

WEAPON GENERALITIES

Weapon malfunctions in the wastes



In the wastes, weapons are often old and have been exposed to dust and other severe conditions. These weapons are more supposed to suffer a malfunction.

So, Malf. value will usually be one or two points below the usual Malf. of the weapon.

Thus Malf. will be usually 15 for TL 5 and 16 for TL6+. These weapons cost the listed price.

Weapons with Malf. 14 at TL5 and 15 at TL 6+ will usually cost half the listed price (well, if you find an honest merchant)

However, new weapons (never used or just built) have the same Malf. than described in GURPS 4ed p279. They cost twice the price listed on the Fallout Weapons tables.

Ammunitions for energy weapons

Energy weapons use a special kind of ammo. These are power cells. There are two major power cells: Small Energy Cells (SEC) and Micro Fusion Cells (MFC).



- **Small Energy Cells** are a kind of advanced fuel cells.

Each cell weights half a pound and its size is about 2.5×5×5cm (1×2×2"). The recharging process is rarely known (except for Vaults or BOS for example). This process requires specific hardware (TL 9), 4 hours and an Electronics Repair roll (Power Sources - TL9). Failure means the cell lost half his capacity, critical failure means the cell is destroyed (becomes useless).



- **Micro Fusion Cells** are ultra-powerful cells. They weigh about two and a half pound each, and their size is about 5×10×10cm (2×4×4"). The recharging process is even more difficult and dangerous. In addition of the specific hardware (TL 10), it requires 8 hours and an Electronics Repair roll (Power Sources - TL10). Failure means the cell is destroyed (useless). Critical failure means the cell shatters (6d cr[ex]+6d burn)

- **Micro Fusion Pack** is like a big MFC, designed to hold much more energy. It is designed to be recharged, and so, despite the need of specific hardware, the process is easy: Electronics Repair roll at +3 (Power Sources - TL10).

- Used as ammo for energy weapons, each cell will provide with a number of shots depending on the power of the weapon. This number is listed in the description of each weapon.

Note that some weapons (like miniguns), also require an energy cell in order to fire. (Gauss weapons clips already contains energy supply for firing the gauss needles)