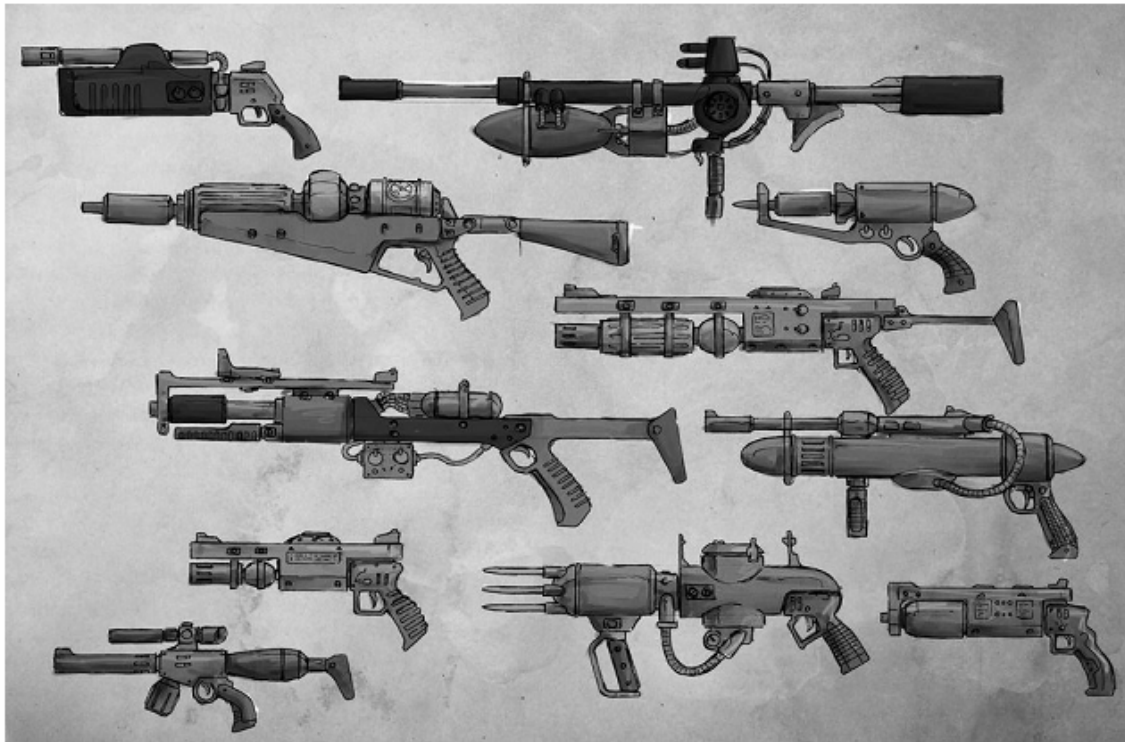


SAVAGED FALLOUT



Weapons Cache

There are many valuable artifacts of the Pre-War times still to be found for the intrepid scavenger. While the secrets of many advanced technologies, such as plasma weaponry, aircraft and, as is rumoured, even nuclear fusion have been rediscovered by certain factions in the wasteland, occasionally even rarer objects are found: prototype weapons, top secret military equipment, relics of old wars and even more exotic items from beyond the stars. Needless to say these are highly sought after by every faction in the wasteland, and uncovering one of them can be both a blessing as well as a curse for its finder...

Chinese remains

At the time of the Great War, the USA and the People's Republic of China were locked in an all-out war. Thanks to Power Armor technology, the US had managed to drive the Chinese out of Alaska and was taking the fight to them on Chinese soil. This didn't mean that the American mainland was safe however, as saboteurs, spies, infiltrators and fifth-columnists continued to wreak havoc on a smaller scale. Even in 2249, sometimes relics of this war can be found in the wasteland.

Shansei C96 Chinese Pistol: The standard sidearm for Chinese militia members, the Shansei C96 is a very durable pistol, though less powerful than the standard American 10mm Pistol with which it shares the same ammunition type. Can sometimes be found in the wasteland as it was often issued to spies and fifth-columnists.

Range: 10/20/40 - Damage: 2d6-1 - RoF: 1 - Weight: 2 lbs - Shots: 7 (10mm) - Min. Str: / - Notes: Semi Auto

Xuanlong Assault Rifle: Produced for the People's Liberation Army by Norinco, this Chinese Assault Rifle is a reliable, light-weight but effective variation on a basic assault rifle. However it uses NATO 5.56mm rounds, which have become quite scarce in the American southwest after the Great War.

