

ALTERNITY

ACTION CHECK

ONLINE  MAGAZINE

STAR*DRIVE

GAMMA WORLD

DARK•MATTER

PRESENTS

GUNS, GUNS, GUNS!

From The Pages of
Dragon® Magazine!

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Special Thanks to Johnny Wilson, WotC Group Publisher; Dave Gross of Dragon Magazine and Jim Butler of WotC without whom this wouldn't have been possible.

Special thanks to www.alternity.net, our gracious host.

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Action Check On-Line Magazine is published monthly by the New Jersey Role-Playing Game Association Network sanctioned club "The Third Floor Fellowship". <http://www.thirdfloor.8m.com>
 Dragon Magazine Reprints Issue.



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ARMS RACE

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All science fiction RPGs need a good selection of futuristic weapons. For that reason, the *Alternity Players Handbook* provides statistics for dozens of slug throwers, beam rifles, and energized melee weapons. More high-tech devices of destruction are presented in the *Arms & Equipment Guide* for the Star*Drive setting. But all those listings combined only scratch the surface of weapons possible using the technology of the Gravity Age. In a futuristic universe of action and high adventure, new weapon systems are under constant development. And in the Star*Drive campaign setting, information on those weapons are found in **Merrick's Personal Security Report**.

Originally published as a small press journal by Colonel Jane Merrick of Austrin-Ontis, *Merrick's Personal Security Report* has become the comprehensive resource for anyone interested in state-of-the-art small arms and personal defense systems. The *Report* is not a commercial catalog but an indispensable listing of thousands of weapon systems, their specifications, and manufacturers. Although pricing information is included with each entry, these are meant simply as guidelines for the reader and should be taken as rough estimates only.

A publication of this size and reputation requires regular updates if it is to remain a useful source of information

regarding the volatile market of personal arms. Since contact was reestablished with the Verge, weapons markets have been flooded almost overnight with new combat systems. As always, the most important of these innovations are included in the *Merrick's Personal Security Report* update, available in magazine format for 25 Concord dollars.

Merrick's Personal Security Report 2051 Third Quarter Update

Powered Melee Weapons

The term "powered melee weapon" refers to any hand-to-hand weapon that doesn't depend purely on the muscle power and skill of its wielder. Modern technology has found dozens of ways to improve on weapon designs thousands of years old. Gravitation control technology, explosives, monomolecular edges, advanced materials, and energy dischargers have all been incorporated into modern melee weapons. Many of these are no less lethal than modern ranged weapons.

Mjolnir 220 Rocket Maul

ThunderCorps Arms, Ltd.
Availability: Controlled
Cost: \$600
Mass: 10 kg
Length: 1.5 meters
Payload: Tungsten-neutronite hammer head
Accuracy: +1(+3)

Actions: 3 (2)
Type/Firepower: LI/O (LI/G)
Damage: d6+2s/d6+4s/d6w
(d8+4s/d8+2w/d6m)
Range: Personal
Hide: —
Clip/charge Size: 6
Clip/charge Cost: \$100
Skill: Melee Weapons-*powered*

Early rocket mauls were first developed by miners on heavy gravity worlds to break up the super-dense rock formations common there. After they were successfully used as weapons in a few Molly Maguire incidents, ThunderCorps created a line of the weapons. While the larger 330 and 420 mauls have proven too clumsy for use as weapons, the smaller 220 has gained some popularity as a heavy melee weapon with planetary militias and freebooters.

The rocket maul can be used with or without the rocket boost. The statistics in parentheses are for a rocket-assisted blow, six of which can be made before refueling the maul. A character swinging the maul under rocket power must make an ordinary Strength feat check to retain hold of the weapon if he doesn't secure the weapon to his hand in some fashion before activating the boost. Failure sends the maul 1d6 meters in a random direction.

Patnot II Explosive Lance

Pulan-Tough Job Corporation
Availability: Military
Cost: \$250
Mass: 2 kg
Length: 2 meters
Payload: Various grenades
Accuracy: 0
Actions: 3
Type/Firepower: by warhead
Damage: by warhead
Range: Personal
Hide: -
Clip/charge Size: 1
Clip/charge Cost: by warhead
Skill: Melee Weapons-*powered*

The Patriot II Explosive Lance is an attempt to sell high-tech gear to weren by giving it a more familiar appearance. The lance is essentially

a long titanium pole to which a grenade warhead has been mounted. The grenade detonates on any strong impact.

Any grenade type can be attached as a warhead. Damage is doubled against any target struck, and the area of effect is reduced to $\frac{1}{10}$ that of an Ordinary hit. An Amazing hit with a lance tipped with a fragmentation grenade would therefore inflict $(d6+2w) \times 2$ to its target and have a blast radius of only 1 meter. Occasionally, that still means the attacker is within the area of effect. For this reason, most explosive lances are armed with AP grenade warheads.

Dragonfist 20 Stun-Chuks

Koshimi Industries

Availability: Controlled

Cost: \$535

Mass: 2.5 kg

Length: 95 cm

Payload: Electrical shock

Accuracy: +1

Actions: 4

Type/Firepower: En/O

Damage: d6s/d8s/d12s

Range: Personal

Hide: +2

Clip/charge Size: 10

Clip/charge Cost: \$75

Skill: Melee Weapons-*powered* or Unarmed Attack-*defensive martial arts*

Many variations on the stun baton have been introduced over the years, but few of them have been useful enough to be worth mentioning. The Dragonfist 20, however, is a genuinely unique approach to stun baton design. By attaching two small stun batons with a tungsten-neutronite cable, Koshimi Industries has managed to create a weapon that is very effective, if somewhat more difficult to use.

A user with at least four ranks of Melee Weapons-*powered* or Unarmed Attack-*defensive martial arts* can ignore any improvement to a target's Strength resistance modifier that comes from the target's rank benefit with a melee weapon skill. Additionally, the Dragonfist 20 might short out powered weapons it successfully parries, forcing the opposing weapon to make a Stamina-*endurance* check or malfunction. However, these "stun-chuks" cannot be controlled



with the precision of simpler stun batons, and on any Critical Failure, the user inflicts Ordinary damage (d6s) on herself.

