

Exchangeable tuning possibilities

Red dot sight: A red dot sight, sometimes called a holographic sight, offers a small, red dot instead of iron sights. The aiming point is even visible in darkness, but it's only an improvement on relatively short ranges.

Requirements: Mounting rail on the upper side.

Requirements for the tuner: A red dot sight must be available.

Alternatively, it can be produced in a workshop of class B2, if the producing character has at least 60 points on *crafting* and *gun smithing*.

All that's needed for the installation is the available mounting rail.

Average cost: 200 \$

Time: To produce the sights: 8 hours
To attach the sights: 2 minutes.

Effects: +5 on the hit roll in the ranges *CQC* and *close range*
-5 in the ranges *far range* and *extreme range*

Special rule: None.

Laser sights: A handy laser pointer, aligned with the barrel, that projects a small, red dot close to where the bullet will hit. Very rare in the wasteland.

Requirements: Mounting rails on a side or the underside of the weapon.

Requirements for the tuner: To produce laser sights, a class A workshop and skill values of 75 in both *crafting* and *gun smithing* are needed.
If one has some laser sights and only wants to install them, that is no problem at all, as long as mounting rails are present.

Average cost: 500 \$

Time: To produce the sights: 20 hours
To install the sights: 2 minutes

Effects: Weapons without a scope: +10 to the hit roll in range: CQC
Weapons with max. 4x scope: +10 to the hit roll from CQC up to middle range
Weapons with min. 6x scope: +10 to the hit roll in all ranges the scope allows.

Special rule: None.

Lamp light bulb: A small flashlight that can be mounted – using mounting rails – to the underside of many guns. Can be quickly removed, if one want's to forgo the gun, but not the light. It might not produce the brightest light, but it's enough for most tactical situations.

Requirements: Mounting rails on a side or the underside of the weapon.

Requirements for the Tuner: To produce it: Workshop of class C or better, *crafting* on 50

The installation requires no special skills.

Average cost: 100 \$ bulb socket
5 \$ replacement bulb

Time: To produce the lamp: 4 hours
To install the lamp: 2 minutes

Effects: It illuminates the area in front of the shooter, whereby potential targets that *stand in the line of fire* become easily visible and are – possibly – even blinded and unable to reply to the shooting.

Disadvantage: Every enemy not blinded can see the shooter much easier.

+5 on all targets – in the dark – that are in the ranges CQC or close range

+10 hit chance for every enemy that isn't blinded.

-20 hit chance for every enemy that is blinded

Special rule: Blinded is every enemy in line of sight of the shooter that does not somehow or other protect his eyes (sunglasses, power armor ...)

Lampe LED: A small LED flashlight that can be mounted – using mounting rails – to the underside of many guns. Can be quickly removed, if one wants to forgo the gun, but not the light. It produces the brightest light this side of a searchlight.

Requirements: Mounting rails on a side or the underside of the weapon.

Requirements for the Tuner: To produce it: Workshop of class A or better, *crafting* on 80

The installation requires no special skills.

Average cost: 500 \$

Time: To produce the lamp: 20 hours
To install the lamp: 2 minutes

Effect: It illuminates the area in front of the shooter, whereby potential targets that *stand in the line of fire* become easily visible and are – possibly – even blinded and unable to reply to the shooting.

Disadvantage: Every enemy not blinded can see the shooter much easier.

+7 on all targets – in the dark – that are in the ranges CQC or close range

+15 hit chance for every enemy that isn't blinded.

-30 hit chance for every enemy that is blinded

Special rule: Blinded is every enemy in line of sight of the shooter that does not somehow or other protect his eyes (sunglasses, power armor ...)

Scopes: Scopes are available in the wasteland in great numbers and many amplification factors. The most common amplification factors in the wasteland are: 2x, 4x, 6x, 8x and the giant 10x scopes.

Requirements: A mounting rail on the upper side of the weapon.