Range: 24/48/96 - Damage: 2d8+1 - RoF: 3 - Weight: 8 lbs - Shots: 24 (5.56mm) - Min. Str: d6 - Notes: Selective Fire

Chinese Officer's Shocksword: Chinese army officers carried with them a sword as a sign of their authority. This particular sword has been modified to deal electrical damage, as can be seen from the blue current running up the blade, which can be turned on or off with a small switch on the insulated handle. A Small Energy Cell can be placed in the hilt.

Damage: St+d6+2 - Weight: 8 lbs - Min. Str: d6 - Notes: AP2, 2 hands, Runs on Small Energy Cells

Hei Gui Stealth Armor: While the US developed Power Armor to gain an edge in the Sino-American war, the Chinese focused their efforts on stealth technology. The result was the Hei Gui Stealth Armor, a suit made of advanced polymers which actively cloaks the wearer, but offers only limited combat protection. Used by Black Ghost infiltrators on sabotage missions, it is vastly superior to Robco's derivative Stealth Boy units and functions without a built-in power source.

Armor: +1 - Weight: 15 lbs - Notes: Invisibility on wearer

Alien presence

Some say mankind isn't alone in the universe. Scavenger myths tell of mysterious crash sites and high security facilities from which never before seen technologies were recovered, and even more absurd stories are jokingly told about "flying saucers" which abduct people and mutilate Brahmin....

Alien Shock Baton: This small melee weapon looks like a baton ending in an electromagnetic coil at the top. It deals an unpleasant electric shock to organic targets. A small alien crystal seems to be its limitless power supply.

Damage: St+d4+2 - Weight: 2 lbs - Min. Str: / - Notes: Blunt

Alien Blaster: This highly advanced silver colored alien pistol is a prime example of the superiority of the aliens' technology. Lightweight and simple to use, this handgun packs as strong a punch as a Gatling Laser. A chamber on the side of the blaster allows for Alien Power Cells to be inserted.

Range: 12/24/48 - Damage: 4d6 - RoF: 1 - Weight 2 lbs - Notes: AP4, Snapfire, Disintegrates Target, Runs on Alien Power Cells

Modified Alien Blaster: This prototype Alien Blaster has been modified to run on Small Energy Cells, presumably by military scientists, though it seems the design alterations have left the functionality of the gun impaired.

Range: 12/24/48 - Damage: 3d6 - RoF: 1 - Weight 4 lbs - Shots: 10 - Min. Str: / - Notes: AP3, Snapfire, Disintegrates Target, Runs on Small Energy Cells

Alien Disintegrator: This energy rifle can be found on the security crews of alien space ships. It lacks the high accuracy of the smaller Alien Blaster, though this heavy weapon is more powerful than any

known human weapon. It has a slow rate of fire, but is extremely durable and energy efficient, allowing 20 shots to be fired per Power Cell.

Range: 10/20/40 - Damage: 4d8+2 - RoF: 1 - Weight 6 lbs - Shots: 20 - Min. Str: / - Notes: AP5, Snapfire, Disintegrates Target, Runs on Alien Power Cells

Alien Drone Cannon: The Drone Cannon is the removed arm cannon of an alien Guardian Drone, often found on alien mother ships as security bots. It fires bouncing balls of energy which explode after a small amount of time. Difficult to aim precisely without the processing power of a Drone's targeting system, this heavy weapon is extremely devastating when used against multiple targets.

Range: 12/24/48 - Damage: 4d8+4 - RoF: 1 - Weight 40 lbs - Shots: 1 - Min. Str: d10 - Notes: AP6, Snapfire, -2 to Heavy Weapons roll, Runs on Alien Power Cells, Med Burst Template

Alien Cryo Grenade/Mine: These explosives use alien cryonic technology to encapsulate targets in an ephemeral cryostasis field on detonation.

Range: 10/20/40 (Grenade) - Damage: / - Weight 2 lbs - Notes: Combined Entangle and Stun power in Med Burst Template for 3 rounds

Alien Inertia Suppression Field Generator: These devices act as personal force field shields, used by alien crews in hazardous environments. The Suppression Field gives off a slight glow and distorts the light around the wearer. The easily portable Generator runs on a small alien crystal, guaranteeing a near limitless power supply.

