

Fallout Hand to Hand Bible

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Introduction

Unarmed Combat

The grizzled old coot stood still in the alleyway, checking his gun. Depleted of ammo, he nevertheless made sure of it's condition before reholstering the pistol for later cleaning and reloading. Suddenly, a figure stepped forth from the shadows! Dressed in the same garb as his dead adversaries, the figure leveled a revolver at the old man, snarling with rage. Quick as a cat the old warrior pivoted on one foot to face his enemy, leaning to one side as he slapped the gun out of the way with the other. His other hand extended into a blade which plunged into the gut of the startled assailant. Gasping and clutching his tortured abdomen, the attacker found himself the ungrateful recipient of repeated blows to the face, neck, and torso, before finally collapsing in a crumpled heap.

As the old coot began stomping this latest target with his boots, he muttered to himself, "Damnation. You'd think they'd learn by now that just 'cuz I'm not packing don't mean I ain't dangerous..."

Unarmed Combat is older than the Stone Age, older than Man himself, the province ruled by the Tiger, the Bear, the wild predator. Unarmed Combat is the fighting method based on the premise that only living creatures are ever dangerous, never an inanimate tool.

Once man developed weapons and tools, he readily developed techniques to maximize

his efficiency with such implements. However, when losing his weapon, from casting the spear at the foe, or being disarmed by a clever maneuver, he found that his disadvantage against his armed opponent brought all but certain death. Man has never sat back quietly to accept defeat, however, no matter how the cards are stacked. He began developing techniques to keep himself alive when without weapons. Over time, these skills proved useful when not carrying weapons at hand, when facing hostiles that he did not wish to kill, or simply for personal honor, as he strove for the ability to kill with his bare hands, becoming a weapon rather than simply using one. Unarmed combat is truly one of the finest demonstrations of mankind's indomitable will.

Role in Combat

Anyone who's studied with a competent instructor has been told that his Martial Art is to be used "when there is no other choice." This not only means that it is only for self defense. It also entails "when you don't have a better method of protection at hand." A knife goes a long way towards enhancing the abilities of a fighter. So do guns. A spearfinger strike to the throat can kill, but a 12 ga. will do it a lot quicker.

In Fallout, whether from radiation's subtle effects, extreme survival conditions, or whatnot, characters can opt to become true masters of barehanded fighting. But take note from Fallout Tactics, that even the hand to hand specialist is well advised to carry a weapon for extreme situations. A sack of grenades, or a SMG will really go a long way towards increasing your chances of living to seeing a ripe old age.

Styles

There are as many styles of combat as there are subcultures within cultures. Each style of MA has it's own set of techniques, it's own personal philosophy, it's own "energy". Karateka can smash bricks with their bare hands, as Aikidoka send opponents flying across the landscape with a gentle push. Listed here are a set of fighting styles, and their effects on the character's abilities. (Note: all secondary attacks already learned may be used interchangeably, unlike F2)

Standard Rough and Tumble-this is the default method of fighting in Fallout. Involving An amalgamation of fairly effective punches and kicks, it is the typical streetfighting method. No modifiers.

Primary Hand attacks: Punch, 3 AP

Strong Punch, 3 AP, +3 Damage, unarmed 55%, Agility 6

Hammer Punch, 3 AP, +5 Damage, +5% critical, unarmed 75%, Strength 5, Agility 6, level 6

Haymaker, 3 AP, +7 Damage, +15% critical, unarmed 100%, agility 7, strength 5, level 9

Secondary Hand attacks: Jab, 3 AP +3 Damage, +10 critical, unarmed 75%, agility 7, strength 5, level 5

Palm Strike, AP 6, +7 Damage, +20% critical, armor piercing, unarmed 115%, strength 5, agility 7, level 12

Piercing Strike, AP 8, +10 Damage, +40% critical, armor piercing, unarmed 130%, strength 5, agility 7, level 16
Primary kick attacks: Kick, 4 AP
Strong Kick, 4 AP, +5 Damage, unarmed 40%, agility 6
Snap Kick, 4 AP, +7 Damage, unarmed 60%, strength 6, agility 6, level 6
Power Kick, 4 AP, +9 Damage, +5% critical, unarmed 80%, strength 6, agility 6, level 9
Secondary Kick attacks:
Hip Kick, AP 7, +7 Damage, unarmed 60%, agility 7, strength 6, level 6
Hook Kick, AP 7, +9 Damage, +10% critical, armor piercing, unarmed 100% strength 6, agility 7, level 12
Piercing Kick, AP 9, +12 Damage, +50% critical, armor piercing, unarmed 125%, agility 8, strength 6, level 15

Taekwondo-the art of Korea, a land noted for repeated incursions by foreign armies. It's inclusion in the Olympics proved a slap in the face to their former Japanese overlords, who had striven without success for years to have Karate made an event, and had made derogatory references claiming TKD to be a mere copy of Japanese fighting. Also known as Soobak, Tang Soo Do, and Hwarang-do. With this art, the Perk Breaking Strike may be learned. Lose 2 AP for the purposes of movement, however, as TKD requires a series of deep stances, which the practitioner flows into smoothly according to his needs(AP may still be used for attacks, of course).