AVX Neural Whip

SekureTek Group

Availability: Military

Cost: \$1,000

Mass: 2 kg

Length: 135 cm

Payload: Neural shock

Accuracy: +1

Actions: 2

Type/Firepower: En/O

Damage: Special

Range: Personal

Hide: +2

Clip/charge Size: 8

Clip/charge Cost: \$150

Skill: Melee Weapons-*powered*

Utilizing the same technology developed for psi-restraints, the AVX neural whip uses a charged monofilament to short out a target's mental processes. Although the weapon causes little real damage (1s/1d4s/1d4+1s), any target hit by the neural whip is forced to make a Resolve-*mental resolve* check or be knocked unconscious (losing all his stun boxes). This check has a modifier based on the degree of success rolled on the neural whip's attack (Ordinary -1, Good +0, Amazing +1). Characters in armor are allowed to roll their Energy protection dice and receive an additional -1 step bonus to their *mental resolve* check for

every point of energy damage the armor negates.

Additionally, any character attempting to activate a psionic power who is struck by the whip in the same phase suffers a +2 penalty to his *mental resolve* check.

Templar 27-N Power Sword

Austrin Limited, Federal State of Algemron

Availability: Military

Cost: \$1,350

Mass: 5 kg

Length: 115 cm

Payload: Monomolecular edge

Accuracy: 0

Actions: 3

Type/Firepower: LI/G

Damage: d8w/d8+1w/d4m

Range: Personal

Hide: -

Clip/charge Size: 16

Clip/charge Cost: \$125

Skill: Melee Weapons-*powered*

A faster and lighter weapon than a chainsword, the Templar 27-N power sword consists of two serrated monomolecular blades that are sandwiched together and saw back and forth hundreds of times per second. This weapon was developed by the Federal State Intelligence Directorate on Galvin and is manufactured exclusively by Austrin Limited, an old branch of what is now Austrin-Ontis Unlimited. Although the weapon is fairly rare outside of the Federal State of Algemron, it might



become more common if Austrin Limited ever reunited with Austrin-Ontis.

Charge Pistols

The ultimate in slug-throwing weapons, charge weapons use an electric firing action to ensure steady, sturdy, and cheap firepower. Once thought to be nearly obsolete compared to newer energy weapons, the raw and untamed worlds of the Verge have shown the need for weapons that can be relied upon even under extreme conditions. The renewed popularity of these old standby weapons has resulted in a resurgence of new charge pistol designs.

Holdout 9mm Derringer

Dietterlich Industries
 Availability: Common
 Cost: \$300
 Mass: 0.5 kg
 Length: 8 cm
 Payload: 9 mm bullet
 Accuracy: -1
 Actions: 2
 Mode: F
 Type/Firepower: HI/O
 Damage: d4+1w/d6+1w/d4m
 Range: 4/8/20 meters
 Hide: +5
 Clip/charge Size: 2
 Clip/charge Cost: \$10
 Skill: Modern Ranged Weapons-*pistol*

An old idea updated with modern technology, the Holdout is a very small two-barrel charge pistol designed to hold only two rounds. The small size of its ammunition aids in the Holdout's compact design, but with a muzzle velocity of 4,500 meters per second, its tumbling round can inflict respectable damage. What

the Holdout loses when compared to more standard pistol designs, it gains in concealability. Early versions of this weapon were first introduced on Alaundril, and the Dietterlich Industries model has since become a common weapon for gamblers, sight-seers, and businessmen touring the rough-and-ready space of the Verge.

Pinnacle-IV 11mm Pepperbox

Dietterlich Industries
 Availability: Common
 Cost: \$425
 Mass: 0.75 kg
 Length: 14 cm
 Payload: 11 mm bullet
 Accuracy: -1
 Actions: 4
 Mode: F
 Type/Firepower: HI/O
 Damage: d4+2w/d6+2w/d4+1m
 Range: 5/10/40
 Hide: +3
 Clip/charge Size: 4
 Clip/charge Cost: \$25
 Skill: Modern Ranged Weapons-*pistol*

A larger and more powerful four-barrel version of the Holdout, the Pinnacle-IV is more popular with miners and archeologists in the Verge, who often need its heavier firepower as protection against local predators. Its solid construction makes the Pinnacle-IV a particularly sturdy weapon, providing it with a -1 bonus to any Stamina-*endurance* checks it's forced to make. However, as a weapon that has only become popular within a niche market, sales of Pepperboxes have lagged behind those of other small pistols.

Robohawk 4mm Autopistol

Soze Arms, Ltd.

Availability: Restricted
 Cost: \$1,835
 Mass: 1.8 kg
 Length: 28 cm
 Payload: 4 mm bullet
 Accuracy: +1
 Actions: 4
 Mode: F/B
 Type/Firepower: HI/O
 Damage: d4w/d6w/d4m
 Range: 8/16/40
 Hide: +1
 Clip/charge Size: 30 rounds/10 bursts
 Clip/charge Cost: \$60
 Skill: Modern Ranged Weapons-*pistol*

This large pistol is designed to give military-style rapid firepower without taking up the space of an SMG or rifle. Like other new charge weapons, the Robohawk uses low-mass, high-velocity bullets to cram a lot of fire-power into a smaller package. Because it's built by Soze Arms, consumers can be sure it is designed to inflict a lot of damage. Although it lacks the full-auto capacity of larger charge weapons, the Robohawk's rate of fire far surpasses anything in its size class.

Sonic Weapons

Although stutter guns could be considered sonic weapons due to their use of compressed waves of air, true sonic weapons are a relatively new addition to the marketplace. These medium-range weapons, often called screamers, create wedges of coherent sound capable of cutting steel or shattering someone's eardrums. Although these weapons share the stutter guns' inability to work in a vacuum, they are far more damaging than most stutter weapons. Unlike stutter guns, screamers have the added advantage of practically ignoring any armor that doesn't cover a target's ears. Partial armors such as CF long coats and cerametal mail suffer a -3 step penalty when attempting to prevent screamer damage.

Bonshee Mh IV screamer Pistol

MRA Technologies, Inc.
 Availability: Controlled
 Cost: \$1,425
 Mass: 1.1 kg

Length: 22 cm
 Payload: Coherent sonic wedge
 Accuracy: -1
 Actions: 2
 Mode: F
 Type/Firepower: LI/G
 Damage: d6+2s/d8+2s/d6+2w
 Range: 6/12/30 meters
 Hide: +2
 Clip/charge Size: 10 shots
 Clip/charge Cost: \$70
 Skill: Modern Ranged Weapons-
pistol

Although few sonic weapons are currently on the market, the Banshee Mk IV has already shown itself to be a cut above the rest. It has better range and stopping power than most screamers, and is priced more reasonably as well. This weapon is proving popular with private security forces and bodyguards who need a gun with more stopping power than a stutter pistol but have no wish to deal with the ricochets and collateral damage caused by more powerful weapons.

