



EQUIPMENT

CLOSE COMBAT WEAPONS

Technology is a rare commodity in the Wasteland, so fights have reverted almost to medieval tactics. Due to the shortage of bullets, close combat has become a cornerstone of gang warfare.

Close combat weapons can modify the Combat attribute according to the difficulty to wield them, as well as the wielder's Strength if they can cause more damage. These weapons also have a Penetration value, which is used to pierce Armors.

Some of them have special rules.

UNARMED

It is not always possible to fight with a weapon. In that situation the combatants will use their fists, knees or any other body part that can cause damage, even if doing so puts them at disadvantage with a rival with a decent weapon.

Stats: Combat -2, Strength 0, Penetration 0

Cost: -

IMPROVISED WEAPON

Sometimes you have to fight with the first thing at hand, whether it be a pistol without ammo, a stone or a heavy stick.

They are not weapons in the strict sense of the word, but it's better than nothing.

Any kind of Ranged Weapon, or an unloaded Close Combat one, will count as Improvised Weapon when used in Close Combat, unless specifically noted otherwise.

Stats: Combat -1, Strength 0, Penetration 0

Cost: -

CLAWS AND TEETH

Some creatures have been blessed by Nature with natural weapons to fight their enemies, such as claws or sharp teeth.

This weapon cannot be combined with other weapons, bought or pillaged.

Stats: Combat 0, Strength 0, Penetration 1

Cost: -

LIGHT MACE

It can be a baseball bat, a table leg or something like that.

A ranged weapon with the Two-handed special rule, like a *shotgun* or *bow*, used to fight in close combat will also fall in this category. A blunt object made of a not-that-hard material.

Stats: Combat 0, Strength +1, Penetration 0

Cost: 3 points

SMALL BLADE

A cutting or stabbing weapon of small size, such as a knife, a dagger, or a punch.

Stats: Combat 0, Strength +1, Penetration 2

Cost: 4 points

MACE

Any regular blunt object, such as a pipe, a crowbar or a flail.

Stats: Combat 0, Strength +2, Penetration 1

Cost: 5 points

HEAVY MACE

It is a blunt weapon of serious size, such as a jackhammer, a sledgehammer or a beam.

Special rules: Two-handed.

Stats: Combat -1, Strength +4, Penetration 2

Cost: 6 points

HEAVY BLADE

A slashing weapon of serious proportions. A claymore, a two-handed axe or so.

Special rules: Cumbersome, Two-handed.

Stats: Combat 0, Strength +3, Penetration 4

Cost: 8 points

MEDIUM BLADE

The typical slashing weapon used from ancient times, such as a sword, a katana, a saber or a machete.

Stats: Combat +1, Strength +2, Penetration 3

Cost: 10 points

RANGED WEAPONS

Even with the importance of Close combat, having a good ranged weapon can mark a huge difference in a clash.

Firearms have the great drawback that bullets are really scarce, but they can prove lethal.

The rest of ranged weapons have unlimited ammo, but they are little more than medieval technology.

The maximum range of these weapons is divided into three tiers: short, medium and long. The short tier grants a +1 bonus to the shooter's Precision rolls, the medium tier grants no modifier and the long one imposes a -1 penalty to Precision rolls.

When any stat of the weapon follows the format X/X/X, this would mean the values it will have for short, medium and long range.

Ranged weapons usually have a high Strength value due to its potential to cause real harm. They also have a Penetration value, which is used to pierce Armors. Some of them have special rules, as well (see Chapter 4: Special Rules).

THROWING KNIVES

A short edged weapon, designed to be thrown and stab the target from a distance.

Range: 2/4/6 inches

Stats: Thrower's strength/ Thrower's strength -1/ Thrower's strength -2, Penetration 2/1/0

Cost: 3 points

PISTOL

This is a short firearm designed to be handheld, which uses a single chamber and barrel.

Special rules: Firearm, Rare.

Range: 6/12/18 inches

Stats: Strength 6, Penetration 4

Cost: 5 points

SHOTGUN

This is a firearm that uses the energy of a fixed shell to fire a number of small spherical pellets.

Special rules: Firearm, Pellets, Rare, Two-handed.