Primary Hand attacks: Reverse Punch, 3 AP
Power Punch, 3 AP, +2 Damage, level 5, strength 5, 60% unarmed
Shatterhand Punch, 3 AP, +6 Damage, +20% critical, Strength 7, unarmed 90%, level 10
Secondary: Palm heel strike, 4 AP, +2 to damage, 60% unarmed, strength 4, level 3
Ridgehand strike, 5 AP, +4 to damage, +10 to critical, 90% unarmed, strength 5, agility 4, level 6
Spearfinger strike, 6 AP, +6 to damage, +50 to critical, armor piercing, 150% unarmed strength 5, agility 6, level 15
Primary Leg attacks: Snap front kick, 4 AP
Snap Side kick, 4 AP, armor piercing, 70% unarmed, agility 6, level 6
Secondary: Round kick, 4 AP, +1 to damage
Side kick, 5 AP, +8 to damage, armor piercing, 60% unarmed, strength 5, agility 4, level 4
Hook kick, 5 AP +6 to damage, 70% unarmed, strength 5, agility 5, level 5
Jump front kick, 5 AP, +6 to damage, +10% to critical, 80% unarmed, strength 5, agility 5, level 6
Spinning side kick, 6 AP, +12 to damage, +20% to critical, armor piercing, 100% unarmed, strength 5, agility 5, level 8
Spinning hook kick, 6 AP, +9 to damage, +25% to critical, 110% unarmed, strength 4, agility 5, level 8
Jump side kick, 7 AP, +15 to damage, +25% to critical, armor piercing, 120 % unarmed, strength 6, agility 6, level 12
Jump spinning hook kick, 8 AP, +15 to damage, +60% to critical, 170% unarmed, Strength 6, agility 8, level 17

Jump spinning side kick, 9 AP, +25 to damage, +60% to critical, armor piercing, 180% unarmed, strength 8, agility 8, level 19

Boxing-the sweet science, the devastating art as practiced by Jack Dempsey, John Fitzsimmons, Muhammed Ali, Joe Frazier, Oscar De La Hoya. Developed by a western culture that never put it's faith in kicking, Boxers learn to use their fists to devastating effect, with lightning fast blows landing like a sledgehammer. Boxers gain a 10% bonus to their AC, as their idea of footwork is quick steps and shifting of the body to avoid blows entirely, as well as a 10% bonus to their normal damage resistance, as they learn to "roll" with the punches, reducing their effect. Furthermore, Boxers can use their techniques with Unarmed weapons such as brass knuckles, as long as the weapon is wielded by the specified hand. Boxers cannot kick at all, however.

Primary Hand attack-Jab, 2 AP

Secondary Hand attack-Cross, 3 AP, +3 damage

Lead hand hook, 3 AP, +4 damage, +5% critical, 50% unarmed, level 3

Power hand Hook, 4 AP, +8 damage, +5% critical, 70% unarmed, strength 4, level 5

Power hand Uppercut, 4 AP, +8 damage, +15% critical, 80 % unarmed, strength 5, agility 5, level 8

Lead hand Uppercut, 4 AP, +7 damage, +15% critical, 90% unarmed, strength 5, agility 5, level 9

Lead hand Shovel hook, 5 AP, +12 damage, +15% critical, 90% unarmed, strength 5, agility 5, level 11

Power hand Shovel hook, 5 AP, +14 damage, +15% critical, 90% unarmed, strength 6, agility 5, level 12

Power hand overhand cross, 6AP, +20 damage, +20% critical, 100% unarmed, strength 7, agility 6, level 15

Karate-Developed by Okinawan farmers for defense against Japanese overlords, this art diminished in stature considerably after being brought to the America of "Instant Gratification." After the bomb fell, however, the art was reborn, in the hands of hard men and women who understood the meaning of long, hard work, hundreds of kicks and punches a day, and strengthening of the striking surfaces of the hands and feet. Now, in the ravaged wasteland, Karate has regained it's honor in the hands of true warriors!

Karateka can learn the Perk Breaking Strike, through their conditioning exercises. These selfsame exercises grant them a +5% to Damage resistance.

