

BASIC RANGED WEAPONS

Type*	Range	Damage	RoF	AP	Type*	Range	Damage	RoF	AP
Thrown Weapons	3/6/12	Str+x	1	-	Shotgun	12/24/48	1-3d6	1-2	-
Bow	12/24/48	2d6	1	-	SMG	12/24/48	2d6	3	1
Smoothbore Musket	10/20/40	2d8	1	-	Rifle	24/48/96	2d8	1	2
Rifled (Minie) Musket	15/30/60	2d8	1	1	Light MG	24/48/96	2d8	3	2
Pistol (9mm)	12/24/48	2d6	1	1	Heavy MG	30/60/120	2d8	3	3
Pistol (.44 - .45)	12/24/48	2d6+1	1	2	Heavy Sniper Rifle	50/100/200	2d10	1	3

*You can use these basic profiles to figure out the stats of weapons we haven't specifically listed below.

DETAILED RANGED WEAPONS

MEDIEVAL

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
Axe, throwing	3/6/12	Str+2	1	75	2	—		
Bow	12/24/48	2d6	1	250	3	—	d6	
Crossbow	15/30/60	2d6	1	500	10	—	d6	AP 2; Requires 1 action to reload
English Long Bow	15/30/60	2d6	1	200	5	—	d8	Requires Shooting d8
Knife/Dagger	3/6/12	Str+1	1	25	1	—		
Sling	4/8/16	Str+1	1	10	1	—		
Spear	3/6/12	Str+2	1	250	5	—	d6	

BLACK POWDER

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
Brown Bess (.75)	10/20/40	2d8	1	300	15	—	d6	2 actions to reload
Blunderbuss (8G)	10/20/40	1-3d6*	1	300	12	—	d6	2 actions to reload
Flintlock Pistol (.60)	5/10/20	2d6+1	1	150	3	—	—	2 actions to reload
Kentucky Rifle (.45)	15/30/60	2d8	1	300	8	—	d6	AP 2; 3 actions to reload
Springfield (.52)	15/30/60	2d8	1	250	11	—	d6	2 actions to reload

*A blunderbuss does 1d6 at Long range, 2d6 at Medium range, and 3d6 at Close range.

MODERN

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
Pistols								
Derringer (.44)	5/10/20	2d6+1	1	150	2	2	—	AP 1
Colt Dragoon (.44)	12/24/48	2d6+1	1	200	4	6	—	Revolver
Colt 1911 (.45)	12/24/48	2d6+1	1	200	4	7	—	AP 1; Semi-Auto
S&W (.44)	12/24/48	2d6+1	1	250	5	6	—	AP 1; Revolver
Desert Eagle (.50)	15/30/60	2d8	1	300	8	7	—	AP 2; Semi-Auto
Glock (9mm)	12/24/48	2d6	1	200	3	17	—	AP 1; Sem-Auto
Peacemaker (.45)	12/24/48	2d6+1	1	200	3	6	—	AP 1; Revolver
Ruger (.22)	10/20/40	2d6-1	1	100	2	9	—	Semi-Auto
S&W (.357)	12/24/48	2d6+1	1	250	4	6	—	AP 1; Revolver
Submachine Guns								
H&K MP5 (9mm)	12/24/48	2d6	3	300	10	30	—	AP 1; Auto
MP40 (9mm)	12/24/48	2d6	3	300	11	32	—	AP 1; Auto
Tommy Gun (.45)	12/24/48	2d6+1	3	350	13	50	—	AP 1; Auto
Uzi (9mm)	12/24/48	2d6	3	300	9	32	—	AP 1; Auto

Shotguns

Double-Barrel (12g)	12/24/48	1-3d6	1-2	150	11	2	—	See notes (p.50)
Pump Action (12g)	12/24/48	1-3d6	1	350	8	6	—	See notes (p.50)
Sawed-Off DB (12g)	5/10/20	1-3d6	1-2	350	6	2	—	See notes (p.50)
Streetsweeper (12g)	12/24/48	1-3d6	1	450	10	12	—	See notes (p.50)

Rifles

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Barrett (.50)	50/100/200	2d10	1	750	35	11	d8	AP 4; Snapfire Penalty
M1 (.30)	24/48/96	2d8	1	300	10	8	—	AP 2; Semi-Auto
Kar98 (7.92)	24/48/96	2d8	1	300	9	5	—	AP 2
Sharps Big 50 (.50)	30/60/120	2d10	1	400	11	1	d8	AP 2; Snapfire Penalty
Spencer Carbine (.52)	20/40/80	2d8	1	250	8	7	—	AP 2
Winchester '76 (.45-.47)	24/48/96	2d8	1	300	10	15	—	AP 2; uses special .45-.47 long cartridges

Assault Rifles

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
AK47 (7.62)	24/48/96	2d8+1	3	450	10	30	d6	AP 2; Auto
H&K G3 (.308)	24/48/96	2d8	3	400	10	20	d6	AP 2; Auto
M-16 (5.56)	24/48/96	2d8	3	400	8	20 or 30	—	AP 2; Auto; 3RB
Steyr AUG (5.56)	24/48/96	2d8	3	400	8	30	—	AP 2; Auto; 3RB

Machine Guns

Gatling (.45)	24/48/96	2d8	3	500	40	100	—	AP 2; May not move
M2 Browning (.50)	50/100/200	2d10	3	1000	84	200	—	AP 4; May not move
M1919 (.30)	24/48/96	2d8	3	750	32	250	—	AP 2; May not move
M60 (7.62)	30/60/120	2d8+1	3	1000	33	250	d8	AP 2; Snapfire Penalty
MG42 (7.92)	30/60/120	2d8+1	4	500	26	200	d8	AP 2; Snapfire Penalty
SAW (5.56)	30/60/120	2d8	4	750	20	200	d8	AP 2; Snapfire Penalty

FUTURISTIC

Type	Range	Damage*	RoF	Cost	Weight	Shots	Min Str	Notes
Laser Pistol	15/30/60	1-3d6	1	200	4	24	—	—; Semi-Auto
Laser Rifle	30/60/120	1-3d6	3	300	8	48	d6	—; Auto; 3RB
Laser MG	50/100/200	1-3d6	5	500	15	200	d8	—; Auto

*Increasing the damage per attack uses a like number of shots. A 3d6 attack, for instance, uses up 3 shots. Semi-Auto: May Double Tap. Auto: Fully Automatic or Single Shot. 3RB: Has a 3-round burst selector.

AMMUNITION

Ammo	Weight	Cost	Notes
Arrow*	1/5	1/2	
Man-Killer Arrow	1/5	1	+1 damage; usually found only in Oriental settings
Teflon Arrow	1/5	5	AP 2; modern eras only
Bullets, small	3/50	10/50	Includes .22 to .32 caliber weapons
Bullets, medium	5/50	25/50	Includes 9mm to .45
Bullets, large	8/50	50/50	Includes .50 and most rifle rounds
Quarrel*	1/5	2	AP 2 (standard crossbow bolt)
Laser battery	1	25	Provides one full load of shots for the laser pistol, rifle, or MG
Shot (w/powder)	1/10	3	For black powder weapons
Sling stone	1/10	1/20	Stones can also be found for free with a Notice roll and 1d10 minutes searching, depending on terrain

*Outdoors, arrows and quarrels are recovered on a d6 roll of 4-6 (50% chance). Underground or indoors, the chance is reduced to a roll of 5-6 on 1d6 to reflect the increased chance of breakage.