Banshee Mk IX Screamer SMG

MRA Technologies, Inc.
 Availability: Controlled
 Cost: \$2,150
 Mass: 3.25 kg
 Length: 40 cm
 Payload: Coherent sonic wedge
 Accuracy: -1
 Actions: 3
 Mode: B/A
 Type/Firepower: LI/G
 Damage: d6+2s/d8+2s/d6+2w
 Range: 10/20/60 meters
 Hide: +1
 Clip/charge Size: 25 bursts
 Clip/charge Cost: \$250
 Skill: Modern Ranged Weapons-
SMG

As popular as the Banshee Mk IV seems to be, the larger and more powerful Banshee Mk IX has yet to gain any following. The weapon is too big to be popular for police work and lacks the heavy damage provided by other weapons in its class. It does have the advantage of working just as well in water as it does in air, but this minor point has yet to lead to many sales. It might be that screamer technology has not yet advanced enough for a SMG class weapon to be viable.



Melter Guns

These direct-fire energy weapons are a prime example of weapon development within the Verge, and they are common in several worlds' military organizations. They use concentrated beams of microwave radiation to burn or melt their targets. Although the weapons are capable of tremendous damage, they are less able to penetrate armor than most energy weapons. Because of this, any armor struck by a melter gun rolls its largest die to stop the damage, even if that die is normally used for the LI or HI damage categories. On an Amazing hit, melter guns cause flammable objects to ignite, inflicting d4+2 wounds to the target and anyone touching it each round thereafter.

VMP 40-watt Melter Pistol

StarMech Edge One Division
 Availability: Controlled
 Cost: \$1,600
 Mass: 1.25 kg
 Length: 25 cm
 Payload: Microwave radiation beam
 Accuracy: 0
 Actions: 3
 Mode: F
 Type/Firepower: En/O
 Damage: d4+2w/d6+2w/d4+2m
 Range: 10/20/50 meters
 Hide: +2
 Clip/charge Size: 12 shots
 Clip/charge Cost: \$125
 Skill: Modern Ranged Weapons-
pistol

The very first melter weapon made by a company outside of the Verge, the VMP 40 pistol is quickly gaining popularity with military forces. Currently in the running for this year's

prestigious Merrick's Triple-Bullseye rating, the VMP 40 already has a reputation as a hard-hitting and reliable weapon.

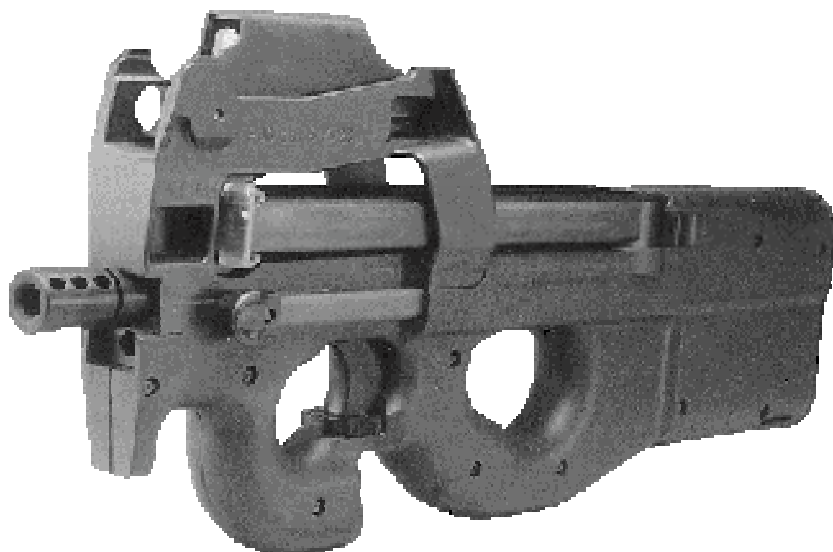
Firebird 80-watt Mega-Melter

Soze Arms, Ltd.
 Availability: Military
 Cost: \$3,425
 Mass: 3 kg
 Length: 50 cm
 Payload: Microwave radiation beam
 Accuracy: 0
 Actions: 3
 Mode: B/A
 Type/Firepower: En/O
 Damage: 2d4w/2d4+2w/d8m
 Range: 10/20/50 meters
 Hide: -
 Clip/charge Size: 6 bursts
 Clip/charge Cost: \$125
 Skill: Modern Ranged Weapons-
SMG

The Firebird is a tribute to Soze Arms' design principle, trading range and endurance for raw damage. Although the Firebird is too new for extensive field reports, it is already popular with disreputable mercenaries and strong-men. It's heavy firepower is particularly effective against soft targets, such as rioters and other civilians, but that lethality makes it unacceptable to most police forces. Although only time can say for sure, the Firebird might become a hallmark of tyrants and criminals.

Phoenix 200-watt Assault Melter

Soze Arms, Ltd.
 Availability: Military
 Cost: \$7,350
 Mass: 6.5 kg
 Length: 75 cm
 Payload: Microwave radiation beam
 Accuracy: 0



Actions: 2
 Mode: F
 Type/Firepower: En/G
 Damage: 2d4+2w/2d6+2w/2d6m
 Range: 15/30/75 meters
 Hide: -
 Clip/charge Size: 30 shots
 Clip/charge Cost: \$125
 Skill: Modern Ranged Weapons-*rifle*

Although the short range and low endurance of the Firebird seems to doom it to illicit use, the heavier Phoenix might gain acceptance with some military groups as an assault weapon against hardened targets. It still suffers the lack of armor penetration common to all melter weapons, but the Phoenix's high damage output makes such concerns moot. Tests of the Phoenix against a suit of Tiger Mod 6 powered armor were so impressive that even the weapon's lack of burst fire or full-auto capacity might be overlooked.

Repulser Weapons

Repulsers work on the same gravity manipulation technology as renders. However, instead of setting up conflicting tidal gravitational forces within a target, the repulsers send a tremendous wave of repelling gravitons into the target. Although these weapons do relatively little damage, their good range and unique stopping power have made them popular with several police and security forces.