Primary Hand attack-Reverse Punch, 4 AP

Power Punch, 4 AP, +6 Damage, +5% critical, unarmed 60%, strength 6, agility 6

Chi Punch, 4 AP, +7 Damage, +15 critical, unarmed 100%, strength 6, agility 6, level 6

Secondary Hand attack-Palm heel, 5 AP, +5 to damage, +15 to critical, Unarmed 80%, level 5, Strength 6

Knifehand strike, 5 AP, +6 Damage, +30% critical, unarmed 100%, strength 5, agility 6, level 9

One Strike, 8 AP, +20 Damage, +70%, Armor piercing, Unarmed 180%, strength 6, agility 6, level 20

Gung Fu-

Mui Thai-Popularized in the early part of the 21st century, this devastating art combines many of the techniques of Boxing with devastating kicks to create a versatile, well rounded fighter. Mui Thai fighters gain a 5% bonus to their AC, and a 5% bonus to their damage resistance. Instead of multiple secondary kicking techniques, however, they gain additional power to their primary kick. Mui Thai fighters MUST have at least a strength of 7 and an agility of 7 in order to practice this art.

Primary hand attack-Jab, 2 AP

Secondary hand attack-Elbow, 3 AP, +2 damage, level 3, Unarmed 50%

Cobra punch, 4 AP, +6 damage, level 6, Unarmed 80%

Primary kick-Roundhouse kick, 5 AP, +1 damage/level, +1% critical every levels, 4 AP at level 10, 3 AP at level 30(at which point, the kick does +30 damage and 30% critical for a 3 AP attack!), armor piercing at level 15

Wrestling- When the bomb was dropped, some old entertainment films survived to be scanned by vault dwellers and survivors. These entertainment shows included a running soap opera called Professional Wrestling. The intrigued survivors heartily took to the plotlines, not realizing that the art was faked, a sort of freestyle choreography. As a result, enthusiastic would-be practitioners devised a style utilizing all the techniques, but without the subtle refinements that turned bone jarring bodyslam into assisted pratfall, resulting in a strength intensive, yet brutally effective fighting style. Wrestlers count all secondary techniques as either AUTOMATIC knockdowns on the critical hits table, in addition to any critical hits scored through excessive skill and dice rolling, or as continuous damage attacks that deliver damage with each turn until broken by a successful strength or agility roll, successful unarmed attack roll at half skill level(three quarter skill level if chosen art is also wrestling)or by outside assistance via an attack on restraining wrestler. Opponents caught by a continuous damage cannot attack until hold is broken.

Primary hand techniques-Slap, 3 AP

Secondary hand techniques-Bearhug, 4 AP, continuous damage, Level 3, strength 7

Body slam, 5 AP, automatic knockdown, Level 5, strength 6, Unarmed 60%

Supplex, 6 AP, automatic knockdown, +4 damage level 8, strength 6, unarmed 70%

Headlock, 4 AP, continuous damage, level 10, strength 6, unarmed 90%

Full nelson, 5 AP, continuous damage, +10 critical, level 13, strength 7, unarmed 110%

Primary Kick-Booty kick, 4 AP

Secondary leg techniques-Drop kick, 5 AP, +5 damage, automatic knockdown, strength 6, agility 6, level 6, unarmed 80%

Leg throw, 5 AP, automatic knockdown, strength 6, level 8, unarmed 70%

Body scissors, 6 AP, continuous damage, +8 damage, strength 7, agility 7, level 11, unarmed 90%

Crucifix, 7 AP, continuous damage, +10 damage, +10% critical, strength 7, agility 8, level 16, unarmed 120%

Kali-From the Phillipines comes the only unarmed fighting style to be based on the usage of a weapon. Kali, the art of stick and knife, with the same principles as applied to unarmed combat. Kali fighters may add their Primary hand technique damage modifiers when utilizing Painblock perk, along with all additional factors save Slayer perk, thanks to their intensive study of “gunting,” specifically using the elbows for the purpose of breaking the opponent’s attacking ability. Kali fighters also receive double bonuses for Escrima and Kali Kuts Perks.

Primary Hand attacks:

Jailhouse Rock-A singularly nasty style from a singularly nasty location, Jailhouse Rock was invented in the U.S. Prison system by black inmates, a combination of dirty streetfighting tricks and dance moves that makes for a hideous style to see in action. Only Raiders may take this style.

