Wile weapons are quite comprehensively dealt with in the Fire-Arms section, in this way some now is this the one of the most disappointing sections of the rulebook. Most of the weapons listed are readily available today, and thus there is little "Science Fiction" feel to combat. Thus, in an attempt to do something about this, I've devised some additional weapons details, some based on descriptions in SF novels and others of my own creation.

1. The Hand Blaster: This is a handgun-sized atomic energy weapon, firing a tiny 3mm x 15mm projectile at 700 to 800 metres per second. Once it is set in motion, nothing that stops the angry red hot tiny projectile on which it rests starts a microscopic fraction of its mass into energy. A magazine carrying six charges is inserted into the handle, one charge being fired for each pull of the trigger. Reloading takes one combat round, but two if the firer is treated as evading.

2. Incendiary Rifles: These are obvious, but not the fact that any target blasted by it becomes radioactive, for twenty-four hours. The effective radius of this radiation is only about half a metre; however, if desired, the blaster can be used to cut through solid steel of up to 15mm thickness, blasting a circular hole about 1.5mm in diameter, or a square area of approximately 1mm diameter.

3. The Blast Rifle: The rifle version of the above, firing a slightly larger 4mm calibre projectile at 1000 metres per second. A magazine containing 10 charges is fitted into the stock of the rifle; one round may be fired per pull of the trigger. Replacement of the magazine takes one combat round. The blast rifle has a slightly wider blast radius than its hand counterpart, being 1.5 metres rather than one metre. Neither weapon is suitable for use at close quarters.

4. Concourse Rifle: This is basically a sonic weapon, firing a disposable, self-contained,华盛顿型X世界 ARMED FORCES ADVISOR annual report (1950) 10 10 - 10 50

5. The Plasmal Blaster: This weapon is based on the Blaster from the War Planets series of books. Plasma blasters are based on the principle of plasma, a gas in which all the free electrons are stripped from the atoms, the gas is produced at a high temperature (around 10,000°K) in a metal container called a plasma tube, and the plasma is then accelerated to high speeds by an electric field. Plasma blasters can fire a very wide range of projectiles, including bullets, rods, and spheres, and they are capable of penetrating thick armor at relatively low speeds. Plasma blasters are also known for their high accuracy and the fact that they can be fired in all weather conditions. However, they are not very common in the war between these two empires.

6. The Anagun: This weapon appears as a small pistol with a very slim barrel. It fires bullets but tiny 9mm x 15mm needles at a velocity of 400-500 metres per second. The needles have a ridge which prevents skin penetration deeper than 2-3mm, and are designed to inject the target with a small amount of a powerful anesthetic. The drug takes effect in one combat round, numbing the victim for one hour. They are very potent, the saving throw being 13+ with a DM of 1 for endurance 9+ and an additional 12+ (accumulative). Creatures larger than human-sized have proportionately lower saves, a hippo for example requiring only 4+. Creatures much bigger than this will not be affected.

7. The Power Hoist: This is a small, hand-held device that can be used to lift large objects or people. It is powered by a small, powerful motor and is mounted on a long, flexible cable. The power hoist is a very useful item for clearing debris or lifting heavy objects in the war between these two empires.

8. The Plasma Blade: This weapon is another version of the Plasma Rifle, but it is a more powerful and accurate version. It can be fired from a distance of up to 1000 metres and can penetrate thick armor and heavy shielding. The Plasma Blade is a valuable addition to the war between these two empires.

9. The Explosive Bolt: This is a powerful explosive weapon that can be fired from a distance of up to 2000 metres. It is designed to be used against heavily armored vehicles or buildings. The explosive bolt is a very effective weapon in the war between these two empires.

10. The Plasma Grenade: This is a more powerful version of the plasma blaster, capable of creating a large explosion and damaging a wide area of targets. The plasma grenade is a very effective weapon in the war between these two empires.

11. The Power Hoist: This is a small, hand-held device that can be used to lift large objects or people. It is powered by a small, powerful motor and is mounted on a long, flexible cable. The power hoist is a very useful item for clearing debris or lifting heavy objects in the war between these two empires.

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