+1 Toughness on wearer

Energy weapons

Laser, plasma and pulse weaponry was widespread before the War: though not quite as ubiquitous, they were slowly starting to phase out older, conventional firearms. After the War much of this technology or the know-how to create it was lost. These advanced weapons are now a relatively rare sight, units which in one way or another survived the destruction. As various groups still hold the key to their secrets, or are on the verge of unlocking them, this technology is once again surfacing, finding eager buyers spread across the wasteland. Modifications are made to existing units, and sometimes more rare pre-War designs are rediscovered or put back into production.

Magneto-laser Pistol: A Wattz 1000 Laser Pistol which had its emission tightened, thanks to a targeting system modification utilizing a magnetic field generator. As a result, this upgraded laser pistol is more capable of blasting through thick armor.

Range: 15/30/60 - Damage: 2d6+1 - RoF: 1 - Weight 4 lbs - Shots: 10 - Min. Str: / - Notes: AP3, Runs on Small Energy Cells

AER9 Laser Rifle: The AER model line existed as a military-grade alternative to the commercially more successful models from Wattz Electronics. The AER9 was not the top-of-the-line even before the Great War, but it proved much more durable than its successor, the AER12, thanks to its titanium housed crystal array, instead of the gold alloy housing of later models.

Range: 24/48/96 - Damage: 2d10 - RoF: 1 - Weight 10 lbs - Shots: MFC - Min. Str: d6 - Notes: AP2, Runs on Micro Fusion Cells

AEP7 Laser Pistol: The AER model line existed as a military-grade alternative to the commercially more successful models from Wattz Electronics. As the lighter and less bulky successor to the AEP5, the AEP7 quickly became popular in military service and began replacing 10mm Pistols as the standard sidearm in various units, though supply issues prevented its wide-scale deployment.

Range: 12/24/48 - Damage: 2d6 - RoF: 1 - Weight 3 lbs - Shots: 10 - Min. Str: / - Notes: AP2, Runs on Small Energy Cells

Turbo Plasma Rifle: This Winchester P94 plasma caster had a modification installed to hotwire the bolt chamber. The plasma bolt formation process is hereby accelerated, allowing for a higher rate of fire.

Range: 12/24/48 - Damage: 2d10+2 - RoF: 2 - Weight 25 lbs - Shots: MFC - Min. Str: d8 - Notes: AP 3, Snapfire, Can start fires, Disintegrates target, Runs on Micro Fusion Cells

REPCONN Plasma Rifle: This plasma rifle was developed by REPCONN Aerospace specifically for the US Army. The design is unlike the industrial-grade plasma casters manufactured by Winchester Arms, resulting in a compact, lightweight plasma rifle ideally suited for urban combat. To keep the bulk and weight down, these rifles are not outfitted with stabilizing electromagnetic claws at the end of the barrel.

Range: 10/20/40 - Damage: 2d10+1 - RoF: 1 - Weight 10 lbs - Shots: MFC - Min. Str: d6 - Notes: AP 3, Snapfire, Can start fires, Disintegrates target, Runs on Micro Fusion Cells

Unique weapons and prototypes

While a great many of advanced technologies survived the devastation of the Great War to varying degrees, some uncommon designs sadly seem to have been lost to the ages. Some of these technologies had already become obsolete and forgotten when the War broke out, while others were considered cutting-edge or even still in an experimental phase at the time. Not more than a handful of units exist to this day, in many cases they are now unique items, the most valuable of finds for those scavenging the remains of ancient civilization.

T-45d Power Armor: The T-45d was the first model of Power Armor to be deployed for combat duty. It gave the US military an edge over their Chinese enemies, but by the end of the war the T-45d had almost entirely been replaced by the superior T-51b. While working Power Armor is already a very exceptional find in the wasteland, the old T-45d suits are even rarer. Due to its inferiority compared to its successor, the T-45d is only used when more advanced models aren't obtainable. It lacks the mobility of later models due to its less advanced servo design, limiting the wearer's maneuverability. Additionally a specialized body suit has to be worn to link the wearer's movements to the Power Armor's servo system and to counter the suit's heat dissipation problems. Further limitations to the T-45d model is that it uses riveted steel plates instead of lightweight plastic composite materials, has various electronic and mechanical subsystems located on the outside of the armored shell instead of within, and most notably that it requires a steady supply of energy cells to function, lacking the T-51b's built-in Micro Fusion Pack.