Primary Hand attacks: Punch, 3 AP

Eye Gouge, 3 AP, +2 Damage, +15% critical, unarmed 55%, agility 6

Fishhook, 3 AP, +3 Damage, +20% critical, unarmed 65%, agility 6, strength 6, level 6

Claw hand, 3 AP, +4 Damage, +25% critical, unarmed 80%, agility 7, strength 6, level 9

Secondary Hand attacks: Pinch, 4 AP, +20% critical, unarmed 80%, agility 6, level 5

Bite, 4 AP, +4 damage, +30 critical, unarmed 90%, agility 6, level 9

Primary Kick attacks: Kick, 4 AP

Kneecapper, 4 AP +2 damage, +20% critical, unarmed 60%, agility 5

Groin kick, 4 AP, +4 damage, +30% critical, unarmed 80%, agility 6, level 6

Nutcracker, 4 AP, +6 damage, +40% critical, unarmed 120%, agility 6, level 10

Capoeira-From the jungles of Brazil, in the free city of Palmares, came the art of the dancing freedmen. Capoeira is slow, inefficient, and obvious. But it’s beautiful to behold, and devastating when it hits, requiring incredible physical conditioning to perform.

Capoeiristas must have a minimum strength and agility scores of 6 in order to take this style at all, and cannot throw any hand techniques. However, they may use specialty boot weapons, or use knives with their bare feet, pinching them with their toes(see below under weapons for unarmed combat), plus they receive a +20% bonus to their AC, because their idea of a “stance” is to dance around constantly, twisting and pivoting in time to the music of the dance or the battle. Can you feel tha RHYTHM, mon?

Primary Kick attacks: Knee, 4 AP

Front thrust kick, 4 AP, +3 to damage, +10 to critical, unarmed 60%, level 5

Side kick, 4 AP, +6 damage, +20% critical, unarmed 80%, level 9

Flip kick, 4 AP, +10 damage, +40% critical, unarmed 120%, agility 8, level 12

Secondary Kick attacks: Wheel kick, 5 AP, +5 damage, +10% critical, unarmed 70%, level 4

Double spin axe kick, 6 AP, +10 damage, +20% critical, unarmed 90%, agility 7, level 8

Dragon round kick wheel kick, 7 AP, +15 damage, +40% critical, unarmed 130%, level 8, strength 8, level 12

720 whirl kick, 8 AP, +30 damage, +50% critical, armor piercing, unarmed 180%, strength 8, agility 9, level 18

S.C.A.R.S.-A system of military HtH combat, S.C.A.R.S. was designed to take advantage of the human bodies predictable responses to fear, stress, pain, and injury. It is based wholly on principles, rather than specific techniques. Thus, no specific techniques are listed, instead, a S.C.A.R.S. warrior utilizes a series of fast attacks with whatever weapons are available at hand, from the fist to the elbow to the butt of a gun, emphasizing the point and angle of impact rather than any particular method of delivery. All S.C.A.R.S. attacks have no bonuses to damage or otherwise, however, all S.C.A.R.S. attacks require only 2 AP, thus allowing a fighter with 10 AP to deliver 5 attacks to a rough and tumble fighters 2-3(with the bonus HtH attacks perk, that's 10 attacks to the perked R&T fighters 3-5!). Only Desert Rangers and Enclave soldiers, the heirs to the U.S. Military legacy, may learn this style.

Weapons for Unarmed Combat

As much of an oxymoron as it may sound, there are a number of weapons for the bare handed fighter that can enhance his natural potential, used in the same manner as if he were truly unarmed. Here is a selection of weapons designed for use in unarmed combat, along with the styles they were designed for (Note: these weapon listings are to REPLACE the unarmed weapons listings in the standard Fallout rules, when used by a practitioner of the given style). Unless the given weapon is designed for a specific style, special attacks may not be used with the given weapon.

Handpack/Kubotai- A rod of metal, often with additional barbs protruding through the knuckles, the handpack is designed for use with Boxing or Karate styles. 8 ounces of extra weight is added onto the fist for added effect. You can also hang your keys from it!

Damage bonus: +2, Weight ½ lb.

Sap Gloves-a favorite amongst police officers in the latter 20th-early 21st century, the Sap Gloves are made from a hi-tech protective fabric, with hollow "pockets" on the knuckles and back of the hand filled with steel powder. This makes for a truly devastating punch for boxers, as well as providing protection against attacks to the hand, particularly against knives.

Damage bonus: +3 Damage Resistance bonus: +5% against normal Weight 1 lbs. total

Sap Palms-a variation on the Sap Gloves, the Sap Palms have their steel shot lining the palms of the hand, for additional protection and enhancing open handed strikes. Can be used with TKD, Karate, and Gung Fu styles.

Damage Bonus: +2. Damage Threshold/Resistance bonus: +1/5% against normal Weight 1 lb. total

Ball Bearings-from the days of the Boxer Rebellion of China, comes these innocuous little machine tooled instruments of pain. Held by a Gung Fu practitioner, the ball bearings can enhance the damage of a hand strike even as Sap Palms will. Further, they may also be thrown for a devastating short range missile.