Stalwart ZF Repulser Pistol

StarMech Edge One Division
 Availability: Restricted
 Cost: \$1,325
 Mass: 1.75 kg
 Length: 20 cm
 Payload: Graviton beam
 Accuracy: 0
 Actions: 3
 Mode: F
 Type/Firepower: En/O
 Damage: d4s/d4w/d6w
 Range: 20/40/100 meters
 Hide: +2
 Clip/charge Size: 20 shots
 Clip/charge Cost: \$100
 Skill: Modern Ranged Weapons-*pistol*

The Stalwart ZF was developed by StarMech Edge One Division from their Z-LOC render rifle. In addition to hitting a target, the repulser throws a man-sized target back 1d4 meters on an Ordinary hit, 1d6 meters on a Good hit, and 1d8 meters on an Amazing hit. Targets larger than man-sized are merely knocked down. If the target hits a solid, upright object before traveling the full distance, she takes stun damage equal to the number of meters she was thrown. Although the Stalwart ZF is very popular with some security organizations, it simply doesn't do enough damage to gain widespread acceptance.

Defender 4 Repulser
 Austrin-Ontis Unlimited

Availability: Restricted
 Cost: \$1,825
 Mass: 3.75 kg
 Length: 50 cm
 Payload: Graviton beam
 Accuracy: 0
 Actions: 3
 Mode: F/B/A
 Type/Firepower: En/O
 Damage: d6s/d6w/d4m
 Range: 40/80/200 meters
 Hide: —
 Clip/charge Size: 10 bursts/30 shots
 Clip/charge Cost: \$100
 Skill: Modern Ranged Weapons-*SMG*

Not long after the release of the Stalwart ZF, Austrin-Ontis Unlimited released its own larger repulser weapons. The Defender 4 is a large and powerful SMG, capable of knocking down a small roomful of opponents. In addition to hitting a target, the Defender 4 throws a man-sized target back 1d8 meters on an Ordinary hit, 1d12 on a Good hit, and 4d6 on an Amazing hit. For every doubling of mass beyond man-sized, the weapon throws an object half as far. If the target hits a solid, upright object before traveling the full distance, he takes stun damage equal to the number of meters he was thrown. Although still a novelty among Austrins, the Defender 4 promises to be seen and sold throughout the Stellar Ring and the Verge very soon.

Avenger 5 Repulser Rifle

Austrin-Ontis Unlimited
 Availability: Restricted
 Cost: \$4,220
 Mass: 5 kg
 Length: 85 cm
 Payload: Graviton beam
 Accuracy: 0
 Actions: 3
 Mode: F/B/A
 Type/Firepower: En/O
 Damage: d8s/d8w/d6m
 Range: 60/120/300 meters
 Hide: -
 Clip/charge Size: 10 bursts/30 shots
 Clip/charge Cost: 0100
 Skill: Modern Ranged Weapons-*rifle*

The Avenger 5 is an oddity among rifles. Although its damage output falls far short of other energy rifles, its ability to toss around things the size of a weren or a suit of AAS-23



Titan assault armor has certain tactical possibilities. The Avenger 5 can throw a target twice the size of a man back 1d12 meters on an Ordinary hit, 3d6 on a Good hit, and 3d12 on an Amazing hit. Every doubling of a target's mass halves the distance the target is thrown. If the target hits a solid, upright object before traveling the full distance, she takes stun damage equal to the number of meters she was thrown.

Miscellaneous Direct Fire Weapons

There are numerous weapons that incorporate many of the unusual beams and particles discovered by scientists. Most of these never get past the stage of experimental models, but a few have become common enough to deserve mention here.

X-LOK Render Pistol

StarMech Edge One Division
 Availability: Restricted
 Cost: \$1,450
 Mass: 1.5 kg
 Length: 30 cm
 Payload: Graviton beam
 Accuracy: 0
 Actions: 4
 Mode: F
 Type/Firepower: En/O
 Damage: d4+1s/d4+1w/d4m
 Range: 10/20/50 meters
 Hide: +2
 Clip/charge Size: 12 shots
 Clip/charge Cost: \$75
 Skill: Modern Ranged Weapons-pistol

Although far less popular than the larger Z-LOC render rifle, the X-LOK has the advantages of concealability and speed. Its low damage is offset by its excellent armor penetration. Armor is reduced to its minimum pro-

tection value against an X-LOK's attack. For example, cerametal armor normally stops d6 points of energy damage, but against the X-LOK it only stops 1 point, the minimum possible (no roll allowed).

G12 Plasma Pistol

A.M. Industries, Orion League
 Availability: Military
 Cost: \$2,175
 Mass: 2 kg
 Length: 25 cm
 Payload: Incandescent plasma
 Accuracy: 0
 Actions: 3
 Mode: F
 Type/Firepower: En/G
 Damage: 2d4w/2d4+1w/2d4+2w
 Range: 20/40/100
 Hide: +1
 Clip/charge Size: 3
 Clip/charge Cost: \$100
 Skill: Modern Ranged Weapons-pistol

The G12 plasma pistol follows the same design principle as sabot and flechette pistols, providing heavy firepower in a small weapon at the expense of good ammo capacity or range. Although rarely used by military forces. It has also gained some popularity with independent explorers, who often prefer one-shot stopping power to other considerations.

Ph60 Flash Gun

Karadnya-Brusilev Industries
 Availability: Common
 Cost: \$650
 Mass: 1 kg
 Length: 22 cm
 Payload: Non-coherent light
 Accuracy: -1
 Actions: 4
 Mode: F
 Type/Firepower: NA
 Damage: NA

Range: 20/45/100
 Hide: +3
 Clip/charge Size: 45 shots
 Clip/charge Cost: \$850
 Skill: Modern Ranged Weapons-pistol

The Ph60 flash pistol is a weapon designed to confuse or incapacitate a target without injuring him. It creates a very tightly focused beam of bright, strobing light that can blind and occasionally knock out an opponent. A target hit by a flash gun must make a *Resolve-physical resolve* check or be blinded for 1d6 rounds on an Ordinary hit, 1d8 rounds on a Good hit, and 1d12 rounds on an Amazing hit. Tinted eyewear, environmental suits, or powered armor helmets provide a -1, -2, or -3 step bonus to the *physical resolve* check. Because the bright strobe light can temporarily cause a targets mental capabilities to temporarily short out, an Amazing hit requires the target to make a *Stamina-endurance* check to avoid being knocked unconscious, in addition to the *physical resolve* check.

