

FUDGE TREATS



VOLUME 2
GUNS OF FUDGE

CREDITS

Original Book

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About Fudge: Fudge is a roleplaying game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of Fudge are available free on the Internet at <http://www.fudgerpg.com> and other sites. Fudge was designed to be customized, and may be used with any gaming genre. Fudge gamemasters and game designers are encouraged to modify Fudge to suit their needs, and to share their modifications and additions with the Fudge community. The Fudge game system is copyrighted ©2000 by Grey Ghost Press, Inc., and is available for use under the Open Game License. See the fudgerpg.com website for more information.

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TABLE OF CONTENTS

<p>Chapter 1: Basic Attributes.....1</p> <ul style="list-style-type: none"> Standard Notation.....1 Range.....1 Damage Factor1 Special Effects.....1 Rate of Fire.....1 Ammunition Capacity2 <p>Chapter 2: Modeling Firearms4</p> <ul style="list-style-type: none"> Step 1: Determine Ammunition Type.....4 Standard Ammunition Special Effects4 Step 2: Determine Weapon Size.....4 Step 3: Determine Magazine & Capacity....5 Step 4: Determine Rate of Fire.....5 Step 5: Tweak Your Model.....5 Step 6: Fill in the Stat Block5 <p>Chapter 3: Modeling Shotguns6</p> <ul style="list-style-type: none"> Standard Notation.....6 Shotgun Ammunition6 Buckshot.....6 Slug.....6 Changes to Modeling System.....6 Determining Ammunition Type.....6 Effects of Weapon Size.....6 Indiscriminate Damage.....7 <p>Chapter 4: Ammunition8</p> <ul style="list-style-type: none"> Standard.....8 Accelerated Energy Transfer (AET).....8 Armor-piercing (AP)8 Birdshot8 Buckshot.....8 Fléchette8 Frangible.....9 High Explosive (HE).....9 High Explosive Armor-piercing (HEAP) ...9 Hollowpoint (HPt).....9 Incendiary.....9 Sabot Slug9 Slug.....10 Subsonic10 Tracer.....10 	<p>Chapter 5: Alternative Ballistic Technologies11</p> <ul style="list-style-type: none"> Antimatter Ammunition11 Electrothermal Chemical Weapons (ETC) ..11 Gauss Weapons.....11 Modeling Gauss Weapons12 Nano-disassembler Ammunition13 <p>Appendix 1: Sample Weapons14</p> <ul style="list-style-type: none"> Standard Firearms14 Shotguns14 Gauss Weapons15 <p>Appendix 2: Special Effects.....16</p> <ul style="list-style-type: none"> Armor-piercing.....16 Bullet Resistant16 Explosion.....16 No Grazes.....16 High Penetration.....16 Increased Wound Severity.....16 Irradiates Target.....16 Poor Penetration16 Scattershot17 Secondary Explosion.....17 <p>appendix 3: Laser Weapons18</p> <p>Appendix 4: Sonic Weaponry19</p> <p>Upcoming Games from ComStar Media21</p> <ul style="list-style-type: none"> Just Released:21 Other Upcoming Games:.....21 Science Fiction:21 Fantasy:.....21 Superhero:.....21 <p>About ComStar Media, LLC21</p> <p>OPEN GAME LICENSE Version 1.0a..22</p>
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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.

action. Three basic rates of fire exist: Standard, Burst, Full Auto, and Very Rapid Fire.

A firearm may possess more than one rate of fire. In this case, the weapon is *selective fire*. Each round, the shooter may change the weapon's rate of fire. For example, if an assault rifle possessed Standard and Burst rates of fire, the shooter could shoot a Standard shot in one round, then switch to a Burst in the next.

Note: A more "realistic" rapid-fire resolution system would determine how many bullets hit a target, then separately apply the damage from each bullet against the target's armor. In the interest of simplicity and speed of use, a "fudged" system that increases the attack roll and damage factor of the weapon was chosen.

Standard (S)

The weapon fires only once when the shooter pulls the trigger. No special rules exist for this Rate of Fire. It permits the character to attack per the normal Fudge procedure.

Burst (B)

When the shooter pulls the trigger, the weapon automatically fires a few shots in a short, controlled burst. Usually, three to six are fired.

Firing a weapon in burst mode grants a +1 bonus to offensive attack rolls and +1 to the weapon's Damage Factor. In most cases, a weapon uses three rounds of ammunition per burst.

The shooter may direct a burst at a single target, only.

Full Auto (FA)

When the shooter pulls the trigger, the weapon automatically fires ten, a dozen, or score of shots in a long, rapid burst.

Firing full auto at a single target grants a +2 bonus to attack rolls and the weapon's Damage Factor.

The shooter may direct full auto fire at multiple targets. In this case, the shooter gains no bonus to attack rolls or Damage Factor.

Very Rapid Fire (VRF)

When the shooter pulls the trigger, the weapon automatically fires at least fifty shots in a long, rapid burst. Galling guns and several advanced technologies are capable of this fire rate.

Very Rapid Fire at a single target grants a +4 bonus to attack rolls and the weapon's Damage Factor.

The shooter may direct VRF at multiple targets over a large area. In this case, in which case the shooter gains +1 to attack rolls and Damage Factor.

AMMUNITION CAPACITY

The first trait listed for Ammunition Capacity is a number: the total of amount of shots the weapon carries. The second trait is a term that describes how the weapon holds ammunition, its magazine type. For example, a weapon with an Ammunition Capacity attribute of "6 - Revolver" holds six shots and stores them in a cylindrical magazine.

Depending upon the level of detail you wish to implement in your Fudge campaign, the magazine effects how quickly a weapon may be reloaded. The different types of magazines are listed below.

Internal

Ammunition is stored inside the weapon in a non-removable magazine. To accomplish reloading, the shooter manually places one round at a time into the weapon.

Breech-loaded and muzzle-loaded weapons use internal magazines. Pump-action and lever-action weapons with a tube-magazine running parallel to the barrel of the weapon use the "internal" descriptor, as do many bolt-action rifles.

Revolver

This is the cylindrical magazine you find in many handguns. A revolver typically holds five to six shots.

Clip