Damage Bonus: +2. Thrown range: 5 Damage: 1-8 AP cost: 3 Weight ½ lb.

Leather Glove- These fingerless numbers are just the thing for the raider who feels a need to punch someone with style!

Damage Resistance- 3% against normal Weight ¼ lb.

Leather Gauntlet- made for craftsmen needing protection for their hands, these thick leather numbers are excellent protection against slashing attacks and burns.

Damage Threshold/Resistance- 1/5% against normal/fire weight 2 lb.

Tiger Claw-made for Gung Fu fighters, hand coverings are tipped with deadly little slashing razors on the palms, lending a nasty edge to their hand techniques.

+3 to damage weight 1 lb.

Mace Glove- a large, weighted ball attached to a glove, not elegant, but effective for the Boxer or Rough and Tumble fighter

+6 to damage weight 2 lb.

Brass Knuckles- made for boxers and rough and tumble fighters

+4 damage weight 1 lb.

Spiked Knuckles- made for boxers and rough and tumble fighters

+8 damage weight 1 lb.

Adamantine Claws- made for rough and tumble fighters

+9 damage

Impact Glove- boxers, rough and tumble fighters

+12 damage

Power Fist-made for rough and tumble and boxers.

+20 damage/charge

Mega Power fist-made for boxers and rough and tumble

+30 damage/charge

Damage bonus: +4 Damage Resistance-+5% against normal

Steel shod Boots-with metal tipped toes, these babies will lend a ferocious aspect to anyone who feels the need to lash out and kick someone. Quite comfortable, too.

Damage Bonus: +4 Weight 2 lb.

Blade Boots-made exclusively for Capoeiristas, these boots have concealable, spring loaded blades hidden in the soles. Care to dance?

Damage Bonus: +5 Weight 2 lb.

Knife toes-Capoeiristas can use blades with their bare feet, pinching them between the toes. This requires DOUBLE the normal strength to use (thus, a large knife requiring a strength of 4 would require a strength of 8 to be used with the feet, while a scalpel requiring a strength of 1 would require only a strength of 2). This results in a bonus to damage of the minimum strength required to use the weapon. Thus the big knife would grant a +8 to damage, the scalpel +2.

Special Manuevers-called shots that can be used with barehanded techniques.

Mugging-a called shot to the head, from behind, while sneaking, will result in 1d4 hours of nap time for the hapless recipient. Double this if done with a sap glove or sap palm.

Board breaking-see the Perks section.

Door breach-a door may be kicked in, rather than picked or blasted, depending on it's strength. GM's discretion, if allowed, then the door is assigned an HP number, which must be reduced to zero before it may be breached. Board breaking negates the need for this one.

Melee Combat

The Desert Ranger checked his M1989A1 rifle over, trying to ascertain why it had jammed in the middle of the last fight. Next to him, the Brotherhood warrior glanced about for intruders, both hands clenching the Super Sledge he carried. "Maybe some dirt in the slide mechanism...wha?" And a pair of Deathclaws leapt out of the nearby foliage, snarling with rage as they attacked. The Brother wound up quickly and cut loose, his powered armor enhancing the swing of the Super Sledge as it connected with the jaw of the closest creature. The kinetic energy storage devices on the head quickly absorbed the very force the reptile used to resist the blow and channeled it directly into the knockback enhancers, sending the deathclaw flying with a fractured skull.

The Ranger tried one last time to unjam his rifle, before plunging the bayonet tip into the other monster's gut. Pulling the blade out with a ripping motion, he changed his grip and slammed the beast square in the jaw with the heavy stock of his rifle...

No matter how good he may be at unarmed combat, weapons are the ultimate equalizer. Weapons are what put man at the top of the food chain, and he has always fought best with a tool in his hands.

Role in combat

Unlike unarmed, Melee is a valid skill to be utilized first, rather than as a last resort. A melee warrior will find that fast charging, intelligent use of cover and ambush, and a durable suit of armor will allow him to get close enough to tear into his opponent with blade and bludgeon. While not as effective as guns, Melee offers a number of advantages over it's longer ranged alternative. Melee weapons don't rely on explosives that cause copious amounts of noise, don't run out of ammo, can be improvised almost anywhere, out of anything, and to top it off, they foil the whims of perversity by having no moving parts to jam in the heat of battle. Don't waste your ammo on mole rats, just gut 'em, roast 'em, and munch 'em. Show that Deathclaw your own fangs. Bi-SECT that murderous slaver with one good chop...

