

	WMD Weapons of Mass Destruction include Nuclear, Biological, and Chemical Weapons.	WMD-1
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A variety of WMD are possible (if not readily available). Effects are in D: Blast-1D, Bang-2D, etc.
Bio and Chemical weapons are clouds or areas of effect, diminishing with distance from the center.

N PLAGUE “NI”

Biological Weapon

R= Proximity	1D-1	Versus		----- Inflicts -----	
		Infect	Infect	Poison	
0 Contact	0	3	6	1	
1 Contact	1	3	4		
2 Touch	2	3	2		
3 Miss	3+	0			

Ni is a contact bio-weapon. It does not degrade.

G POISON GAS “GALI”

Chemical Weapon

R= Proximity	1D-1	Versus		----- Inflicts -----	
		Gas	Suff	Poison	Stench
0 Direct Hit	0	3	10	5	0
1 Hit	1	3	8	4	0
2 Near Miss	2	3	2	2	0
3 Miss	3+	0	0	0	0

Gali is an odorless suffocating gas. Degrades 1 per minute.

D PLAGUE “DA”

Biological Weapon

R= Proximity	1D-1	Versus		----- Inflicts -----	
		Gas	Infect	Poison	
0 Direct Hit	0	3	3	3	
1 Hit	1	3	2	2	
2 Near Miss	2	3	1	1	
3 Miss	3+	0			

Da is an air-borne infectious bio-weapon. It degrades after one day.

Z POISON GAS “ZALA”

Chemical Weapon

R= Proximity	1D-1	Versus		----- Inflicts -----	
		Gas	Suff	Poison	Stench
0 Direct Hit	0	3	2	10	5
1 Hit	1	3		8	4
2 Near Miss	2	3		2	2
3 Miss	3+	0		0	0

Zala is a poison gas with an identifiable odor. It degrades 1 per ten minutes.

R RAD POINT SOURCE “RUUN”

Nuclear Weapon

R= Proximity	1D-1	Versus		----- Inflicts -----	
		Rad	Rad		
0 Direct Hit	0	9	5		
1 Hit	1	6	4		
2 Near Miss	2	3	2		
3 Miss	3+	0			

Ruun is a radioactive object. It does not degrade.

T CROWD CONTROL GAS “TAT”

Chemical Weapon

R= Proximity	1D-1	Versus		----- Inflicts -----	
		Gas	Suff	Poison	Stench
0 Direct Hit	0	3	3	1	7
1 Hit	1	3	2		4
2 Near Miss	2	3	1		2
3 Miss	3+	0			1

Tat is a non-lethal gas. It degrades 1 per minute.

Kh RADIATION “KH”

Nuclear Weapon

R= Proximity	1D-1	Versus		----- Inflicts -----	
		Rad	Rad		
0 Direct Hit	0	6	6		
1 Hit	1	4	4		
2 Near Miss	2	2	2		
3 Miss	3+	0			

Khulanii is a radioactive area dust contamination. It does not degrade.

V CONTACT POISON “VON”

Chemical Weapon

R= Proximity	1D-1	Versus		----- Inflicts -----	
		Poison	Poison	Trang	
0 Contact	0	3	5	6	
1 Contact	1	3	4	3	
2 Touch	2	3	1	1	
3 Miss	3+	0			

Von is a surface contaminant. It does not degrade.

R= distance from the release point (assumes a random targeting in the area).

Versus= Weapon attacks as stated against armor and protection. If it overwhelms the protection, use **Inflicts=**.

Range=	0	1	2	3	4	5	6	7	8	9
Range	Contact	Vshort	Short	Medium	Long	Vlong	Distant	VDistant	Orbit	Far Orbit
Distance		5 m	50 m	150 m	500 m	1000 m	5000 m	50 km	500 km	5000 km