Armor: +5/+6 vs energy weapons - Weight: 0 lbs when worn/70 lbs when carried - Notes: Covers entire body, -1 die type Agility, +1 die type Rad Resistance, Runs on Small Energy Cells, 1 charge per 4 hours of continuous use

XL70E3: The XL70E3 was an experimental, conventional design assault rifle, manufactured from extremely durable polymers. It is nearly indestructible, lightweight and very accurate, while using the common 5mm round.

Range: 30/60/90 - Damage: 2d8+1 - RoF: 3 - Weight 7 lbs - Shots: 18 - Min. Str: d6 - Notes: Selective Fire, Uses 5mm clips

Vindicator Minigun: This imposing machine gun produced by Rheinmetall AG stands as a witness that the classic high velocity projectile firearm design is far from obsolete. A six-barreled minigun, the Vindicator can fire up to 90,000 caseless shells per minute, giving it virtually unrivaled stopping power.

Range: 12/24/48 - Damage: 2d8+1 - RoF: 4 - Weight 40 lbs - Shots: 250 - Min. Str: d8 - Notes: AP 3, Snapfire, 2 actions to reload, Full Auto, Uses 4.7mm Caseless rounds

Tesla Cannon: The Tesla Cannon is a shoulder-mounted energy weapon, most likely produced by the US military after the death of its eponymous inventor, Nikola Tesla, whose research included the so-called Teleforce particle beam weapon. The cannon uses modified tesla coils to fire powerful blasts of electricity, causing high voltage currents to course through the target's body even after the initial impact. The design never proved commercially viable and was in the end replaced by laser, plasma and pulse-based weapons.

Range: 12/24/48 - Damage: 2d10 - RoF: 1 - Weight 30 lbs - Shots: MFC - Min. Str: d8 - Notes: AP4, Snapfire, Additional 1d6 damage to target for 3 subsequent rounds, Runs on Micro Fusion Packs

Shocker Glove: The FSGv118-b model prototype Shocker Glove is a specialty design of the BeatCo Power Fist. A built-in power source electrifies the pneumatic pistons which shoot forward when the wearer deals a punch, causing additional damage to the target with each blow.

Damage: St+d10+1 - Weight 6 lbs - Notes: Blunt

Pulse Gun: This experimental energy weapon, codenamed CIRCUITBREAKER, is unlike other so-called pulse weapons actually based on electromagnetic pulse technology, producing an effect akin to pulse grenades. Thus it is highly (and only) effective against robotic targets or other electronic systems. This small delay when firing the weapon and the moment where the pulse finishes building up and gets discharged, make it necessary for the shooter to continue aiming carefully after pulling the trigger.

Range: 6/12/24 - Damage: 2d8+2 - RoF: 1 - Weight 5 lbs - Shots: 10 - Min. Str: / - Notes: Snapfire, Only effective against constructs and Power Armor, Runs on Small Energy Cells

Microwave Emitter: An extremely rare, state-of-the-art energy weapon, the Microwave Emitter fires focused beams of microwaves which, while not highly damaging in themselves, can penetrate virtually any material or obstacle, making it very useful against heavily armored or concealed targets. The prototype Emitter is a bulky, difficult to target weapon, though it can be used in one hand. There is a noticeable delay between the moment of firing the weapon and the emission of the microwave beam, so the shooter has to adjust his or her aim accordingly.

Range: 6/12/24 - Damage: 2d6 - RoF: 1 - Weight 10 lbs - Shots: MFC - Min. Str: d6 - Notes: AP15, Snapfire, Runs on Micro Fusion Cells

Solar Scorcher. This unique laser pistol uses experimental photo-electric cells as its capacitor. This allows the Scorcher to recharge simply by exposing it to direct sunlight, requiring no conventional types of ammunition. The weapon will however not recharge in dark environments and becomes virtually useless once its limited battery capacity is exhausted.

Range: 15/30/60 - Damage: 2d6+1 - RoF: 1 - Weight 4 lbs - Shots: 4 - Min. Str: / - Notes: AP2, Runs on sunlight, can store 4 charges



A Post Nuclear Role Playing Game