



Basics

Fuzion is a metasystem rather than a multisystem, a way to use similar game mechanics that can mutate from game setting to game setting to provide the best results by means of 'switches', 'dials' and other whistles and bells. The **Fuzion** rules can be downloaded from <http://www.best.com/~rtg1/rtginfo.html>.

This conversion should have all the information you need to convert any **3G³** weapon into basic **Fuzion** terms. Additional special effects will depend on your game setting.

Tech Levels

There aren't really any Tech Levels in **Fuzion**. A weapon is either appropriate to a genre, or it isn't. If **Fuzion** is used in a background originally part of some other system, use that system's Tech Levels as a guide.

Name

This is the common name of the weapon.

Caliber

This is some notation for personal reference as to the ammunition type it uses.

Weapon Accuracy

Inherent Accuracy of a **3G³** weapon translates into the **Fuzion** WA (weapon accuracy) stat. The closest match is obtained by converting directly from IA to WA, and subtracting 1 if the weapon has an aiming RC of 2, or subtracting 2 if it has an aiming RC of 1. So, an IA of +2 becomes a WA of +2 for an RC3 rifle, but a +1 for an RC2 pistol, and +0 for an RC1 pistol. Inaccurate weapons with low RC's *can* have a negative WA. Yes, this stat is derived exactly as for **Cyberpunk 2020**, since the **Fuzion** stat is as well.

Damage

Fuzion uses a discontinuous scale for damage. Things are fairly linear up to about elephant rifle range, then the curve gets much steeper, with much greater energies required for increased Damage Class. For a **3G³** Damage Value of 80 or less, the **Fuzion** Damage Class (killing damage) is:

$$\text{Fuzion Damage Class} = 3G^3 \text{ Damage Value} / 8(n)$$

For a **3G³** Damage Value of 81 or more, the **Fuzion** Damage Class is:

$$\text{Fuzion Damage Class} = (\log_{DV} \times 5.25)(n)$$

In addition, **Fuzion** uses two separate damage types, Damage Class, and 'Kills'. The latter is usually restricted to vehicle weapons, or conventional weapons of 30mm or larger. To go from Damage Class to Kills, use the **Fuzion** guidelines for the genre you are playing.

Dialing for Damage!

How much damage you can do with a weapon in **Fuzion** is largely dependent on the genre you are playing. A hand-held weapon in a high-tech "real world" game would be far less capable than the same weapon in an "anime power-armor" game. To take this into account set your own "Damage Dial" based on the genre you are playing. *Suggestions* are below:

Genre	Add to converted damage:
Real world	nothing
Slightly heroic	1DC per 4DC past DC2 (d)
Heroic	1DC per 3DC past DC2 (d)
Massively heroic	1DC per 2DC past DC2 (d)
Mindboggling heroic	1DC per 1DC past DC2 (d)

Example - A heavy pistol that converts from **3G³** to DC5 would be DC6 in a heroic campaign and DC8 in a mindboggling heroic campaign. An assault rifle that converted from **3G³** to DC7 would be DC8 in a heroic campaign and DC12 in a mindboggling heroic campaign.

Maximum Range

Fuzion weapons all take the same range penalties out to their listed range. What this range is depends on the **3G³** Range Classes for aiming and damage.

Aiming RC	Range	Damage RC	Shift
1	10m/yds	>2 less than aim RC	2 rows up
	20m/yds	2 less than aim RC	1 row up
2	30m/yds	1 less than aim RC	0 rows
	50m/yds	equal to aim RC	1 row down
3	70m/yds	1 more than aim RC	1 row down
	100m/yds	2 more than aim RC	2 rows down
4	150m/yds	>2 more than aim RC	3 rows down
	200m/yds		
5	300m/yds	Weapon Accuracy	Shift
	400m/yds	If WA is less than 1	1 row up
6	700m/yds	If WA is more than 1	1 row down
	1000m/yds		
7	1500m/yds		
	2000m/yds		
8	3000m/yds		
	4000m/yds		

Example - A shoulder-fired rocket with a **3G³** Range Class of 2/5 and an Inherent Accuracy of 1 would end up with an effective range of 70m/yds (base of 30m/yds, +3 rows for damage RC, minus 1 row for a **Fuzion** Weapon Accuracy of zero).

Optional - If a weapon loses damage with range, subtract 1DC at half the effective range, and 2DC at the effective range or greater.

Optional - **Fuzion** ranged weapons do not usually have a Minimum Strength, but if they would, it would be the DC of the weapon minus 1, with an additional -2 if the weapon is held with both hands. Using a weapon you don't have the Strength for will be a -1 penalty per point of Strength that is lacking, which will apply only to weapons with a rate of fire of more than 1.

Fuzion

Melee weapons

Melee weapons convert their damage the same way ranged weapons do, but if the weapon is designed to be used two-handed, add +2DC to the final amount, and if it is highly unbalanced, add +1DC to the final amount.

