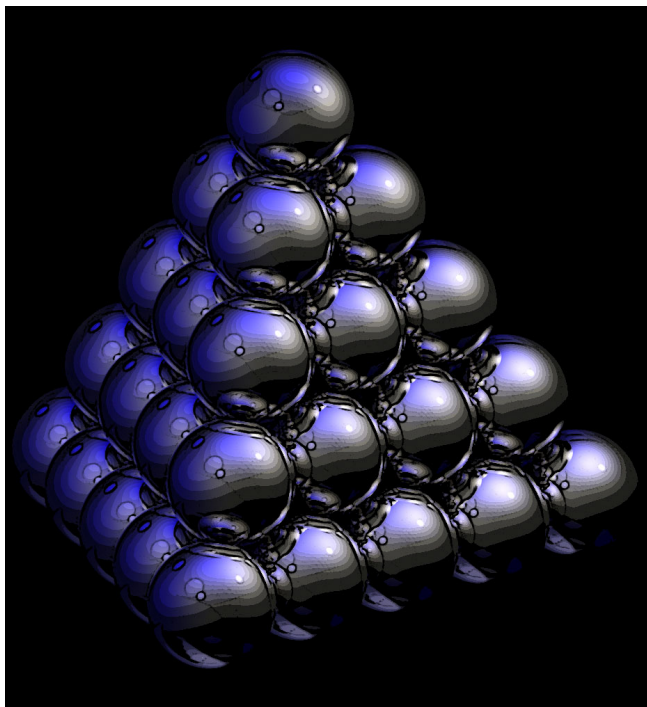
There are various types of ammunition available for these weapons, each having different effects.

Depleted Uranium Core beads are extremely heavy, having the shortest range, but doing greater damage than normal. They also contaminate the target and anything within 10' of it with class 3 radiation, which will dissipate in 24 hours.

Explosive beads have slightly reduced range and damage, but can injure others within 15' of the target.

Gas beads contain any type of gas—toxin, smoke, or something else. These beads cause no damage but instead shatter upon impact and emit the gas in 20' radius from the target.

Glass beads are composed of a small iron core surrounded by a toxin and the glass container. They are only effective against lightly or unarmored targets (leather or worse). These beads do only half the normal damage, but can be filled with a single dose of toxin, typically destructive or paralytic poison.

Tungsten beads are heavier ammunition, but do not suffer from a decrease in range, and do more damage because of the greater kinetic energy.

Desiccator

For many years, scholars of the wastes have debated the origin of this deadly weapon, which causes terrible physical damage by rapidly evaporating water in the target. Some think it was designed as a terror weapon, while others believe the Desiccator was originally a tool developed by the agricultural industry.

The weapon is only available in a heavy rifle configuration, a bullpup design with a thick cable running from behind the trigger to either a belt or backpack power source. The two grips are with the trigger and under the long barrel. The barrel itself widens slightly at the end of the muzzle, which is 3" in diameter.

The Desiccator fires a bolt of deep crimson energy that inflicts both energy and thermal damage (50% for each type, when dealing with damage reduction), but is not hot enough to set things on fire. Because robotic units do not have any true liquid inside their bodies (other than lubricants), they take only 10% of the rolled damage, and do not suffer any Constitution loss. Androids are affected slightly more, taking 25% of the rolled damage, but they also do not suffer any Constitution loss. However, replicants suffer the full effect of the weapon, including the Constitution score loss. The water evaporation is so devastating, all other entities hit by a Desiccator bolt must save versus stun or be stunned for 1d4 rounds.

Two forms of life are especially susceptible to this weapon's damage: aquatics and plants. When hit by a Desiccator bolt, aquatic creatures must save versus death, or be killed instantly. Even if they make the saving throw, aquatics still suffer double damage—and double the Constitution score loss. If they fail to save versus stun, aquatic creatures are stunned for 3d4 rounds. Plants also suffer double damage from the weapon, but they do not have to save versus death (although the damage could still be enough to kill them outright). If they fail to save versus stun, plants are stunned for 2d4 rounds.

Creatures losing Constitution from the weapon effect will also lose hit points (3 hit points per point of Constitution damage), as well as any high Constitution benefits. If the Constitution score is reduced to zero, the target creature is killed outright. Lost Constitution returns at the rate of 1d3 points per day. For creatures that do not have a Constitution score listed, it is up to the ML to provide a score for them.

