

Wisdom from the Wastelands

Issue #46:
High-Tech
Weapons 4



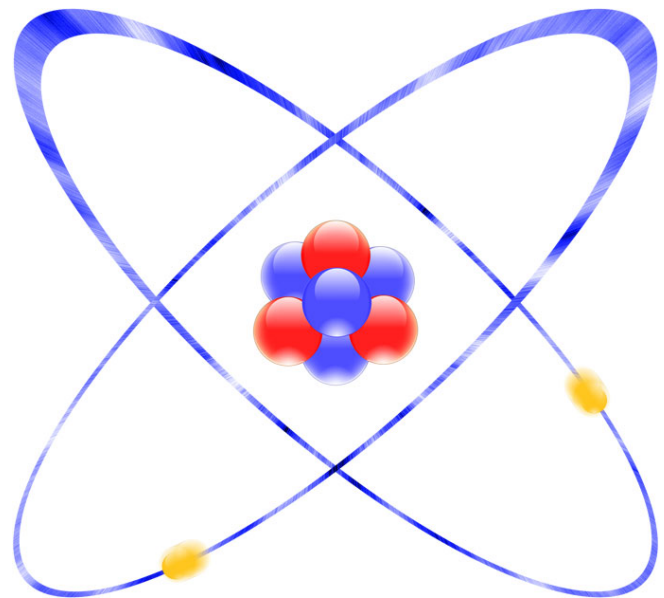
By Chris "Outlander" Van Deelen and the Skirmisher Game Development Group

In this issue, the fourth installment of our popular "weapons for every budget and apocalypse" series, we are proud to present more high tech implements of destruction for your gaming pleasure. There are new laser weapon variants, tools to make an assassin drool, and even a little baby designed to pop the hardest armor and heaviest shields on the Ancient battlefields. So suit up, buckle in, and set the trigger select to "Mayhem" — 'cause it's a mean old world out there.

ATOMIC MODIFICATION SYSTEM

More commonly known as "Grazer" weapons, members of the AMS family resemble firearms mated to old-fashioned video equipment. With a hand grip and trigger attached to a slightly cylindrical box, and a trio of lenses located on the business end, the pistol version could easily be mistaken for an Ancient "Super 8" video camera. The carbine and rifle configurations have a standard long weapon's stock and trigger assembly, but instead of a single, open-ended barrel, the weapon has a trio of barrels each tipped with a camera lens. Seemingly modeled after the Ancient reel-to-reel film projectors used in 20th century theaters, the support weapon is not designed for dismounted infantry; it is huge and bulky, with a thick power cord leading to its energy source, and requires a tripod, vehicle mount, or one immense mutant gunner. Like the smaller variants, the support AMS has lenses capping the ends of its three barrels.

Those lenses are the visible parts of beam projectors. AMS technology works on the atomic level; when the trio of energy beams properly converge on a target, they disrupt sub-atomic bonds, converting up to 5% of the target's carbon structures into silicon and inflicting massive tissue damage. The victim must save versus death or take the **Damage** indicated in the **AMS Weapon Table**, possibly being killed outright.



However, a successful save means at least one of the beams was off-target, so nothing happens, aside from a mild tingling sensation and some sandy grit left on the skin. Even with properly aligned lenses, firing through smoke, water, glass over 1/4" thick, or even thick fog is useless, as all these substances diffract the beams.

The carbon-silicon conversion generates a great pulse of heat and radiation. Anyone — including the original target — caught within the **Burst Radius** listed on the **AMS Weapon Table** must make two saves, one versus energy and another versus radiation. Those who fail the energy save take **Thermal Damage**; a successful save reduces the damage by

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This publication is dedicated to providing useful information, game content, and ideas to players of modern, science fiction, and post-apocalyptic table-top and role-playing games in general and to fans of Goblinoid Games' *Mutant Future* RPG in particular. The material contained herein are compatible with it and any others that use the "Basic" system introduced in the most popular role-playing games of the early 1970s and are easily adaptable to many other games (especially successor systems, to include those covered by the Open Game License).

half. Anyone who fails the radiation save immediately suffers the appropriate damage or mutation effect. The class is randomly generated, as indicated on the table. This radiation is the default version from the *Mutant Future* core rules, but if Mutant Lords wish, they can use any of the alternate forms presented in *WfiW* issue #41.