Special techniques

Here are a smattering of special maneuvers that may be performed with a weapon. These are all variations of the "called shots", and their use is handled in a similar manner.

Bladed weapon maneuvers-these techniques are all usable with any edged weapon, such as knife, spear, or sword.

Hand cut-take the fang from the snake, and the snake is harmless. A simple called shot to the arm.

Wondercut- an aimed slice to snip off buttons, score an initial into flesh, cut off a lock of hair, etc. This can be compared to a called shot to the eyes in terms of difficulty, and these maneuvers are best performed to frighten or intimidate foes into submission, when the character does not wish to kill.

The effects of such a maneuver must be role played, rather than "roll played".

Disarm-a maneuver forcing a weapon or tool out of the target's hand. A called shot to the eyes is called for, followed by either a luck roll on the part of the target. Failure to achieve the luck roll means the object is flung 1d6 feet away in a random direction.

Feint-a cut made in the air, designed to draw the enemy out of guard. A simple attack is called for, a successful hit resulting in no damage, but a +30% roll to hit on the next attack of same turn. Such rolls are cumulative, however, so if a fighter with 9 AP used two feints then a single attack at 3 AP apiece on a single turn, he would receive a 60% bonus to hit, all told. At the end of a turn, however, modifiers to hit end.

Item cut-just because it's not alive doesn't mean cutting it can't improve your situation. At some point, it may become prudent to cut a rope, a wire, a bag. A thief character can slit open a unwary travelers belt pouch, resulting in a bonus to his steal roll. A rope in an abandoned theatre can be the only thing keeping a sand bag from dropping on a bandito's head. In a stuck elevator shaft, take hold of the cable, activate the ripper, and hold on!

Backstab- a successful cut to the head, from behind, while sneaking, does an automatic 2x damage. This is IN ADDITION to extra damage from any perks.

Bludgeon tools-crowbars, sledgehammers, anything that crushes, smashes, or just hits really hard.

Defanging the snake-just like the bladed version. Smash their hand and make 'em drop their stuff.

Mugging-a successful called shot to the head from behind, when sneaking, will drop the unfortunate victim for 1d4 hours.

Explosive smash-this exceedingly dangerous maneuver may only be attempted with a supersledge hammer, and protective gear is recommended. An explosive device is fastened to a surface, then the hammer wielder swings at a 90% penalty to hit. A successful hit causes the explosive to combust, while the concussive force is immediately transferred to the kinetic storage and hence to the knockback devices. This means that the damage and knockback potential from the explosive onto the given surface is DOUBLED, including it's ability to blast through doors/walls/tank armour/etc. The fiery blast of the explosion, however, is NOT absorbed, but deprived of the concussive propellant to propel it, does only 1/4 damage to the hammer wielder. A maneuver well suited to the crazy tribal with too much explosive and too many spirit advisors.

Portable cover- A character armed with a shield may opt to use his shield as a defense for allies as well, enabling them to attack in greater safety. Character must be standing directly next to ally in order to choose to protect them, whereupon all shots and strikes aimed at the character OR the friend instead fly towards the shieldsman, who then copes with it as best he can, depending on his shield and his skill.

Weapons for Melee

Every weapon included here possesses the following modifiers: Damage, Hit bonus/penalty, AP ability, Range, Speed, Minimum strength, Weight. The traditional weapons of Fallout are included herein as well, with all seven modifiers added for clarity and uniformity. Note that AP bonuses are negative(that is, the lower the AP bonus, the better), while Hit bonuses are positive(you want a high number for an accurate weapon).

Balisong-the symbol of Kali, this blade comes complete with it's own sheath for easy carry.

Damage 2d4

Hit bonus +10

Speed 2 slash

AP +10 slash

Range 1

Minimum strength 2

Weight 1 lb.

Rapier-the weapon of the classical fencer. Recreations in postmodern times allow this dangerous expert's weapon to be used by the aspiring swordsman. Popular in locales that make considerable use of Kevlar and similar woven armors.

Damage 4d4-1

Hit bonus -20 thrust

Speed 3 thrust

AP -30 thrust

Range 2

Minimum strength 3

Weight 1 lb.

Saber-a beautiful weapon, many thousands were made prior to WWII, when the cavalry was declared obsolete. Since then, a few of these fine tools have survived, living on to ever greater glory in the hands of the postmodern swordsman. With the reintroduction of the traditional blacksmith, new blades may be introduced into the wasteland to spin stories of battle.

Damage 5d4

Hit Bonus +10 slash, -10 thrust

Speed 3 slash, 3 thrust

AP +10 slash, -20 thrust

Range 2

Minimum strength 4

Weight 2 lb.