Desiccator Weapon Table

Weapon	Damage	Trigger Type	Range	Weight	Battery	Shots	Constitution Damage
Desiccator	8d6	Normal	250'/500'	17 lbs.	Beltpack/Backpack	10/25	1d6

EMP Weapons

Considering the vast numbers of electronic weapons and devices, robots, and androids in existence before the final days, it was logical for the police and military to use weapons that generated electromagnetic pulses (EMP) in order to deal with them. This technology was incorporated into everything from pistols to bombs, all designed to specifically damage the circuits and electrical components of robotic units, powered weapons, and devices, while having little to no effect on living tissue. Of course many units and devices were "hardened" against these effects and suffer significantly less damage, or none at all.

When an electronic entity (robotic/similar) or device is attacked with an EMP weapon, it gains no bonus from armor used, and must rely solely on its base AC and Dexterity bonuses. In addition to any damage it will sustain, a robotic unit must immediately save against energy attacks or be stunned for 1d6 rounds while its internal circuits re-rout and reboot. Unless hardened against EMP, electronic entities or devices caught within the blast radius of an EMP bomb, will be, respectively, killed outright or rendered condition level 0.

EMP weapons inflict minor burns on living creatures. This damage is indicated after the slash in the Damage column of the EMP Weapon Table. Also, anyone hit by an EMP weapon must make a save versus energy attacks roll for each electronic device or weapon carried, including power clips. If a save fails, the weapon or item is automatically degraded, depending on the strength of the EMP weapon used. See the Technology Condition table located in the Adventuring Rules section of the *Mutant Future* core book to understand the extent of the damage and to see if the item still functions.

EMP Weapon Table

Weapon	Damage	Trigger Type	Range	Weight	Battery	Shots	Cond. Damage
EMP Hold Out	1d8 + special/1	Normal	20'/40'	1 lb.	Cell	2	1
EMP Pistol	2d8 + special/1d3	Normal	30'/60'	2 lbs.	Clip	8	1-2
EMP Rifle	3d8 + special/1d4+1	Normal	75'/150'	6 lbs.	Clip/Beltpack	8 or 25	1-3
EMP Assault Rifle	3d8 + Special/1d6+2	Automatic	75'/150'	7 lbs.	Belt-/Backpack	25/50	1-3
Squad Support	3d8+ Special/1d6+2	Automatic	75'/150'	20 lbs.	Backpack	50	1

EMP Explosive Weapon Table

Weapon	Damage	Blast Radius	Weight
EMP Grenade	5d8/2d6+2	20'	1 lb.
EMP Satchel	10d8/5d6	75'	10 lbs.
EMP Bomb	Destruction/Death	500'	40 lbs.

Grenade Launchers

Several different variants of this weapon are available, from a single shot rifle (otherwise known as a "blooper"), to a device attached beneath the barrel of an assault rifle, to fully automatic launchers designed for squad support. Although a grenade launcher is listed in the Technological Artifact section of the *Mutant Future* core rulebook, this entry expands upon it dramatically.

The grenade pistol and the underslung launcher are single-shot variants and must be reloaded after every use. All other forms have a magazine capacity, and are able to fire multiple shots before being reloaded. All Grenade Launchers have built-in minimum safe distances, which equal the particular grenade type's blast radius plus 50%. For example, a standard fragmentation grenade (with a blast radius of 20') will not detonate until it has travelled a minimum of 30' from the launcher. If a grenade is launched at a target within this minimum safe distance, the grenade will not detonate.

This weapon can fire any of the grenades listed in the Technological Artifact section of the *Mutant Future* core rulebook, the new grenade types introduced in *Wisdom from the Wastelands Issue #3*, and those included in this issue.

Grenade Launcher Table

Weapon	Trigger Type	Range	Shots	Weight
Grenade Pistol	Single Shot	100'/200'	1	2 lbs.
Grenade Rifle	Single Shot	1,000'/2,000'	6	7 lbs.
Underslung Launcher	Single Shot	500'/1,000'	1	3 lbs.
Underslung Multi-launcher	Single Shot	500'/1,000'	4	5 lbs.
Multi-Barrel	Normal	750'/1,500'	12	12 lbs.
Automatic	Automatic	750'/1,500'	30	22 lbs.
Full-Auto Squad Support	Rapid Fire	1,000'/2,000'	200	50 lbs.

Plasma Projectors

Unleashing a stream or bolt of plasma — extremely hot, highly energetic matter — this weapon family inflicts massive thermal damage, severely burning or killing living creatures, and melting or evaporating other materials. Plasma Projectors come in several different configurations, including grenade, satchel charge, pistol, rifle, and squad support. The weapon range is quite short, so it is not suitable for a sniper weapon.