*Owen Stephens is a big fan of science fiction, especially the kind of epic galactic adventure found in the Star*Drive universe. He waited in line for a day to get tickets to see The Phantom Menace and also plans to camp in front of his local game store for the week leading up to the release of the new Star Wars RPG later this year.*

The weapons of *Fallout 2* for the Altermity game

By Bruce R. Cordell

Radiation seeped from the wounded earth. The crater was cracked and old, but still hot enough to peg the rusty Geiger counter. Gamma radiation is typical for craters found in the Wastes; most of them mark the graves of cities destroyed in a rain of fire almost two hundred years ago.

I popped my last Rad-X, hoping it would protect me from excessive exposure as I explored the floor of the pit. Thankfully, I'd had sense enough to barter a couple inhalers of Jet for a long coil of sturdy rope. I made it to the bottom of the crater with little trouble.

"Damn it, Cassidy, get down here," I yelled up to my traveling companion. "There are tunnels all through the strata!" Indeed, though hidden from the crater's lip, low tunnels branched away at floor level in all directions, all of them dark and undoubtedly dangerous.

Not bothering to hold the rope for Cassidy, I unholstered the YK32 Pulse Pistol. Booty from a derelict Vault, the shiny pistol was my claim to fame. With it in hand, I knew that there were few threats in all the Wastes that I couldn't face down. Now all I needed to find was a big stash of the energy cells the pistol was so greedy for...

I heard the clicking before I saw the glow. It came out of the largest tunnel, the one that I suspected was once part of a old-time sewer. Half metal and half flesh, the creature moved faster than anything I'd ever seen, and it was coming right at me. I knew in an instant it was kill or be killed. I raised the YK32 and fired an arc of electric death at the behemoth, hoping and praying that the weapon would protect me in this, my moment of need.

Fallout 2 is the anticipated sequel to the *Fallout* computer roleplaying game from Interplay. *Fallout* and its sequel describe a world that has survived—barely—the nightmare of full-scale nuclear war. Most of the world was utterly devastated during the war. Ecosystems failed, and life on Earth was pushed to the brink. However, self-contained Vaults were prepared against just such a catastrophe, and entire generations lived and died, sheltered below the surface in sealed havens. They waited for the worst of the fall-

out and hard radiation to fade.

Now, the Vaults are beginning to open. Humans must move from their havens into a harsh new world where life is a commodity. Those who would survive must find new ways to eke out life in the blasted Wastes. Worse, they must defend themselves from the degraded remnants of humanity and mutants that survived the war without the benefit of a productive Vault. Like food and water, weapons are now a necessity of life.

Weapon	Skill	Mode	Acc	Range	Type	Damage (O/G/A)
POWER FIST, SPIKED	Unarmed— <i>brawl</i>	n/a	0	Personal	LI/O	d6+1s / d6w / d6+2w
SUPER SLEDGE	Melee— <i>powered</i>	n/a	0	Personal	LI/O	d8+2s / d6+2w / d8+2w
CATTLE PROD	Melee— <i>powered</i>	n/a	0	Personal	En/O	d8s / d4+2w / d6+2w
RIPPER	Melee— <i>powered</i>	n/a	+1	Personal	LI/G	d4+1w / d6+2w / d4+1m
10MM AUTOMATIC	Mod— <i>pistol</i>	F/B	0	6/12/40	HI/O	d4w / d4+1w / d4m
.44 MAGNUM REVOLVER	Mod— <i>pistol</i>	F	0	6/12/50	HI/O	d4+2w / d4+3w / d4+2m
DESERT EAGLE	Mod— <i>pistol</i>	F	0	6/12/50	HI/O	d4+1w / d4+2w / d4+1m
14MM AUTOMATIC	Mod— <i>pistol</i>	F/B	0	10/20/60	HI/O	d6+1w / d6+2w / d6+1m
9MM MAUSER	Mod— <i>pistol</i>	F	0	6/12/50	HI/O	d4w / d4+1w / d4m
NEEDLER	Mod— <i>pistol</i>	F	-1	8/16/40	LI/O	1w / d4-1w / d6w*
.223 AUTOLOADER	Mod— <i>pistol</i>	F	-1	8/20/65	HI/O	d6+1w / d6+2w / d6m
PPK12 GAUSS	Mod— <i>pistol</i>	F	0	10/20/100	En/G	2d4w / 2d4+1w / d4+3m
RED RYDER BB GUN	Mod— <i>rifle</i>	F	+2	4/8/16	LI/O	1s / d4-1s / 1w
PIPE RIFLE	Mod— <i>rifle</i>	F	+1	30/60/150	HI/O	d4+1s / d4w / d4m
HUNTING RIFLE	Mod— <i>rifle</i>	F	-1	40/80/240	HI/O	d6w / d8+1w / d6m
SNIPER RIFLE	Mod— <i>rifle</i>	F	-2	50/100/300	HI/O	d4+2w / d6+2w / d4+1m
ASSAULT RIFLE	Mod— <i>rifle</i>	F/B/A	0	60/120/300	HI/O	d4+2w / d6+3w / d4+1m
H&K G11	Mod— <i>rifle</i>	F/B/A	0	40/80/200	HI/O	d4+2w / d6+2w / d4+1m
M72 GAUSS RIFLE	Mod— <i>rifle</i>	F/B	0	80/200/500	HI/G	d4+4w / 2d4+2w / 2d4m
SAWED-OFF SHOTGUN	Mod— <i>rifle</i>	F	-1	4/8/16	HI/O	d4w / d6+1w / d4+1m
COMBAT SHOTGUN	Mod— <i>rifle</i>	F/B	0	6/12/30	HI/O	d4w / d6+1w / d4+2m
H&K CAWS	Mod— <i>rifle</i>	F/B	0	8/16/40	HI/O	d4w / d6+1w / d4+2m
PANCOR JACKHAMMER	Mod— <i>rifle</i>	F/B/A	0	10/20/60	HI/G	d4w / d6+1w / d4+2m
10MM SMG	Mod— <i>SMG</i>	F/B/A	0	10/20/80	HI/O	d4+1w / d4+2w / d4+1m
TOMMY GUN	Mod— <i>SMG</i>	F/B/A	0	12/24/80	HI/O	d4+1w / d6+2w / d6+1m
H&K P90C	Mod— <i>SMG</i>	F/B/A	0	15/30/100	HI/O	d4+2w / d6+2w / d6+2m
M3A1 GREASE GUN	Mod— <i>SMG</i>	F/B/A	0	10/20/80	HI/O	d4+2w / d6+2w / d6+2m
M60	Hvy— <i>direct</i>	B/A	0	100/400/1000	HI/G	d6w / d6+3w / d6m
MINIGUN	Hvy— <i>direct</i>	A	-1	100/400/1000	HI/G	d4+1w / 2d4w / d6m
AVENGER MINIGUN	Hvy— <i>direct</i>	A	-1	110/420/1040	HI/G	d4+2w / 2d4+1w / d6+1m
VINDICATOR MINIGUN	Hvy— <i>direct</i>	A	-1	120/440/1100	HI/G	d6+2w / 2d4+3w / d6+3m
H&K G11E	Hvy— <i>direct</i>	F/B/A	-1	110/420/1040	HI/G	d6+2w / 2d4+2w / d8m
FLAMETHROWER	Hvy— <i>direct</i>	F	0	6/12/30	En/G	d6+1w / d8+3w / d8+4w
ROCKET LAUNCHER	Hvy— <i>direct</i>	F	0	1000/2000/4000	HI/G	d4+1w / d6+2w / d4+2m
LASER PISTOL	Mod— <i>pistol</i>	F	-1	20/40/200	En/G	d6+1w / d6+2w / d4+1m
SOLAR SCORCHER	Mod— <i>pistol</i>	F	0	15/30/100	En/O**	d6+1w / d6+2w / d6+1m
LASER RIFLE	Mod— <i>rifle</i>	F	-1	100/400/1000	En/G	d6+1w / d6+3w / d6+2m
GATLING LASER	Hvy— <i>direct</i>	F/B	0	80/300/600	En/G	d6+1w / d6+2w / d4+1m
ALIEN LASER PISTOL	Mod— <i>pistol</i>	F	0	6/12/30	En/G	d6+2w/2d4+2w/d4+2m
YK32 PULSE PISTOL	Mod— <i>pistol</i>	F	-1	40/80/300	En/G	d6+2w / d8+2w / d6+1m
YK42B PULSE RIFLE	Mod— <i>rifle</i>	F	-1	100/200/400	En/A	d6+2w / d8+2w / 2d6+4m
PLASMA PISTOL	Mod— <i>pistol</i>	F	0	40/80/300	En/G	d6w / d6+1w / d6m
PLASMA RIFLE	Hvy— <i>direct</i>	F	0	50/100/400	En/G	dD8w / d8+2w / d6+3m
TURBO PLASMA RIFLE	Hvy— <i>direct</i>	F	0	80/300/600	En/G	d8+1w / d8+4w / 2d6m

