

	<h1 style="margin: 0;">WMD</h1> <p style="margin: 0;">Weapons of Mass Destruction include Nuclear, Biological, and Chemical Weapons.</p>	<h1 style="margin: 0;">WMD</h1>
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A variety of WMD are possible (if not readily available). Note effects are in D: Blast-1D, Bang-2D, etc.

Suitcase

		Nuclear Weapon				
R=	Proximity	1D-1	Blast	BFE*	Burn	Rad
0	Direct Hit	0		Vaporized	30D	
1	Hit	1		Vaporized	25D	
2	Hit	2	10	12	12	20
3	Vnear Miss	3	5	6	3	20
4	Near Miss	4	1	4	1	5
5	Far Miss	5		2		3
6	Miss	6				

Suitcase is a portable nuclear weapon.

Tactical

		Nuclear Weapon				
R=	Proximity	1D-1	Blast	BFE*	Burn	Rad
0	Direct Hit	0		Vaporized	50D	
1	Hit	1		Vaporized	40D	
2	Hit	2		Vaporized	30D	
3	Vnear Miss	3	10	12	12	20
4	Near Miss	4	5	6	3	20
5	Far Miss	5	1	4	1	5
6	Miss	6				

Tactical is a typical battlefield nuclear weapon.

Dirty Tactical is the same weapon with intentional radioactive contamination = 4x Rad.

Strategic

		Nuclear Weapon				
R=	Proximity	1D-1	Blast	BFE*	Burn	Rad
0	Direct Hit	0		Vaporized	100D	
1	Hit	1		Vaporized	90D	
2	Hit	2		Vaporized	80D	
3	Vnear Miss	3		Vaporized	50D	
4	Near Miss	4	10	12	12	20
5	Far Miss	5	5	6	3	20
6	Miss	6	1	4	1	5

Strategic is a typical strategic nuclear weapon.

Massive Explosion

		Missile Warhead				
R=	Proximity	Sz-1D	Blast	BFE*	Rad	Burn
0	Direct Hit	5		Vaporized	100D	
1	Hit	6	90 D	20 D	10 D	30 D
2	Hit	7	40 D	15 D	10 D	20 D
3	Vnear Miss	8	30 D	10 D	10 D	10 D
4	Near Miss	9	10 D	5 D	5 D	5 D
5	Far Miss	10	5 D	1D	1D	1D
6	Miss	11				

Assumes Missile-5 Warhead.

Sz-1D is Missile Size minus 1D.

Missiles-4-5-6-7 Warheads can inflict Massive Explosion.

Missile-5 is the Benchmark for effects.

Missile-4 inflicts one-tenth damage,

Missile-6 inflicts double damage.

Missile-7 inflicts triple damage

Bang=0 if in space.

Non-Nuke ignore EMP and Rad.

Explosive (not Nuke) inflicts one-tenth damage.

AM Anti-Matter inflicts additional triple damage.

Effects in Space

Weapons in Vacuum inflict Blast at one-tenth Effect.

Bang= 0.

Using These Tables

Each of the weapons on this page vaporizes the target with a Direct Hit.

If the result is potentially NOT a Direct Hit, roll 1D-1 (or Missile Size – 1D for Massive Explosion) and implement the noted Effects instead.

*BFE= Bang, Flash, and EMP are each inflicted in this amount.

*BF = Bang and Flash are each inflicted in this amount.

R= distance from the release point (assumes a random targeting in the area).

Versus= Weapon attacks as stated against armor and protection. If it overwhelms the protection, use **Inflicts=**.

Range=	0	1	2	3	4	5	6	7	8	9
Range	Contact	Vshort	Short	Medium	Long	Vlong	Distant	VDistant	Orbit	Far Orbit
Distance		5 m	50 m	150 m	500 m	1000 m	5000 m	50 km	500 km	5000 km