There are also longer-term effects to the elemental transformation. Although it does take some time, the target's body heals naturally, eventually forcing out the silicon pieces, much like a splinter emerging from the skin. Mechanically, the target suffers **Stat Damage** to both Strength and Constitution until all his hit points return. After this, the lost statistic damage heals at his normal daily rate. Some might think the change to silicon could potentially give the target some kind of bonus, perhaps damage reduction or minor AC adjustment, but this is not the case; surviving victims just feel *bad*, though lucky to be alive.

Note: the AMS only damages living targets. It has no effect on robotic units, vehicles, or anything not organic. However, when hit by the intense thermal effect, a victim's equipment or clothing could suffer condition damage. All items carried must save versus energy (or thermal, see *WfiW* issue 1 for details). Items that fail take condition damage based on the weapon variant, outlined in the **Condition Damage Table**.

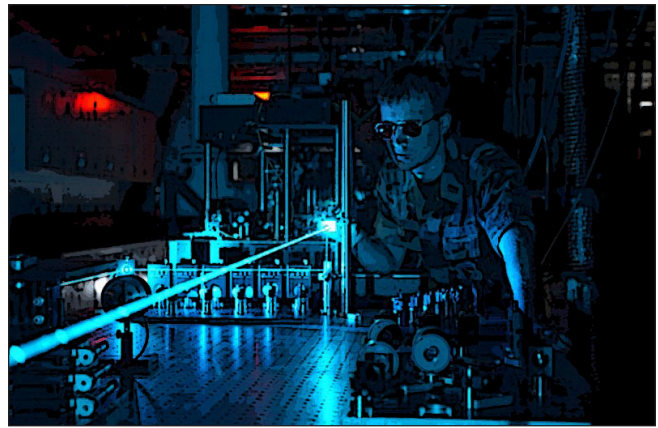
Condition Damage Table

Variant	Condition Damage
Pistol	1 level
Carbine	1d2
Rifle	1d3
Support Weapon	1d4+1

BEAM LASER

Laser weapons from the *MF* core rules are considered "pulse lasers," inflicting damage with short bursts of coherent light. Variants from a slightly different weapon family, beam lasers, fire continuous energy streams instead of bursts. This increase a gunner's accuracy, and it causes greater damage. Unfortunately, it also uses a great deal more energy than equivalent pulse lasers.

Keeping a beam laser trained on the same target for more than a single round gives the attacker a cumulative +1 to hit in each successive round. This bonus reaches a maximum of +5 after five full rounds. Also, for each consecutive round the weapon hits the same target, there is a cumulative damage bonus of +1 per die, up to a maximum of +3 after three full rounds. For example, Tanith shoots a Goliath with her beam



laser rifle. Firing at the same monster for a second round, she gets a +1 to-hit bonus and the damage increases to 6d6+6. If she hits and continues firing on the Goliath in a third round, Tanith gets a +2 to hit and the damage rises to 6d6+12.

Instead of concentrating on a single target, the shooter can opt to hose down an area up to 15' wide. The shooter makes individual to-hit rolls against everyone in the target area and the damage is split evenly among them — but only applied to anyone hit. When dividing up the damage there are no fractions, some unlucky targets just take a point more, and the ML distributes the amounts. Even with some misses, the gunner can still fire into the same target area and gain the bonuses described previously for firing at a single target.

As an example of this firing technique, Tanith sprays a cluster of three Goliaths with her beam rifle. She rolls to hit three times, connecting once, and rolls 19 points of damage. Because of the number of Goliaths in the target area, the damage is divided into three parts of 6, 6, and 7 points. Two of the damage chunks hit empty space and the ML rolls a d6 to randomly determine whether the extra point of damage lands on a monster or not. If she sticks around next round to fire at the Goliath group again, Tanith gets the +1 bonuses to hit and per damage die.

Beam lasers always have a Normal trigger type. They do, however, have two settings: full beam (described here) or regular pulse (lasers from the core rules). Using the full beam drains more energy, using two charges per round. To conserve power, a gunner can opt to use the regular pulse setting, which only uses one charge.