Requirements for the tuner:

For the production of 2x – 4x scopes: Workshop of class C or better
 For the production of 6x – 8x scopes: Workshop of class B1 or better
 For the production of 10x scopes: Workshop of class A

Average cost: 2x: 300 \$ 4x: 500 \$
 6x: 650 \$ 8x: 1000 \$
 10x: 1500 \$

Time: For once, take the time out of the table below

Workshop class → / Amplification factor	C	B1	A
2	30 Hours	20 Hours	10 Hours
4	40 Hours	30 Hours	15 Hours
6		40 Hours	22 Hours
8		60 Hours	35 Hours
10			50 Hours

Effect: The enemy seems to be closer. Properly adjusted, the picture one gets seems crystal clear and big, no matter the range.

At 2x Zoom the firing in CQC is reduced by -7 and in close range by -2. But one get's a bonus of +10 in middle range and +5 bonus in far range and no adjustment on extreme range.

At 4x Zoom the firing in CQC and close range is reduced by -10 and -5 respectively. But the shooter get's a bonus of +15 on middle range and +7 bonus on far range with no adjustment on extreme range.

At 6x Zoom it's impossible to shoot in CQC and the reduction in close range is now at -15. But the shooter receives a bonus of +10 on middle range, +5 on far range and +3 on extreme range.

At 8x it's impossible to shoot in CQC or in close range, but all other ranges get a +15 bonus.

At 10x it's impossible to shoot in CQC or in close range, but all other ranges get a +20 bonus.

Special rule: None.

In addition to those five sizes, there are rumors about pre War scopes that are said to be “interactive”, meaning it's possible to adjust the amplification factor. These however, are very rare and cost a fortune.

Infrared spotlight: A spotlight that's a lot bigger than a normal, tactical lamp. It does not cast light in the visible spectrum, but rather in one that's invisible to the naked eye: infrared. To properly use this light source, one of course needs an infrared sight as well. You'll find those on the next page.

Requirements: A mounting rail on one side of the weapon.

Requirements for the tuner: To produce it: Workshop of class B2 or better, *crafting* on at least 80

The installation requires no special skills.

Average cost: 600 \$

Time: To produce the lamp: 15 hours
To install the lamp: 2 minutes

Effect: Floods the area directly in front of the shooter (i.e. in the line of fire) with invisible, infrared light, thereby becoming easily visible to the shooter and everyone else with infrared sights or glasses. Normal darkness is therefore ignored (even though all colors look very different). The beam even lets the shooter ignore a large amount of smoke. Unlike other tactical lights, the beam is not traceable and can't blind anyone.

Special rule: Only of use if the shooter also uses an infrared sight.

Infrared scope: A special scope that allows the user to see light in the infrared spectrum, instead of the normally visible spectrum. *This infrared light must be emitted by an infrared spotlight!* The shooter can now see clearly in the darkest night.

Requirements: A mounting rail on the *upper side*.

Requirements for the tuner: To produce such a scope: Workshop of class B2 or better, *crafting* on at least 80

To install it, no special skills are required.

<u>Average cost:</u>	2x: 600 \$	4x: 1000 \$
	6x: 1300 \$	8x: 2000 \$
	10x: 3000 \$	

Time: To produce such a scope, please look up the numbers needed in a class A workshop for a normal scope of this power and double it.

To install the scope: 2 minutes

Effects: The shooter can now see infrared light, provided there is an infrared light source. He sees in darkness and has no reductions on hit rolls due to sight conditions.

The bonuses and reductions on the hit chance are the normal bonuses and reductions of the same power scopes.

Special rule: This is only of use when one uses an infrared spotlight as well.

Silencer: A big cylinder, added to the end of the barrel, with many small chambers that kind of swallow the gunpowder explosion. Those for pistols are often relatively small, while those for assault and hunting rifles are about 6 cm in diameter and up to 15 cm long.

Requirements: One of these weapons and the already attached tuning *threaded barrel*.

<u>Pistols:</u>	<u>Rifles:</u>
10 mm Pistole	American 180
Colt 1911 A1	Mx4 Storm
Five-SeveN	Bizon
Browning Pocket pistol	P90
Browning High-Power	MP-5
MAC-10	UMP
Micro-Uzi	STEN
	Grease Gun
	„Tommy Gun“
	Hunting rifle
	SKS
	AK-112
	AR 15
	Ruger Mini 14
	Sig-Sauer SG 552

Requirements for the tuner: No special skills are necessary to attach one.

To produce one, one needs a workshop of Class B1 or better and *crafting* and *gun smiting* on at least 65.

