

# The Weapon Shoppe

## Expanded Weapon Tables

### for D&D Gamma World

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In *D&D Gamma World*, weapon types are abstract: instead of saying “I’m using a longsword” and looking up the stats on a weapon list, players can describe their own weapons and then the stats are based on broad categories such as “light one-handed melee” or “heavy two-handed gun.” This offers a lot of flexibility for personalization and player choices.

However, there are still some gaps in this arrangement, whereby players can’t fully define the weapons they want under the existing system. For example, what if you’re using a flame thrower? A shotgun? A polearm? What about a laser pistol or a grenade or a sonic screwdriver?

The optional system presented in this document expands the categories of weapons available and offers ways for players to change the damage types on existing and new weapon categories to better suit their concepts.



## New Weapon Categories

*The Weapon Shoppe* introduces three new weapon categories: **blast**, **burst**, and **reach**.

### Blast Weapons

- ◆ Blast weapons are those which produce a **blast or spray** (close blast 2 or close burst 3) adjacent to the user.
- ◆ The archetypal blast weapon is the **shotgun**.
- ◆ Blast weapons use the **ammunition** rules, as found on page 74 of *D&D Gamma World*.
- ◆ You use the **Blast Basic Attack** power to make an attack with a blast weapon.
- ◆ You cannot use a blast weapon with an attack power with a range of “Ranged weapon.”

### Burst Weapons

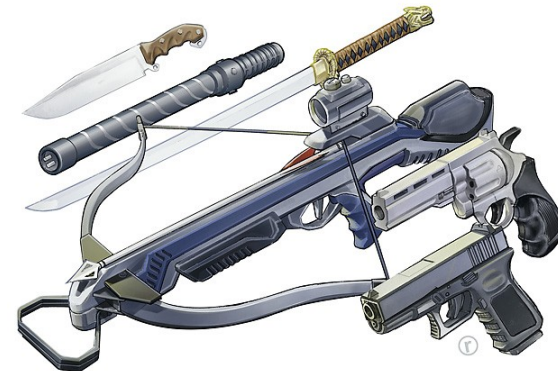
- ◆ Burst weapons create an **explosion** some distance away from the user.
- ◆ The archetypal burst weapon is the **grenade**.
- ◆ Burst weapons use the **ammunition** rules, as found on page 74 of *D&D Gamma World*.
- ◆ You use the **Burst Basic Attack** power to make an attack with a burst weapon.
- ◆ You cannot use a burst weapon with an attack power with a range of “Ranged weapon.”

### Reach Weapons

- ◆ Reach weapons have **additional melee range**, letting you strike at a foe who is not adjacent to you.
- ◆ The archetypal reach weapons are the **whip** (light weapon) and the **polearm** (heavy weapon).
- ◆ Reach weapons do not use **ammunition**.
- ◆ You use the **Melee Basic Attack** power, described on page 75 of *D&D Gamma World*, to make a basic attack with a reach weapon.
- ◆ You can use the extra reach of a reach weapon with any attack power with a range of “Melee weapon.” You cannot use the extra reach with attack powers with specific ranges, such as “Close burst 1” or “Melee 1”, but you can still use the reach weapon to make such attacks.
- ◆ You can still only make opportunity attacks against adjacent foes and can only flank adjacent foes.

## New Basic Attacks

The following powers count as ranged basic attacks and you can use them whenever you would make a ranged basic attack.



## BLAST BASIC ATTACK

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*You blast nearby opponents with your weapon. Hopefully none of your friends are standing in the wrong place.*

**At-Will** ☉ **Physical, Weapon**

**Standard Action**      **Close** blast 2 or 3 (by weapon category)

**Requirement:** You must be using a blast weapon, and you must have ammunition.

**Target:** All creatures in blast.

**Attack:** Str/Con or Dex/Int + your level + weapon accuracy vs. AC

**Hit:** 1[W] + your level physical damage.

## BURST BASIC ATTACK

## BASIC ATTACK

*You fire your weapon right into the middle of your foes. Well, right in the middle of whoever was near that spot over there, at least.*

**At-Will** \* **Physical, Weapon**

**Standard Action**      **Area** burst 1 within weapon range

**Requirement:** You must be using a burst weapon, and you must have ammunition.

**Target:** All creatures in burst.

**Attack:** Str/Con or Dex/Int + your level + weapon accuracy vs. AC

**Hit:** 1[W] + your level physical damage.

## Dual-Wielding Weapons

If you decide to wield two one-handed weapons, simply count them as a two-handed weapon of the appropriate type.

For example, if you want a pair of knives – which if used singly might be a light one-handed melee weapon – you can simply use the stats for a light two-handed melee weapon and have that represent your paired knives. If you want to fire a pair of handguns, consider it as a single two-handed gun for attack, damage, and range purposes.