In addition to the three laser weapon variants from the core rules, several more are listed in the **Beam Laser Table** and have similar properties to the three canon models. All these weapons can use the various laser crystals introduced in *WfiW* issue #21. Each beam laser variant can be powered

AMS "Grazer" Weapon Table

Variant	Damage	Range	Burst	Thermal	Radiation	Stat	Weight	Power	Shots
		Radius	Damage	Class	Damage		Source		
Pistol	5d10	30'	5'	2d6	1d3	1d2	2 lbs.	Backpack	4
Carbine	10d10	60'	10'	4d6	1d3+2	1d4	6 lbs.	Backpack	12
Rifle	Death	90'	15'	6d6	1d3+2	2d3	10 lbs.	Mini Fusion	24
Support	Death	150'	30'	10d6	2d3+3	2d4	35 lbs.	Mini Fusion	50

by either a power clip, backpack, or backpack. The **# of Charges** column in the **Beam Laser Table** lists the charges each source provides, respectively. One exception to this, the hold-out pistol, can only accommodate a power clip and is limited to 10 charges per clip.

DART GUN

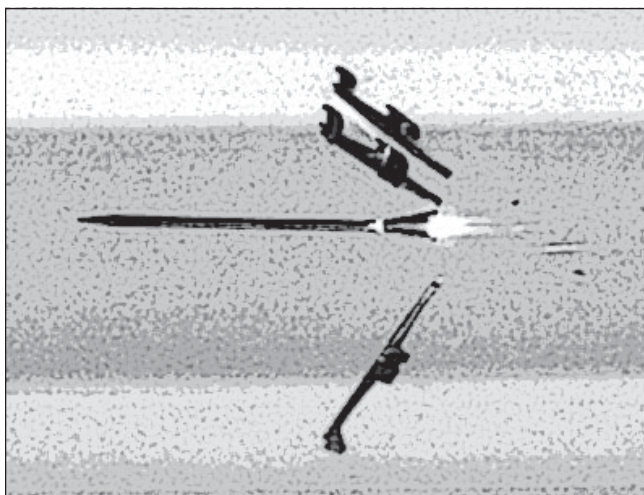
Although this archaic weapon might seem out of place in the high-tech world of firearms and lasers, this is simply not the case. Many Ancient organizations regularly used dart guns: animal management officers sedated dangerous creatures, police and military forces used them when vulnerable individuals could have been seriously injured or killed by powered stun weapons, and the underworld loved these weapons for their ability to silently kill at some distance.

Dart guns typically have a limited range, often cannot penetrate armor, and do little damage, but the darts can inject various toxins. Poisons or tranquilizers are the most common payload, but the effects are left up to the ML. See **Poisons** in the *Mutant Future* rules for more information.

The weapon's greatest weakness is an inability to penetrate any plastic or metal armor. Targets with an AC of 5 or better are effectively immune to dart guns, unless the ML has a hit location mechanic that allows a shooter to target specific body areas. If desired, one can be found in *WfiW* issue #11.

The Assassin's Special variant does not look like a weapon; instead, it was designed to prevent discovery, typically disguised as something innocuous, like a pen or lapel pin. It has only two moving parts, a trigger and the launching spring, and usually is discarded after use. However, the weapon can be reloaded and used again with little effort.

Only the assault weapon configuration uses a power source, a power clip, which has to be replaced after the magazine is exhausted. All other versions propel darts using either a simple spring or compressed gas cartridge.



MICRO NUCLEAR WARHEAD LAUNCHER

As EMAs came to dominate Ancient battlefields, and many armies equipped their troops with nearly-impenetrable personal shields (see *WfiW* issue #22), military engineers raced to develop technology able to penetrate these defenses. City-killer weapons were a last resort, as they made the concept of “danger close” laughable and “scorched earth” fighting did just that — leaving nothing for anyone. So scientists worked toward creating something powerful enough and precise enough to take out those well-protected point targets, but wouldn't destroy vast areas doing so.

