

FUDGE TREATS



VOLUME 2
GUNS OF FUDGE

CREDITS

Original Book

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CHAPTER 1: BASIC ATTRIBUTES

STANDARD NOTATION

Guns of Fudge uses the following statistics-block to describe a firearm in Fudge rules:

The meaning of each attribute is described

Range: Terrible to Superb

Damage Factor: [a number]

Special Effects: [one or more descriptors]

Rate of Fire: Standard, Burst, Full Auto

Ammunition Capacity: [number] – [type]

below.

RANGE

A firearm's Range attribute determines the maximum effective range of the weapon. The effect of each trait level in range is described in table Rng-1, below.

Under optimum conditions, shooting at a target in the first quarter of a weapon's effective range is a Poor difficulty task. At half of effective range, it is a Fair task. At full effective range, at least a Good task.

If the target is moving, the difficulty increases by +1 step.

It is possible to fire at targets beyond a weapon's effective range, but damage should be reduced by -2 to -3 factors, and the difficulty should be around Great or more.

DAMAGE FACTOR

Like most weapons, firearms have a Damage Factor. It starts at +2 for small caliber handguns and rises to +8 or more for extremely large caliber, anti-materiel weapons.

SPECIAL EFFECTS

A special effect is an additional game mechanic or rule that applies to the weapon's attack. It simulates unusual properties of a weapon, like a bullet's ability to penetrate cover or a shotgun's scattering shot.

For most firearms, special effects depend on the type of ammunition loaded into the weapon. A hollowpoint bullet has a special effect that causes more severe wounds, while an armor-piercing bullet has an armor-piercing special effect.

At the end of these rules, Appendix 2: Special Effects describes the different special effects.

RATE OF FIRE

Rate of Fire denotes how quickly a firearm shoots projectiles during a particular attack

Table Rng-1: Firearm Effective Range

Trait Level	Effective Range
Terrible	About ten meters. The range of a derringer or snub-nosed pistol.
Poor	About twenty-five yards. Standard pistol range.
Mediocre	About fifty meters. The range of a very accurate pistol.
Fair	About 100 meters. Carbine range.
Good	About 300 meters. Rifle range.
Great	About 1000 meters. Highly accurate rifle range.
Superb	Around two kilometers or more. Precise, long-ranged rifles, like the M82A1 .50 Browning sniper rifle.

Some gauss weapons may have internal power generators, like a fusion micro-reactor. (In most cases, the battery of a gauss weapon supplies enough energy to shoot a single clip.)

Because gauss weapons possess much more damaging ability than standard firearms, the weapons tend towards smaller calibers. Smaller bullets permit high capacity magazines and keep the recoil of the weapon manageable.

All of the alternative ammunition-types produced for conventional firearms – except sub-sonic – are available for gauss weapons. (Often, gauss weapons intended to fire sub-sonic have a switch that reduces the strength of the magnetic field and thereby lowers the velocity of the bullet.) Gauss weapons may use any standard firearm accessories.

When a gauss weapon is discharged, it produces a supersonic crack, about as loud as a bullwhip. An electrical arc – usually blue, green, or yellow – spews from the mouth of the barrel as muzzle flash. This lightning-like flash is often brighter than the muzzle flash of conventional arms.

Advantages: The upward velocity of a firearm's bullet is limited by the expansion of the gases from the exploding propellant. Not so for a gauss weapon. Their only real limit derives the atmosphere: a round that travels too fast burns up from friction. This places an upper limit on velocity that is about three times as fast as conventional arms. The extra velocity results in muzzle energy and penetrating power that is far superior to conventional arms.

In a conventional firearm, the barrel heats from simple friction between the bullet and barrel wall. Fire a weapon too much in too short a period of time, it overheats. This places a limit on the weapon's rate of fire.

In a gauss weapon, the bullet requires only light contact with the barrel. This results in little friction, so a gauss weapon can sustain a higher rate of fire for longer periods of time than a conventional weapon.