Hide	Actions	Ammo	Clip Size	Clip Cost	Mass	Cost
—	4	energy cell	50	\$125	2	\$2,220
—	3	n/a	n/a	n/a	4	\$3,750
—	3	energy cell	10	\$25	1.5	\$600
—	2	energy cell	25	\$62	4	\$900
+2	4	10mm	30/3	\$50	2	\$250
+1	3	.44	6	\$6	1	\$600
+1	3	.44	12	\$12	1	\$4,800
+1	3	14mm	20/2	\$60	2	\$1,100
+2	4	9mm	20	\$40	1	\$300
+3	3	hypo*	20	\$100	1	\$2,300
+1	4	.223	20	\$60	2	\$3,500
+2	3	2mm EC	10	\$150	1.5	\$4,500
+1	2	BBs	100	\$10	2	\$200
—	2	10mm	10	\$16	5	\$200
—	2	.223	20	\$60	5	\$1,000
—	2	.223	6	\$18	5	\$2,200
—	4	5mm	30/10	\$100	3	\$1,300
—	4	4.7 caseless	30/10	\$200	2	\$6,500
—	2	2mm EC	30/3	\$150	4	\$8,250
+1	2	12 gauge	5	\$15	3	\$600
—	2	12 gauge	10/3	\$30	3.5	\$2,750
+1	2	12 gauge	10/3	\$30	3	\$4,750
—	3	12 gauge	20/6	\$60	4	\$5,550
—	3	10mm	30/10	\$50	3	\$1,000
—	3	.223	30/10	\$90	4	\$1,200
—	4	10mm	30/10	\$50	3.5	\$1,700
—	4	.44	30/10	\$30	3	\$2,500
—	2	7.62mm	—/10	\$100	16	\$3,500
—	2	5mm	40/10	\$130	18	\$3,800
—	2	5mm	40/10	\$130	20	\$5,500
—	2	5mm	40/10	\$130	22	\$8,500
—	3	4.7 caseless	30/10	\$200	16	\$7,000
—	2	fuel	10	\$200	22	\$2,000
—	1	rocket	1	\$1000	18	\$2,300
+3	4	energy cell	20	\$50	1	\$1,400
+2	4	none**	n/a	n/a	2	\$2,000
—	4	fusion cell	20	\$200	3	\$5,000
—	2	fusion cell	30/10	\$350	16	\$7,500
+3	4	energy cell	40	\$100	1	\$10,000
+2	4	energy cell	15	\$150	2	\$8,500
—	3	energy cell	30	\$300	4	\$12,500
+2	4	energy cell	20	\$200	2	\$2,750
—	2	fusion cell	10	\$100	14	\$4,000
—	2	fusion cell	10	\$100	20	\$6,000

How To Read the Weapon Table

Weapon: The common name of the weapon.

Skill: The name (often abbreviated) of the skill a character needs to avoid using the weapon untrained.

Acc: Accuracy, an optional rule. A number other than 0 indicates that a bonus or a penalty is applied to the wielder's skill check to account for the weapon's accuracy.

Md: Mode, not applicable to melee weapons. This column indicates whether a weapon fires a single shot per phase (F), a burst (B), or is capable of autofire (A). If the weapon can be operated in more than one mode, then the user can decide which one he wishes to employ. For more information, see "Automatic Weapon Attack Modes" on page 74 in the *ALTERNITY Players Handbook*.

Range: The weapon's range, expressed as "Personal" for melee weapons and as a series of numbers for ranged weapons. The numbers represent short/medium/long range in meters.

Type: The first listing describes the form of damage the weapon inflicts: low impact (LI), high impact (HI), or energy (En). The second list describes the weapon's fire power: Ordinary (O), Good (G), or Amazing (A). If a weapon's firepower is inferior to the toughness of armor, any damage the weapon inflicts is degraded one category (e.g., mortal damage becomes wound damage, etc.).