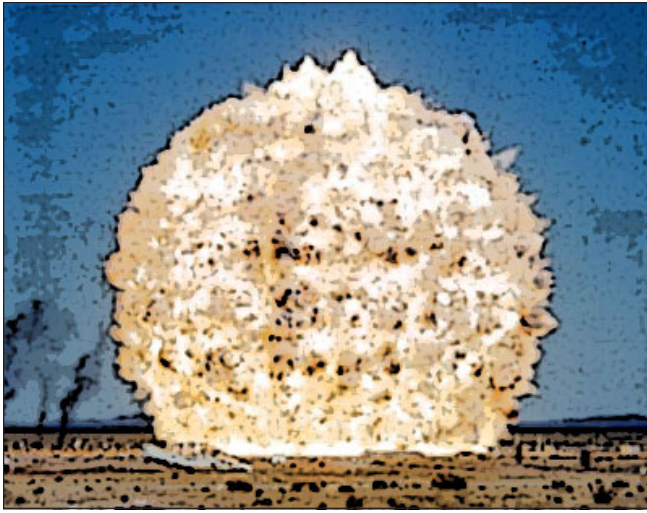
The result was a micro nuclear warhead launcher. A ranged weapon with a relatively small area of effect, the launcher had enough oomph to vaporize even the most powerful EMA units. Engineers developed several versions, but all were single units with inserted magazines. The most common type resembles a slightly oversized cross between the M-79 “Blooper” grenade launcher and the equally archaic M-72 LAW (light anti-tank weapon).

Beam Laser Table

Variant	Damage	Range	Weight	# of Charges
Hold-Out Pistol	3d6	100'/200'	1 lb.	10
Pistol Mark 1	5d6	300'/600'	2 lbs	10/25/50
Pistol Mark 2	6d6	400'/800'	2 lbs.	10/25/50
Carbine	6d6	750'/1,500'	5 lbs.	10/25/50
Rifle	6d6	900'/1,800'	7 lbs.	10/25/50
Rifle Mark 2	8d6	1,200'/2,400'	9 lbs.	10/25/50
Rifle Mark 5	10d6	1,200'/2,400'	12 lbs.	10/25/50
Sniper Rifle	12d6	2,500'/5,000'	14 lbs.	10/25/50

Dart Gun Table

Variant	Damage	Range	Weight	# of Shots	Trigger
Assassin's Special	1	5'	1 lb.	1	Single Shot
Hold Out Pistol	1d2	15'/30'	1 lb.	2	Single Shot
Pistol	1d2	30'/60'	2 lbs.	6	Normal
Carbine	1d3	50'/100'	5 lbs.	20	Normal
Hunting Rifle	1d3	75'/150'	8 lbs.	30	Normal
Assault Rifle	1d3	75'/150'	10 lbs.	60	Automatic
Sniper Rifle	1d4	250'/500'	14 lbs.	5	Normal



Like nearly all military equipment, both the launcher and warhead models were given nicknames that could be either affectionate, derogatory, ironically descriptive, or all of the above, simultaneously. Launcher names hearkened back to the dawn of nuclear weapons, while ammunition types had variations riffed off its Mil-speak acronym “Mike November Whiskey” — things like Mickey Whiskey, Mick(ey) No, or Mike Winter. Other names included Mike-1 (2,3, etc.) or simply “the boom.”

Despite being called “micro-nukes,” these weapons are incredibly deadly. The **Launcher Table** outlines various delivery systems and their capabilities. These are similar (with incremental increases in size, range, capacity, and rate of fire), except for the Mark 5 MWL, which fires up to 6 warheads in a single volley, spread over a specific range for maximum damage. This version was designed to destroy entire platoons of EMA-equipped soldiers in one shot.

Launchers can fire all six MNW warheads, and do have the capacity to fire other munitions. Although they are not described here, these might include high explosive; armor piercing; HE-AP; various chemical rounds such as marking or concealing smoke, tear gas, white phosphorus, etc.; illumination; flechette or canister; sonic or other crowd dispersal/control rounds; fire retardant; nanite weapons, electro-magnetic pulse; and so on. There are a number of *WfiW* issues able to provide more information or ideas, but ML is also encouraged to come up with her own toys.

The destruction caused down-range depends on the particular warhead used, but all of them kill in the same three ways: the initial explosion and radiation exposure, secondary effects, and a lingering contamination field.