## Alternate Damage Types

The damage types in *D&D Gamma World* are acid, cold, electricity, fire, force, laser, necrotic, physical, poison, psychic, radiation, and sonic.

All normal weapons (not salvaged Omega Tech) in *D&D Gamma World* do physical damage. This is good for representing most weapons, from guns to thrown rocks, from katanas to sharpened yield signs. But it doesn't cover the full range of damage types that characters might wish to employ.

If your weapon does a type of damage other than physical, adjust the damage as follows:

Base Damage	Adjusted Non-Physical Damage
1d6	1d4
1d8	1d6
2d4	1d8
1d10	2d4 (two-handed weapons), 1d8 (one-handed weapons)
1d12	1d10
2d6	1d12
2d8	2d6
2d10	2d8

Examples of weapons that could do non-physical damage include:

**Acid:** acid sprayer (*two-handed light blast weapon*)

**Cold:** fire extinguisher (*two-handed heavy blast weapon*)

**Electricity:** taser pistol (*one-handed light gun*)

**Fire:** flamethrower (*two-handed heavy blast weapon*)

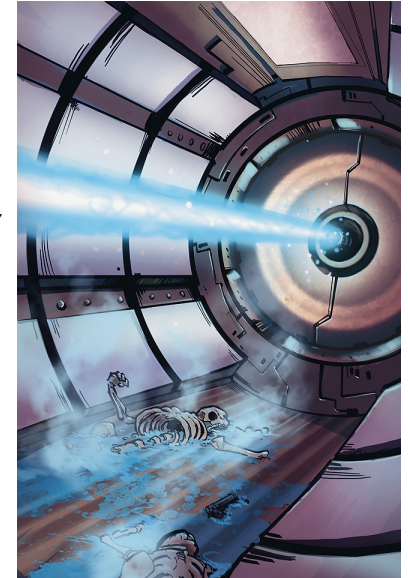
**Force:** concussion grenade (*one-handed heavy burst weapon*)

**Laser:** laser sword (*one-handed heavy melee weapon*)

**Poison:** blowgun with poisoned darts (*two-handed light ranged weapon*)

**Radiation:** micronuke (*two-handed heavy burst weapon*)

**Sonic:** sonic disruptor (*one-handed heavy gun*)



A few damage types are harder to justify – necrotic and psychic, specifically. If you come up with a good reason for having a weapon that does one of those types of damage, run it past your Game Master and see if she or he buys your justification. Maybe a death ray and a psi bomb?

Weapons with modified damage types follow all other rules that apply to normal weapons, such as ammunition. There are no specialized ammo types needed for sonic disruptors or fire extinguishers – just the normal ammunition.

# Revised Weapon Table

(This space intentionally left blank. Draw some weapons here!)

Weapon Category	Accuracy	Damage [W]	Range
Heavy one-handed blast *	+0	1d8 physical	← Close blast 2
Heavy one-handed burst *	+0	1d8 physical	※ Area burst 1 within 10 squares
Heavy one-handed gun *	+2	2d6 physical	↘ Ranged 10
Heavy one-handed melee	+2	1d10 physical	+ Melee 1
Heavy one-handed ranged	+2	1d10 physical	↘ Ranged 5
Heavy one-handed reach	+2	1d8 physical	+ Melee 2
Heavy two-handed blast *	+0	2d6 physical	← Close blast 3
Heavy two-handed burst *	+0	2d6 physical	※ Area burst 1 within 20 squares
Heavy two-handed gun *	+2	2d10 physical	↘ Ranged 20
Heavy two-handed melee	+2	2d8 physical	+ Melee 1
Heavy two-handed ranged	+2	2d8 physical	↘ Ranged 10
Heavy two-handed reach	+2	2d6 physical	+ Melee 2
Light one-handed blast *	+2	1d6 physical	← Close blast 2
Light one-handed burst *	+2	1d6 physical	※ Area burst 1 within 5 squares
Light one-handed gun *	+4	1d8 physical	↘ Ranged 10
Light one-handed melee	+3	1d8 physical	+ Melee 1
Light one-handed ranged	+3	1d8 physical	↘ Ranged 5
Light one-handed reach	+3	1d6 physical	+ Melee 2
Light two-handed blast *	+2	2d4 physical	← Close blast 3
Light two-handed burst *	+2	2d4 physical	※ Area burst 1 within 10 squares
Light two-handed gun *	+4	1d12 physical	↘ Ranged 20
Light two-handed melee	+3	1d12 physical	+ Melee 1
Light two-handed ranged	+3	1d12 physical	↘ Ranged 10
Light two-handed reach	+3	1d10 physical	+ Melee 2
Unarmed quick attack	+3	1d4 physical	+ Melee 1
Unarmed powerful attack	+2	1d8 physical	+ Melee 1

\* This weapon requires ammunition.

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