Range: 4/8/12 inches

Stats: Strength 7/6/5, Penetration 3

Cost: 6 points

CROSSBOW

A crossbow is a type of bow consisting of a horizontal limb assembly mounted on a stock that shoots projectiles, called bolts or quarrels.

Special rules: Dead slow, Two-handed.

Range: 6/12/18 inches

Stats: Strength 4, Penetration 3

Cost: 8 points

RIFLE

A rifle is a firearm with a barrel that has a helical groove or pattern of grooves ("rifling") cut into the barrel walls.

Special rules: Firearm, Rare, Two-handed.

Range: 12/24/36 inches

Stats: Strength 6, Penetration 5

Cost: 8 points

BOW

A weapon system that uses elasticity to propel arrows against a distant target.

Special rules: Hard to use, Two-handed.

Range: 8/16/24 inches

Stats: Strength 3, Penetration 2

Cost: 10 points

AUTOMATIC RIFLE

A service rifle designed for military combat. Most automatic rifles are select-fire weapons which are capable of firing in both full-automatic and semi-automatic.

Special rules: Automatic, Firearm, Rare, Two-handed.

Range: 12/24/36 inches

Stats: Strength 6, Penetration 5

Cost: 10 points



SEVERAL WEAPONS

No miniature will get any bonification whatsoever for being equipped with two Close Combat or Ranged weapons, unless its Special Rules state otherwise.

A miniature equipped with more than one melee weapon must choose which one to use before starting to Combat or support in a Mass Combat and cannot switch weapons until the end of that Combat. In the same way, a miniature equipped with two Ranged weapons must choose which one to use when making a shooting action.

ARMOR

People usually prefer not to go battling around bare-chested. Anything can do the trick, from a thick, heavy coat to a rusty metal door taken from an old boiler.

THICK CLOTHES

Any item of clothing should offer some kind of protection. Even a heavy shirt is better than going around naked.

Armor: 1

HARDENED LEATHER

Made of hard leather, these basic armor pieces can provide some protection in combat.

Armor: 3

METALLIC ARMOR

This is a defensive gear made of metallic pieces, whether they are chainmail, metal sheets, etc.

Armor: 4



PURE SHEET METAL

Nothing more (and nothing less) than a good, thick metal piece covering the body. This can be a car door, a manhole cover, etc.

Special rules: Cumbersome

Armor: 5

BULLETPROOF VEST

An item of personal armor that helps absorb the impact from firearm-fired projectiles and shrapnel from explosions, worn on the torso.

Armor: 3, 5/6/7 against weapons with the Firearm Special rule.

SPECIAL EQUIPMENT

BULLETS

Bullets are projectiles fired from firearms, usually made of metal. While we know that a bullet for a pistol is not the same as a shotgun shell, all of this ammunition will be considered the same for game purposes.

Rules: Weapons with the special rule "Firearm" do not have bullets included in their Cost. Miniatures equipped with one of these weapons must acquire each bullet individually.

It is possible for a miniature with a firearm to not carry any bullets, but that information will be known only to the player. Since the enemy is unaware of this, the miniature can still instill fear and respect. Miniatures with non-firearm weapons, unless otherwise indicated, are assumed to be equipped with enough ammunition for the entire game.

Cost: 15 points.

BAYONET

It is a knife, sword, or spike-shaped weapon designed to fit in, on, over or underneath the muzzle of a rifle or similar weapon, effectively turning the gun into a spear.

Rules: a bayonet can be attached to any weapon with the Firearm Special rule." This will grant a +2 bonus to Penetration when used in melee Combat.

Cost: 3 points

SHIELD

In the Wasteland anything can be used as protection, from a wooden plank to a car's door.

Rules: They grant a +2 bonus to Armor in close combat, but at the expense of a -1 penalty to Combat. They also grant an Armor +2 bonus to Cover against shooting. A miniature equipped with a shield cannot use a weapon with the Two-handed special rule.

Cost: 6 points

BIOHAZARD PROTECTION

This is some meaning to reduce the ill effects of contamination, such as a gasmask, a breathing mask or the like.

Reglas: a miniature equipped with a biohazard protection does not suffer any of the effects of the Contaminated terrain.

Cost: 5 points