Average cost: 400 \$

Time: To screw it on: 30 seconds
To produce it: 8 hours

Effects: The weapon has become a pound heavier and shoots more silent.

Important: The silencer only dampens the sound of the gunpowder explosion – not the sonic boom of the bullet. For total silence, you also need subsonic ammunition.

Special rules: When using both a silencer and subsonic ammunition, enemy *sensual acuity* tests (checking to see if the shot was heard) are reduced by 30 points.

If only the silencer is used, the reduction lies at 15 points.

Cartridge pouch: A few loops, attached to the shoulder stock, big enough to hold the amount of ammo the tailor or furrier wanted. Meant to keep some ammo ready for quick access, this is built with most shotguns or the Winchester lever action rifles in mind, i.e. weapons without exchangeable magazines.

Requirements: A weapon with non exchangeable magazine and a shoulder stock.

Requirements for the tuner: To produce it: workshop of class E or better

Repairing (mechanics) or crafting on at least 40.

No special skills are required to attach it.

Average cost: Starting at 15 \$

Time: 30 minutes (if the cartridge pouch is out of cloth), 2 hours when made from leather

Effect: Instead of needing two AP to reload a single shot, one needs only one. Of course, this bonus applies only to the few shots in the loops.

In principle one can assume that the loops offer a full reload for the weapon, i.e. all cartridges that fit into the magazine tube.

Are the bullets in the loops all used up, one again, needs two AP to reload a single shot.

Special rule: None.

Duck bill: A small piece of metal, roughly formed like a funnel, that supports the scattering of shot horizontally, but keeps it from scattering too much vertically. Not meant for hunting birds.

Requirements: A single barrel shotgun.

Requirements for the tuner: To produce it: Workshop of class D or better

Crafting on 40 or better.

To attach it, no special skills are necessary.

Average cost: Starting at 25 \$

Time: 1 hour to produce it
10 minutes to attach it

Effect: Since the shot load doesn't scatter as much and stays on the aimed for height even when shooting at long distances, a shot load that passes a duck bill will do + 1 D3 damage.

Special rule: None, but remember that the additional damage will only happen with shot loads, not with slugs or other loads.

Second pistol grip: A second pistol grip, attached to the front of the weapon as to control it easier, when firing bursts.

Requirement: Mounting rail on the *lower side*.

Requirement for the tuner: To produce it: Workshop of class C or better.

Crafting on at least 50.

No special skills are necessary to attach it.

Average cost: Starting at 70 \$

Time: 2 hours to produce
2 minutes to attach

Effect: The second pistol grip reduces the reduction on hit rolls when firing bursts from 25 points by ten points to a 15 points reduction.

Special rule: This tuning is easily combined with the **heavier barrel** tuning.

Bipod: A bipod is a rest, meant to ease the handling of the weapon and is especially recommended for sniper rifles and light machine guns.

Requirements: Mounting rail on the *lower side*, any rifle or sniper rifle or one of the following heavy weapons: **M-60**
MG 42
Minimi
RPD

Requirements for the tuner: To produce it: Workshop of class D or better.

Crafting on at least 45.

No special skills are necessary to attach it.

Average cost: Starting at 120 \$

Time: 4 hours to produce
2 minutes to attach

Effects: With rifles and sniper rifles single shots get a bonus of 5 points, when the weapon is used rested. If it's not rested, every shot is 10 points harder.

With the **heavy weapons** the burst reduction is reduced by 10 points.

Special rule: Dismounting the bipod (or folding it in) in combat requires 6 action points.

Tripod: A tripod is used to keep the weapon rested and is usually attached to a heavy machine gun. Obviously, the tripod reduces the manageability when the weapon is not used rested.

Requirements: Mounting rails on the *lower side* and one of the following heavy weapons:

M2
Flak
Gatling Cannon
Minigun

Requirements for the tuner: To produce it: Workshop of class D or better.

Crafting on at least 55 points.

No special skills are necessary to attach it.

Average cost: Starting at 150 \$

Time: 4 hours to produce it
2 minutes to attach it

Effects: The difficulty when firing bursts is reduced by 10 points.

Special rules: Dismounting the tripod during costs 8 action points. If the character does not have 8 action points, he can start in one round and finish in the next, unless he is in close combat.