Detonation

When a warhead hits, for an instant, it brings forth an angry young god: fire and radiation sear and smash in a torrent of atomic fury. The **Micro Nuclear Warhead Table** describes this blast area by breaking it into four concentric circles. Immediately around the impact site is **Ground Zero**. Moving outward are **Zones 1-3**, regions of gradually less intense exposure. The cells in these four columns contain the

following information, respectively: that zone’s radius, the blast damage suffered by anyone within it, and the class of radiation encountered there. **Note:** the warhead’s entire blast radius is calculated by adding the radius lengths of all four zones; for example, the MNW-1’s danger area is 110’ (15’, 15’, 30’, and 50’). This distance is also the system’s “minimum safe” lockout to keep gunners from being hurt by their own rounds.

Everyone caught within the explosion first takes damage based on their range from the impact. Anyone at **Ground Zero** is instantly vaporized, unless protected by a force field or similar shield able to withstand at least 500 points of damage. There is no save, just death. Characters in the outer **Zones** do not get a save versus the explosion, either, so chances of living are slim, but they do increase with distance. However, survivors must immediately save versus the radiation class listed for their zone. If the ML is feeling particularly evil, she can even incorporate the radiation sickness rules presented in *WfiW* issue #38. The radiation presented here is the default type from the core rules, but if the ML wishes, she can use any of the alternate radiations introduced in *WfiW* issue #41.

As an example, an MNW-1 hits a Goliath standing 25’ from Turok. The monster simply vanishes. Gone. Not even a fine pink mist. The distance (16’-30’) from the impact puts Turok within **Zone 1**, so he takes 20d6 damage from the explosion and has to save versus class 7 radiation. If Min were standing a further 15’ away (40’ total) from the impact, she would be in **Zone 2**, taking 10d6 damage and saving against class 5 radiation.

Vehicles, structures, and other items in the blast area stand a significant chance of being destroyed or damaged. See *WfiW* issue #1 for structural damage resistance.

After Effects

Living through the initial explosion is just the beginning. Those in the three outer zones must also deal with a variety of other problems, listed in the **Secondary Effects Table**. Blast victims must first save versus stun to avoid being dazed by the shockwave. Next, they must save versus energy to avoid being blinded by the intense light for the indicated time; if the victim fails by rolling a natural 1, the blindness is permanent. Last, is another save versus energy to avoid being deafened; again, failing by rolling a natural 1 means the character is permanently deafened. Fortunately, these problems result only from the explosion.

However, there is one longer-lasting effect: a contamination field. The explosion creates a radiation hazard with the same zone radii and radiation classes listed in the **Micro Nuclear Warhead Table**. In service to taking and holding terrain, Ancient engineers designed the warheads with short half-life fissile material, so the target area would not stay contaminated long.

The **Dissipation** column gives the rate of radiation decay. The energy fades one step at a time, moving one **Zone** column to the right after the stated time period elapses. Continuing the example blast from above, after 12 hours the **Ground**

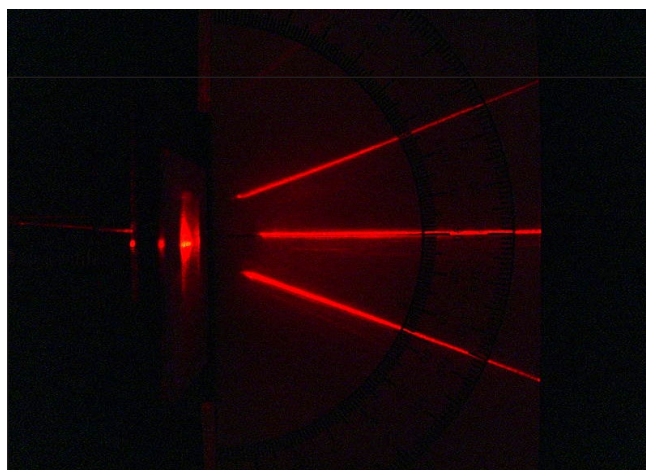
Zero radiation decays from class 10 to class 7; **Zone 1** becomes class 5; **Zone 2** becomes class 3; and **Zone 3**'s radiation is negligible. This cycle repeats until the entire radioactive field is not a concern.

Note: many artifacts and items can protect against the secondary effects. For example, EMA is usually able to shield its wearer. The ML is encouraged to create other protective gear, things like helmets with blast goggles and sonic dampeners.