The bullet's sonic boom (when it travels at supersonic velocity) and the explosive expansion of propellant gas causes the loud report of a

firearm. A gauss weapon has no exploding gas. It generates only the supersonic crack; the weapon produces roughly the same amount of noise as a firearm with a silencer (without subsonic ammunition).

As Newton states, "For every action, there is an equal and opposite reaction." In a conventional firearm, the recoil of the weapon is a reaction to two actions: the explosion of the propellant gas and the movement of the bullet. In a gauss weapon, only the bullet's movement contributes to recoil. This permits a gauss weapon to fire a bullet at much higher velocities than a standard firearm, but with a "kick" equal to a firearm of similar caliber.

Gauss weapons have better damage capability, generate less heat, produce less noise, and kick about as much as standard firearms.

MODELING GAUSS WEAPONS

Table ABT-1: Gauss Ammunition Effects

Propellant	Caliber	DF	MR
Light	Needle	+3	Poor
Light	Small	+5	Good
Light	Medium	+6	Good
Light	Large	+7	Good
Light	V. Large	+8	Great
Heavy	Needle	+4	Poor
Heavy	Small	+8	Superb
Heavy	Medium	+9	Superb
Heavy	Large	+10	Legendary
Heavy	V. Large	+11	Legendary

Use the same six-step modeling rules for standard firearms. However, a gauss weapon uses table ABT-1 to determine the attributes derived from ammunition size.

In a gauss weapon, the propellant column refers to the strength of the magnetic field uses to accelerate the bullets. Technologically primitive sidearms use light propellant, while more advanced weapons use heavy.

The caliber of gauss bullets is the same as standard firearms. However, because the weapons inflict more damage with a smaller round, gauss arms tend to use smaller sized ammunition (to increase magazine capacity).

Needles: This “caliber” of gauss weapon fires a small, blunt sliver of metal, no larger than a sewing needle, usually 5 centimeters in length. Once the needle hits a target, it tumbles, creating a large wound channel for its size.

Needles tend towards inaccuracy over long ranges. The rounds possess unstable ballistics and tumble in flight after traveling a short distance, veering wildly off target.

Needle caliber weapons exist to deal with unarmored targets at close quarters. The small size of the needles permits exceptionally large magazines: 200 or so in most pistols and 1000 or more in submachineguns. To take advantage of the high magazine capacity, most needlers have burst or full auto fire capability. Some needler submachineguns can perform very rapid fire.

Needle caliber weapons may not use alternative ammunition.

Sub-sonic Firing: When a gauss weapon fires at sub-sonic velocity, it suffers a -5 penalty to Offensive Damage Factor and has the same special effects as sub-sonic ammunition (i.e., none).

NANO-DISASSEMBLER AMMUNITION

Upon impact, this type of ammunition releases a batch of nanotechnology robots into the target. The robots infiltrate the target's molecular structure and break it down. They use it as raw material for the creation of additional robots, which – in turn – create even *more* robots, and so on. Within a short while, the target's physical structure is reduced to trillions of robots suspended in inert gray goo. The job done, the robots self-destruct.

And that is that.

The target has been obliterated on a molecular level.

Statistics: The actual bullet of nano-disassembler ammunition is no more powerful

than standard, ball ammo. It has the following special effects:

- No Grazes.
- High Penetration.

Once the bullet hits its target, it ruptures and releases the now active nano-bots. The nano-bots infiltrate the target's physical structure, dissolving it. In the first round of infiltration, this inflicts damage on the target with an ODF of +1. Each round thereafter, the bots multiply and damage increases by a cumulative +1. Round two, the damage is +2; round 3, +3; and so on.

The damage ignores the target's external armor. The target is devoured from the inside to out.

At first, a target with high DDF may suffer no wounds from this insidious assault. Eventually, irresistibly, the target will become inert gray goo.

The nano-bot colonies created by this ammunition usually have a short, collective life span – no more than five minutes. This prevents the bots from growing out of control and devouring the entire planet.

Counter-disassembly nano-bots, force fields, or supernatural powers are the only effective protection against this weapon.