Underbarrel grenade launcher: A grenade launcher, attached to the underside of an assault rifle, that gives said weapon a second barrel, that can be loaded with a single 40 mm grenade.

Requirements: Mounting rail on the *lower side* and any assault rifle.

Requirements for the tuner: To produce it: Workshop of class B1 or better

Crafting and *gun smithing* on at least 75.

No special skills are necessary to attach it.

Average cost: Starting at 1000 \$

Time: 12 hours to produce it
10 minutes to attach it

Effects: The weapon receives a second barrel that fires 40 mm grenades. This one is used via the *heavy weapons* skill.

As concerns the range division, the grenade launcher works just like the **M 79 grenade launcher**. Also, just like with the **M 79 grenade launcher**, it can only fire a single shot at a time. Reloading costs 2 AP.

Changing to the grenade launcher, i.e. changing the grip and flipping up the sights of the grenade launcher, costs 2 AP.

The size of the weapon moves up to the next bigger category.

Special rule: Due to the installation and fixation with further screws, the mounting rails on the side are unusable, even if present. No tunings can be added to the sides.

Since the grenade launcher comes with a second pistol grip, you receive the benefits of that tuning as well.

Underbarrel shotgun: A shotgun, attached to the lower side of the weapon, that makes it a lot better for close combat scenarios.

Requirements: Mounting rail on the *lower side* and any assault rifle.

Requirements for the tuner: To produce it: Workshop of class B1 or better

Crafting and gun smiting on at least 75.

No special skills are necessary to attach it.

Average cost: Starting at 800 \$

Time: 16 Hours to produce it
10 minutes to attach it

Effects: The weapon receives a second barrel and a tubular magazine for 4 12 gauge shotgun shells.

The maximum range is $50 \text{ cm} + \text{PE} * 3$.

The range division looks as follows:

CQC:	Bis $10 \text{ cm} + \text{PE} * 3$: +10 to rifles
Close range:	+10 cm: +5 to rifles
Middle range:	+15 cm: No adjustment
far range:	+10 cm: -5 to rifles
extreme range:	+5 cm: -10 to rifles

Shooting the weapon (common shot) costs 4 AP.

The tubular magazine holds a maximum of four rounds, not including the one already chambered. Reloading costs 2 AP per shell, unless one uses a **cartridge pouch**, in which case it costs 1 AP per shell.

The size of the weapon moves up to the next bigger category.

Special rule: Due to the installation and fixation with further screws, the mounting rails on the side are unusable, even if present. No tunings can be added to the sides.

Since the grenade launcher comes with a second pistol grip, you receive the benefits of that tuning as well.

Furthermore it's now beneficial to attach a **cartridge pouch** to the assault rifle.

Underbarrel Flamethrower: A handy, small flame thrower that can be hung beneath the assault rifle to make it even deadlier in close combat.

Requirements: Mounting rail on the *lower side* and any assault rifle.

Requirements for the tuner: To produce it: Workshop of class B1 or better

Crafting and *gun smithing* on at least 90.

No special skills are necessary to attach it.

Average cost: Starting at 1500 \$

Time: 24 Hours to produce it
10 minutes to attach it

Effects: The weapon receives a flamethrower and an attachment for small napalm tanks.

The damage is divided over three rounds, the division looks as follows:

1. Round: 2 D10 + 5 fire damage
2. Round: 1 D10 + 5 fire damage
3. Round: 1 D10 fire damage

The maximum range is 30 cm + PE * 2.

The range division looks as follows:

CQC:	Bis 10 cm + PE * 2: +10 to heavy weapons
Close range:	+5 cm: +5 to heavy weapons
Middle range:	+5 cm: No adjustment
far range:	+5 cm: -5 to heavy weapons
extreme range:	+5 cm: -10 to heavy weapons

Common shots with the flamethrower cost 5 AP, replacing the napalm tank costs 3 AP.

The napalm tank holds enough napalm for 7 seconds. What that means in practice is best looked up in the combat rules under firing in combat.

The size of the weapon moves up two categories.

Special rule: Due to the installation and fixation with further screws, the mounting rails on the side are unusable, even if present. No tunings can be added to the sides.

Since the grenade launcher comes with a second pistol grip, you receive the benefits of that tuning as well.