WARP ENERGY BLASTER

By perfecting warp field technology, and miniaturizing the generators, the Ancients could create weapons able to pass through obstacles and ignore armor. Initial advances were applied to melee arms, but after much research and experimentation, engineers eventually adapted the technology to ranged weaponry.

The new warp generators projected a beam of energy that travelled simultaneously through the real world and the quantum dimension. This had two interesting effects. First, the energy bolt could frequently bypass physical barriers to hit a target. Second, because the weapon drew partially upon



the Quantum Sea, it used much less energy than comparable armaments. Mechanically, this means a target's AC is treated as two levels worse, e.g., armor normally providing an AC of 2 only protects an AC of 4 against these weapons.

Unfortunately for the gunner, the warp beam is rendered completely useless by even the most basic force field or personal screen.

Launcher Table

Launcher	Range	Magazine Capacity	Weight	Rate of Fire
Mark 1 "Fat Man"	500'	2	40 lbs.	1/4 rounds
Mark 2 "Little Boy"	750'	2	55 lbs.	1/2 rounds
Mark 3 "Rising Sun"	1,000'	4	70 lbs.	1/round
Mark 4 "Alpha"	2,000'	6	80 lbs.	1/round
Mark 5 MWL "Maul"	5,000'	12	115 lbs.	6/round

Micro Nuclear Warhead Table

Warhead	Ground Zero	Zone 1	Zone 2	Zone 3	Dissipation Rate
MNW-1	15'/Death/Class 10	15'/20d6/class 7	30'/10d6/class 5	50'/5d6/class 3	12 hours
MNW-2	25'/Death/Class 10	25'/20d6/class 7	50'/10d6/class 5	100'/5d6/class 3	1 day
MNW-3	35'/Death/Class 10	35'/20d6/class 7	70'/10d6/class 5	140'/5d6/class 3	1 week
MNW-4	50'/Death/Class 10	50'/20d6/class 7	100'/10d6/class 5	200'/5d6/class 3	1 month
MNW-5	100'/Death/Class 10	100'/20d6/class 7	200'/10d6/class 5	400'/5d6/class 3	1d3 months
MNW-6	200'/Death/Class 10	200'/20d6/class 7	400'/10d6/class 5	800'/5d6/class 3	2d3 months

Secondary Effects Table

Zone Save	Penalty	Stun	Blindness	Deafness
Ground Zero	-10	1d6 turns	1d4 days	4d6 hours
One	-5	4d6 rounds	4d6 hours	1d6 hours
Two	-3	2d6 rounds	1d6 hours	1d6 turns
Three	-1	1d6 rounds	1d6 turns	4d6 rounds

Warp Energy Blaster Table

Variant	Damage	Trigger	Range	Weight	# of Shots	Power Source
Pistol	2d8	Normal	250'/500'	2 lbs.	18	Power Clip
Submachine Gun	2d8	Automatic	250'/500'	4 lbs.	90	Belt or Backpack
Carbine	3d8	Normal	400'/800'	6 lbs.	90	Belt or Backpack
Hunting Rifle	4d8	Normal	700'/1,400'	7 lbs.	24	Belt or Backpack
Assault Rifle	4d8	Automatic	600'/1,200'	10 lbs.	120	Belt or Backpack
Sniper Rifle	7d8	Normal	1,200'/2,400'	15 lbs.	18	Power Clip
Support Weapon	4d8	Rapid Fire	500'/1,000'	35 lbs.	600	Plutonium Clip

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Swords of Kos Fantasy Campaign Setting Sourcebooks, Fiction, and Companion Publications

Explore the world of Kos through the five detailed campaign sourcebooks dedicated to it, *Kos City*, *Kos Island*, *Lands Beyond Kos*, *Lives of Kos*, and *Encounters*! There is also a growing body of Kos fiction, including the novel *Swords of Kos: Necropolis* and the *Swords of Kos: Hekaton* anthology and custom miniatures that you can use in your games. Skirmisher Publishing's Kos setting is also fully supported by the **d-Infinity** multi-platform game supplement, online magazine, and weekly webcast. Among other things, its website contains Swords of Kos fiction and a section dedicated to free bonus material tying in with the campaign setting.