Although primarily point-target systems, plasma projectors also have a "splash" radius, as the plasma disperses around the target. Anything caught in this area takes half
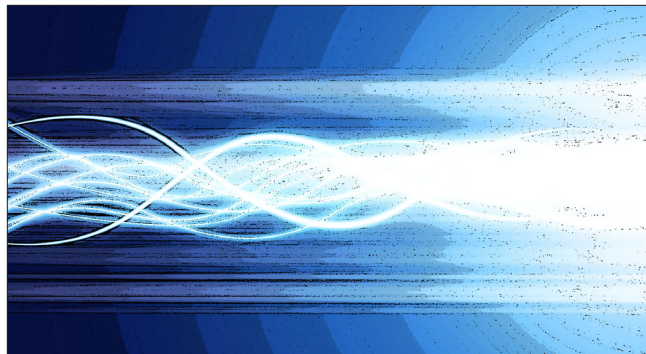
damage, and is allowed a save versus energy. If the save succeeds, the victim takes no splash damage. In addition to the heat, part of the weapon's damage is also kinetic, so there is a chance the target is knocked down when hit (save versus energy or be knocked prone).

In game terms, the damage dealt by plasma projectors is half thermal, half kinetic, which means certain types of armor will be more effective than others, and even certain types of mutations will provide some protection against this weapon. The ML can also determine if flammable material catches fire when hit by a plasma bolt.

Plasma Weapon Table

Weapon	Damage	Trigger Type	Range	Weight	Battery	Charges	Splash Radius
Plasma Pistol	4d8	Normal	150'/300'	1 lbs.	Mini Fusion Cell	10	5'
Plasma SMG	4d8	Automatic	125'/250'	3 lbs.	Mini Fusion	10	5'
Plasma Assault Rifle	6d8	Automatic	450'/900'	10 lbs.	Plutonium Cell	30	10'
Plasma Squad Support	8d8	Automatic	450'/900'	25 lbs.	Radioactive Battery	100	20'

Plasma Grenades and Similar Explosive Weapons

Weapon	Damage	Blast Radius	Weight
Plasma Grenade	5d8	75'	1 lb.
Plasma Satchel	10d8	150'	10 lbs.

Screamers

These weapons use powerful sonics to damage and incapacitate targets. More an area effect technology than direct fire, screamers have properties similar to flamers (see *Wisdom from the Wastelands* issue #3), Although with significantly greater range. The weapon fires an energy-enhanced cone of sound waves that spreads out from the muzzle of the weapon (which appears to be a megaphone amplifier attached to a rifle barrel). This energy wave easily damages flesh and is exceptionally hard on both glass and crystalline structures.

The device's sound energy has a twofold effect. First, any creature with an auditory system hit by this weapon must save versus energy or be deafened for 2d12 minutes and stunned for 2d6 rounds. Second, if the first save was failed,

the target must make Dexterity save (roll under their Dexterity score) or be knocked prone. When considering resistances, all damage done by the weapon is 50% sonic, 50% energy. Any glass or crystal items caught within the sonic cone must make a save or suffer 1d3 condition levels of damage (see *Wisdom from the Wastelands* issue 1 for more details, or the Encounters and Combat section of the *Mutant Future* core book for more information).

To account for the effect shape, increase the sonic cone width as the range to target increases. The screamer rifle cone expands by five feet for every 25' of range; for the support configuration, the cone expands 7.5 feet for every 50' of range.

Screamer Weapon Table

Weapon	Damage	Trigger Type	Range	Max. Cone Width	Weight	Shots	Power Source
Screamer Rifle	5d8	Automatic	100'	20'	15 lbs.	20	Backpack
Screamer Support	8d8	Normal	200'	30'	35 lbs.	50	Radioactive Battery

Screamer Rifle

Range	Cone Width
0-25'	5'
26-50'	10'
51-75'	15'
76-100	20'

Support Weapon

Range	Cone Width
0-50'	7'
51-100'	15'
101-150'	22'
151-200'	30'

New Condition
Deafened

Deafened characters are not able to react to any auditory stimuli. While in this state, they suffer a -2 to their initiative rolls, and cannot make any sort of audio perception check or take audio commands. Mental communication such as *neural telepathy* will still work, as will visual methods such as written commands or hand commands (assuming the victim can read or understand them).