Damage: The amount of damage a weapon inflicts. Format is Ordinary/Good/Amazing, and the appropriate damage is applied depending on the result of the wielder's skill check.

Hide: The penalty applied to an opponent's Awareness-*perception* check to spot the weapon. A listing of "-" indicates that the weapon cannot be concealed.

Actions: An optional rule. The number of times that a weapon can be used in a single round.

Ammo: The type of ammunition, be it ball, slug, energy, or fusion cell, necessary to fire the weapon.

Clip Size: For powered melee weapons, this number is equal to the number of hits the weapon can strike before its charge is gone. For ranged weapons, energy weapons, and heavy weapons, this number describes how many shots a weapon can fire before its clip or cell is exhausted. A number after the slash mark (/) indicates the number of bursts that may be fired from a full single clip. Generally, each use of a weapon in burst mode expends one burst (three shots) of ammunition, while each use of autofire mode expends three bursts. A dash to the left of the slash mark indicates that the weapon can't be used in single-shot mode.

Clip Cost: The average cost of a clip of the appropriate ammunition, according to Fallout barter-cash prices. These prices are not necessarily commensurate with ALTERNITY prices for similar weapons.

Mass: The weapon's mass, in kilograms.

Cost: The average price a warrior of the wasteland can expect to pay either in gold or barter when wandering the blasted landscape after the Fallout. These prices are not necessarily commensurate with ALTERNITY game prices for similar weapons.

** The solar scorcher magnifies and collates ambient sunlight for energy; in the absence of full daylight the scorcher doesn't work.

The ALTERNITY game rules are uniquely suited for use in any role-playing setting that blends archaic and superscience aspects. Game-masters with the inclination could run a post-holocaust campaign based on the story of *Fallout* using the ALTER-NITY game, but whether your game is modern, futuristic, or somewhere in between, you can enhance the arsenal with these ALTERNITY game statistics for the weapons of *Fallout 2*.

POWER FIST, SPIKED: This metal gauntlet delivers a powerful kinetic boost from a small energy cell with every punch. The weight of the metal gauntlet, the spikes, and the inertial boost provided by the energy cell combine to create a weapon feared by all who must face it in close combat.

SUPER SLEDGE: It is hypothesized that super sledgehammers (developed before the war) contain hollow shafts filled with mercury or some other metallic liquid. Whatever the truth, anyone struck by a super sledge is guaranteed to be knocked silly.

CATTLE PROD: In the hands of a skilled martial-artist, the simple cattle prod becomes a deadly weapon. Powered by a small energy cell, a successful strike jolts the foe with too many volts for comfort.

RIPPER : A Ripper vibroblade is powered by a small energy cell. The chain blade rips and tears foes, causing more damage than a normal blade.

10MM AUTOMATIC: A common weapon of the Wastes, the 10mm automatic pistol is capable of single and burst mode. The pistol is a popular choice because of the relatively large amount of 10mm ammo that has survived.

.44 MAGNUM REVOLVER: The .44 Magnum fires magnum cartridges that have more explosive charge than cartridges of the same size. Thus, the .44 Magnum is a popular weapon in the Wastes.

DESERT EAGLE: The Desert Eagle is a .44 Magnum pistol with a longer, rifled barrel. A less common but lethal firearm, the Desert Eagle is seen most often in the hands of bandits.

14MM AUTOMATIC: Like the 10mm, the 14mm automatic is capable of single and burst modes. It fires larger rounds, and subsequently is more

effective than the 10mm; however, 14mm ammo is more difficult to find.

9MM MAUSER: Already an antique weapon before the nuclear devastation, working 9mm Mausers are even rarer after the *Fallout*. Still, the weapon packs a wallop if appropriate rounds can be secured.

NEEDLER : The Bringham Needler Pistol was once used for scientific field studies. It uses small, hard-plastic hypodermic darts as ammo. Most hypo rounds are filled with anesthetic; however, some hypo rounds are filled with pure poison.

.223 AUTOLOADER: This over-sized pistol fires .223 rounds to exceptional effect. If this weapon has a negative aspect, it's that it doesn't have burst or autofire modes. Still, a single well-placed shot is usually sufficient to stop a mantis in its tracks.

PPK12 GAUSS: This experimental weapon is among those weapons developed on the eve of the war. It utilizes rare 2mm Electric Cartridges that are propelled by electromagnets. When the proper ammo can be found, the PPK12 ranks at the top of the scale in the cartridge pistol category for pure stopping power.

RED RYDER BB GUN: A weapon that was considered a toy even before the war, the BB gun fires loose metallic beads with bursts of pressurized air. The weapon is not good for much more than an annoyance even at close range. Of course, those who are exceptionally skilled with it can put out a foe's eye.

PIPE RIFLE: Rifles are wonderful because the long barrel allows a foe to be hit accurately from far away. Even a home-made pipe rifle, utilizing cast-off pieces of pistols and iron pipes, can hit a target far away, even if the potential damage doesn't often amount to much.

HUNTING RIFLE: The hunting rifle is a staple of prewar civilization, and no card-carrying member of the NRA was without one. Thus, after the *Fallout*, hunting rifles remain ubiquitous, and the .223 ammo plentiful.

SNIPER RIFLE: Made to military spec, this long-barreled rifle fires .223 cartridges accurately at extreme range, and lethally at short and mid ranges, making the weapon the preferred choice for assassins.

ASSAULT RIFLE: Assault rifles are really submachine guns in disguise;

these weapons can fire single shots, bursts, or fire continuously until the magazine is exhausted. Furthermore, the assault rifle has the range equal to or better than that of standard rifles

H&K G11: This gun revolutionized assault weapon design. It fires a caseless cartridge consisting of a slug buried in a block of propellant. The resultant weight and space savings provide for increased magazine capacity.

M72 GAUSS RIFLE: The M72 rifle is a German design. Like the Gauss pistol, the rifle uses an electromagnetic field to propel EC rounds at tremendous speed. Rounds fired from the M72 can pierce almost any obstacle; its range, accuracy, and stopping power are almost unparalleled.

SAWED-OFF SHOTGUN: A standard shotgun with a sawed-off barrel makes it almost impossible not to hit a nearby target; in fact, this shotgun variation is sometimes called a "room broom." However, the wide shot dispersal is traded for less lethality and a significantly curtailed range.