Katana-hoarded by collectors in the days leading up to the war, some warriors of the wasteland have reclaimed and make use of these heavy slashing blades, modern day kenjutsu artists in a land post ragnarok.

Damage 5d6

Hit Bonus +20 slash, -10 thrust

Speed 4 slash, 4 thrust

AP 0 slash, -10 thrust

Range 2

Minimum strength 5

Weight 4 lb.

Shield-this defensive tool, made from Brahmin hide strapped to a wooden frame and hardened into a thick rigid plate, is often used by Tribals with sufficient hides available.

Defensive bonuses-+5+melee damage to AC, +5+melee damage to DT for all.

Minimum strength 4(or else penalties to bonuses)

Weight 3 lb.

Garbage Shield-made from an old garbage can, this shield is well suited to the road warrior on a budget.

Defensive Bonuses-+4+melee damage to AC, +4 +melee damage to DT for all.

Minimum strength 4(or else penalties to bonuses)

Weight 3 lb.

Riot Shield-this shield of sturdy fiberglass and thick alloy is occasionally carried by both Melee and gun wielding combatants for it's additional protection.

Defensive bonuses-+10+melee damage to AC, +10+melee damage to DT for all.

Minimum strength 5(or else penalties to bonuses)

Weight 3 lb.

LasPlas Shield-the exclusive technology of only a handful of secret installations, hidden in deep caches within, guarded fiercely, these tiny wristbands project an energy field that completely absorbs the energy of a laser or plasma weapon, though it's completely useless against other attacks like an old fashioned bullet.

Defensive bonuses-+100% to DR for Laser, Plasma

Minimum strength 1

Weight 1 lb.

Force Shield-don't expect to find this one lying around. Only fragmented rumors on old computer records reveal the existence of the research into this device. Only a skilled scientist with a hardcore team of grunts could hope to uncover the hidden research records and learn to use the information to create a working prototype. Sized like a LasPlas Shield, only larger, with a Small Energy cell to provide power.

Defensive bonuses-+100 to DT per cell(that is, the shield absorbs 100 damage points from successful hits before requiring recharging, no matter the damage type).

Siniwali stick-the weapon of the dreaded Escrima fighter, these weapons are often used in pairs, to devastating effect. Made of light but strong rattan, baked and oiled to perfection.

Damage 1d4+1

Hit bonus none

Speed 2 swing

AP +10 swing

Range 1

Minimum strength 1

Weight ½ lb.

Sharpened Pole-a piece of wood with a sharpened end.

Damage 1d4+1

Hit bonus -10%

Speed 3 stab, 4 throw

AP bonus -5 swing

Range 2

Minimum strength 3

weight 3 lbs.

Spear-this ancient weapon found new life in the wasteland with the establishment of Tribal culture. Six feet of strong wood, tipped with a piece of metal firmly secured and sharpened.

Damage 1d12+3
Hit bonus -5% swing
Speed 4 stab, 5 throw
AP -15
Range 2
Minimum Strength 4
Weight 3 lb.

Master Spear-only available from the mightiest of Tribal craftsmen, these spears are the ultimate in low tech weaponry. With the shaft itself of strong forged metal, the whole forged from a single piece, and the head designed for maximum penetration and damage, the Master Spear inspires fear and respect in those knowledgeable of its significance, and of its lethal power.

Damage 20-30
Hit bonus none
Speed 4 thrust 5 throw
Range 2, X throw
AP -30
Minimum strength 7
Weight 10 lb.

Super Spear-made by the BOS for their Tribal recruits who show a preference and skill for their native weapon, and achieve high status within their ranks. The blade utilizes a variation of the super sledge knockback technology to enhance penetration, while the harpoon shape enhances the damage

Hit bonuses none
Damage 25-40
Range 2, X for throw
AP-40
Speed 4 thrust 5 throw
Minimum strength 6
Weight 8 lb.

Perks

The following Perks are designed to more fully flesh out the fighting style of the HtH warrior, in the spirit of the Specialist Fighter of AD&D, or for that matter, Streetfighter and Samurai Showdown. (If someone wants to edit this Add-on with pictures, replace all the captions below with the suggested picture).

Board Break-The ancient art of vegetative assassination. With this innocuous yet extremely versatile perk, you can smash through 1 inch of wood, 1/2 inch of stone, or 1/4 inch of metal per ten levels, and add +1 point damage/5 levels experience.