Minimum Strength is usually the Damage Class minus 1, +1 if the weapon is two-handed, +1 if it is unbalanced, +2 if it is highly unbalanced, and +1 if Weapon Accuracy is 0 or lower, and -1 if Weapon Accuracy is +2 or better.

To get Weapon Accuracy for melee weapons, use the IA, then apply -1 if the weapon has 1 or 2 locations, +0 if it has 3 or 4, -1 if it has 5 or more. Apply an extra -1 if it is highly unbalanced.

Example - An S/5 broadsword has a **3G³** Damage Value of around 14 and an IA of 1. This gives it a **Fuzion** Damage Class of 2 if used one-handed, and Damage Class 4 if used in both hands. It has a final Weapon Accuracy of +0, and Minimum Strength of 5.

This gives reasonable results for most melee weapons, though it is difficult to get exact matches with **Fuzion** stats for weapons with a high Damage Class.

Rate of Fire

Most weapons will have a RoF of 1 or 2, or one or two shots per 3 second **Fuzion** phase. Weapons with an RoF of 1 include bolt, lever, pump, single-action revolver and single shot weapons with one barrel. Weapons with an RoF of 2 include double-action revolvers and semi-automatic weapons. Autoburst weapons have an RoF of 2, but may fire either single shots or 3-round bursts. Autofire weapons in **Fuzion** can fire twice a phase, and will use the **3G³** rate of fire as the maximum shots per firing action, the number of hits based on the dial setting for the genre in question.

Guided weapons

Guided weapons in **Fuzion** are given a rating from Dumb(8) to Genius(20), as a difficulty number the target has to beat to avoid getting hit. A **3G³** guidance bonus will correspond to each type of **Fuzion** guidance for self-guided weapons. For a user-guided weapon or targeting aids, they are just counted as bonuses to hit.

3G³ guidance	Fuzion targeting bonus	Missile intelligence
+2	+0	-
+4	+1	Dumb
+6	+2	Dumb
+8	+3	Smart
+10	+4	Smart
+12	+5	Smart
+14	+6	Brilliant
+16	+7	Brilliant
+18	+8	Genius
+20	+9	Genius

Example - A **3G³** guidance system with a bonus of +6 would be a Dumb missile in **Fuzion**, or a +2 bonus to skill on a user-guided missile. The **3G³** limits on guidance systems can optionally be applied in **Fuzion**, so a user-guided missile with a +2 bonus could not gain any benefit from more than 2 levels of user skill.

Note - Most of the 1990's-era anti-tank and air-to-air missiles would be considered "Smart" missiles in **Fuzion** terms.

SDP and KD (optional)

Personal devices like weapons generally are not rated in terms of their defense and ability to withstand damage, but you can use **3G³** stats to generate the appropriate **Fuzion** terms. The **Fuzion** KD of a weapon is the Damage Class that would be generated by twice the weapon's **3G³** Armor Value, and the final result multiplied by 3.5. The **Fuzion** SDP of the weapon is the Damage Class that would be generated by twice the weapon's **3G³** Body Points, and the final result multiplied by 3.5. To rate these in Kills, you get 1 Kill per 50 points in either stat, and +1 Kill per 3.5 points over this. This reflects that a 1 Kill attack (Damage Class 14) does an average of 49 points of damage, which 1 Kill of armor (50 points) should just be able to stop, with +1 Kill per extra d6 in the attack (average of 3.5 points damage).

Example - A Beretta 92F has an Armor Value of 8 and 5 Body Points, which translates into a KD of 7 and SDP of 4. A tank cannon might have an Armor Value of 33 and 167 Body Points, which translates into a KD of 29 and 35 SDP. A battleship cannon would have about 1 Kill of armor and require 5 Kills worth of damage to destroy, roughly the same as an armored personnel carrier.

For simplicity's sake, a damaged item continues to function until it has lost all its SDP, but GM-induced malfunctions or staged penetration on damaged weapons are entirely appropriate. In general, most weapons will be unaffected or less affected by area effect attacks like explosions, unless hit directly. And to generalize damage, weapons that are not rated in Kills are unlikely to ever destroy something whose armor *is* rated in Kills, no matter how many shots you fire or how well you roll.

Explosives

Damage from explosives is converted normally. If the explosion has an effect radius, it is the same as other **Fuzion** weapons with the same Damage Class.

Cost

How you pay for something in **Fuzion** depends on the genre. If equipment has cost in dollars or credits, just use the **3G³** amount. Otherwise, you need to convert the final **Fuzion** stats based on the type of power created.

Example - You convert a **3G³** pistol into a **Fuzion** weapon with a Damage Class of 3 (a medium pistol). Since this is a ranged killing attack, it would be bought as a Damage Class 5, which loses 2 Damage Class because it is a ranged killing attack, dropping it to 3.