COMBAT SHOTGUN: The combat shotgun is a Winchester city-killer 12-gauge shotgun, bullpup variant. The weapon usually possesses the optional Desert Warfare environmental sealant for extra reliability.

HBH CAWS: CAWS stands for Close Assault Weapon System (while H&K stands for the company that produced this weapon: Heckler and Koch). The bullpup layout gives this close range shotgun a short, easily manageable length, while retaining sufficient length for firing high velocity shells.

PANCOR JACKHAMMER: A variant of the CAWS, this shotgun was manufactured by Pancor, an H&K rival before the war wiped out both companies. The Jackhammer is an improvement on the CAWS, utilizing sleeker design and superb rifling; it's doubtful that a better designed shotgun exists.

10MM SMG: The Heckler and Koch MP9 submachine gun, 10mm variant, is a medium-sized SMG. Particularly useful because of its reliance on the still plentiful 10mm ammo, the SMG is a favorite for Waste warriors who like to burn through ammo at an alarming rate using burst mode.

TOMMY GUN: "Tommy" stands for Thompson; a Tommy Gun is a Thompson submachine gun named

after John Thompson, an American army officer who died long before the Fallout. The original Tommy Gun fired .45 caliber rounds; however, variants found in the Wastes predominantly fire .223 rounds.

H&K P90C: The Heckler and Koch P90c was just coming into use at the time of the war. The weapon's compact design makes it easy to control. The durable P90c is prized for its reliability and excessive fire power (it has both single and burst modes), all bundled in a ruggedly compact package.

M3A1 GREASE GUN: This submachine gun filled National Guard arsenals after the Army replaced it with newer weapons. However, the "grease gun" was simple and cheap to manufacture, so many remain in use, even after the time of nuclear fire.

M60: The M60 is a heavy machine gun. Its rate of fire significantly surpasses submachine guns, but its large size, weight, and general unwieldiness make it a poor choice for those untrained in its use or for those of slight frame. However, those who are trained to use a heavy machine gun, and are strong enough to do so (minimum STR of 10), are feared far and wide.

MINIGUN: Personal miniguns are multibarrled chainguns that fire 5mm ammo at muzzle velocities in excess of 60,000 RPMs. The standard Rockwell CZ53 Personal Minigun fires more rounds per burst, while the Avenger and Vindicator models are each successively more lethal than the base model.

H&K G11E: This Heckler and Koch weapon is the heavy machine gun variant of the smaller G11. Like the base model, the G11E fires a caseless cartridge consisting of a slug buried in a block of propellant, but it fires more of them at increased muzzle velocity.

FLAMETHROWER: The Flambé 450 model Flamethrower, Varmiter Variation, consists of an inline incendiary tank and gun-like nozzle. The flamethrower fires a short spray of hot, flaming liquid. Targets hit by the flaming jellied fuel usually expire in a lethal blaze, giving the 450 model its colorful Flambé appellation.

ROCKET LAUNCHER: First produced as an infantryman's antitank

weapon before the war, this shoulder-fired rocket launcher is also useful against aliens, robots, mutants, and other dangers of the Wastes. Experienced users know enough not to fire the rocket launcher at targets in close proximity.

LASER PISTOL: The most common laser pistol model to survive the war in any number is the Wattz 1000 Laser Pistol. The Wattz pistol is a civilian model, so the wattage is lower than police or military versions rumored to exist. Still, the laser pistol efficiently collimates energetic photons to form a coherent beam of lethal energy. It beats standard pistols in almost every category.

SOLAR SCORCHER: A radical design, the solar scorcher was a prototype weapon that never made it into mass production. However, a few of these weapons are still found in the Wastes almost two hundred years after they were developed because these pistols don't require ammo. Instead, the solar scorcher magnifies and collates ambient sunlight for energy; in the absence of sunlight, the scorcher doesn't work.

LASER RIFLE: The laser rifle collimates light like a laser pistol. The laser rifle's extreme range makes it the weapon of choice for snipers. Because the beam remains coherent at long range, potential damage to the foe does not decrease with distance.

GATTLING LASER: Utilizing the minigun concept, the gattling laser is a military grade laser rifle with a rotating multibarrled chaingun-like configuration. Thus, the gattling laser is capable of firing "bursts" like an automatic or machine gun; however, these bursts consist of daggers of coherent light.

ALIEN LASER PISTOL: Little is known about these strange, pistol-like weapons. Reportedly found in association with creatures so strange that they might not be mutants, the alien laser pistol fires an arc of devastating energy. Its main drawback is its very short range.

YK32 PULSE PISTOL: The YK32 Pulse Pistol is an electrical pulse weapon developed by the Yuma Flats Energy Consortium prior to the end of the last civilization. Though powerful, the YK32 was never considered a powerful weapon due to its inefficient energy usage and bulky design. Still,

it consistently emits more energetic pulses than a standard laser pistol.

YK42B PULSE RIFLE: The YK42B is an electrical pulse weapon. Like the YK32, it was developed by the Yuma Flats Energy Consortium. However, it is considered a far superior weapon to the YK32 pistol, as it possesses increased charge capacity and range. With its increased charge capacity, it often exceeds the raw power of the vaunted plasma pistol.

PLASMA PISTOL: The Glock 86 Plasma Pistol was designed by the Gaston Glock AI; nothing designed by man comes close to the pure lethality bundled in such a small package. The plasma pistol fires bolts of superheated, stripped ions generated by the delivery of an electrical shock to a large electro-chemical shell.

PLASMA RIFLE: Taking the design of the Glock AI and enlarging it, the plasma rifle was born; specifically, the Winchester Model P94 Plasma Rifle. The weapon is an industrial-grade energy weapon that fires superheated bolts of stripped ions like the plasma pistol. However, the innovation of the rifle is the introduction of a superconducting barrel, allowing the plasma to stream at unprecedented velocities.

TURBO PLASMA RIFLE: The turbo plasma rifle is an even heavier version of the "standard" plasma rifle. By not making compromises for weight and bulk, the turbo plasma rifle, while unwieldy, contains close to the maximum firepower available in a handheld personal weapon. Though range is still limited in comparison to laser weapons, bolts of plasma fired by the turbo rifle have greater range and inflict more damage than any other plasma weapon--inside the effective range, the plasma weapons beat laser weapons hands down.

Bruce loves post-holocaust scenarios, although he still flinches when his friends remind him of "gamma moths." Undeterred by past mistakes, Bruce launched a new campaign set in the aftermath of a Cheezy-Poof Quantum Cascade.