Requirements: Level 9, Strength 6, Unarmed 110%, Taekwondo, Karate styles.
(Picture of Pip Boy breaking stack of wooden boards)

Escrima-The fighting skills of Kali's stick fighting system is yours to command. +10% chance to hit and +3 to damage/level of this perk, when fighting with a Siniwali stick.
Requirements: Agility 6, Unarmed 70%, Kali style, Level 3, Levels of Perk: 5

Fencer-Study of the Art of the Blade has made you an expert in it's use. +15% chance to hit and +3 to damage/level of this perk, when fighting with saber or rapier.
Requirements: Agility 6, Melee 70%, Level 3. Levels of Perk: 5
(Picture of Pip Boy slicing an apple into eight pieces with a saber)

Painblock technique-Through experience, you have learned to punish those who strike you, by blocking with your elbows, knees, fists, and other hard striking surfaces, onto their relatively tender surfaces. Anyone who hits with an unarmed strike receives base melee damage in return, allowing for no modifiers save strength and HtH damage bonus perk.

Requirements: Level 6, Unarmed 80%, Mui Thai, Boxing, Rough and Tumble, Kali, Jailhouse Rock styles
(Picture of Pip Boy smashing kicking leg on the shin with his elbow)

Kendoka-Kiai! You have studied the ancient styles of the Samurai. +15% to hit and +3 to damage/level of this perk, when using a Katana or Wakizashi.
Requirements: Agility 6, Melee 70%, level 3. Levels of Perk: 5
(Picture of Pip Boy slicing a straw man in two with a katana.)

Primal Point-The skills of the Tribal's elite spear fighters are yours to command. +15% chance to hit and +3 to damage/level of this perk, when fighting OR throwing a spear
Requirements: Agility 6, Melee 70%, level 3. Levels of Perk: 5
(Picture of Pip Boy clad in Tribal garb, impaling a deathclaw with a spear.)

Shieldbearer-You have learned to use a shield to defend both yourself and your comrades. +10 to AC and +5 to DT for all/level of this perk, when using a shield.
Requirements: Strength 4 Endurance 5, Level 3, Melee 50%. Levels of perk: 5
(Picture of Pip Boy blocking a barrage of automatic fire with a riot shield).

Optional Rules

These rules are options within the options. They're for the players who want to go completely Monty Haul, who want high powered characters struggling with high powered decisions. Drool over the suggestions within. But remember, if your character can take Frank Horrigan with his bare hands and no armour, guess what popular Fallout 2 villain turns out to have been cloned and cybered into a small army of "low end" generic villains, in service to REAL tough cookies...

Chi

The Dragon's finest disciple, Choy Yun Fat But Not Too Fat, stood in the square, staring at Lo Ping's heir. "The Dragon is softer than his students," mocked the actor turned

Hubologist turned Gung Fu master, “first he sends the Chosen One to fight Lo Ping in his stead, then he sends a girl to do battle with me.”

“You no good fighter,” Choy retorted, flipping her pony tail with a disdainful sniff. “Chosen One come for Hubologists, you play dead when he give you love tap.”

“Maybe, but you are no Chosen One. And besides...”

“What? You think maybe Choy Yun Too Fat?”

Juan Cruise suddenly freezes in shock, at the terrifying question. Choy stares into his eyes a moment, then snarls in rage. Her body coils up like a cobra preparing to strike. As the former Hubologist desperately throws up his defenses, the lithe asian heroine uncoils into a fierce attack, her hands venting forth a wave of pure Chi. The concussive blast crushes through Juan Cruise’s defenses and sends him flying to the far corner of the ring.

Juan rolls to his feet and summons forth all his defenses as Choy leapt 30 feet into the air, her hands weaving patterns in the air as she launched an even greater attack...

Cybernetics

The Bandit Chieftain laughed in derision. His scouts had spotted the lone warrior with the symbols of the BOS on his hooded robes, long before he came within the range of their guns. As the intruder finally reached the gates, he gave the command. “Fire.” And the FN-FALs carried by the snipers on the battlements began their stuttering blasts.

The Chief laughed again, then the laughter died in his throat as the firing of first one, then two, then all three snipers died out, their bodies hitting the ground. Even as they landed, so did the intruder, with the same grace as with which he leapt to the battlements in the first case. He pointed his Ripper at the Chief with obvious intent.

The Chief roared in rage, and whipped out a Molotov Cocktail, hurling it into the warrior with deadly accuracy. As the stranger whipped off his cloak, the Bandit gasped, beholding the gleaming skin of the creature. “You have caused enough harm to those under the Brotherhood’s protection,” intoned the warrior in a surprisingly human voice from underneath the mask of gleaming metal and polished lenses, “Now learn why we are called the Brotherhood of STEEL!” And a whoosh! of flame erupted from the exhausts jutting from his ankles, enhancing his forward leap as his Ripper roared it’s buzzing battlecry. The last thing the Chief would see or hear...