

## Top Secret / S.I. - Shadows of a Darkened Moon Basic Weapons Listing

### Close Combat Weapons.

This is where my biggest house rule regarding weapons comes in. Instead of a die value for damage, weapons add to your unarmed close combat damage.

CCV: Add this number to your skill when attacking

What I've listed here are basic, generic weapons, feel free to arm yourself with specific items that you may find in any print or online catalog that your character can afford to purchase with your starting funds.

Weapon	Damage	CCV	Cost (\$ USD)
Billy Club / Tonfa	+2	10	35
Brass Knuckles	+1	7	25
Foil (Unprotected) (Penetrating)	+2	12	200
Pocket Knife	+1	5	15+
Hunting Knife	+2	8	50+
Spear	+4	17	40+
Stiletto	+1	9	100+
Switchblade	+1	7	50+
Sword	+3	15	200+
Two Handed Sword	+4	15	250+
Fireman or Wood Axe	+4	15	125+
Hatchet	+3	10	50+
Baseball Bat	+3	10	40+

## Fighting Hand to Hand

When you roll percentile dice in hand-to-hand combat to see if an attack succeeds, look first to see if the number you roll is less than or equal to your skill level. If it isn't, you missed. If it is, you hit. Look at the die you selected as your tens digit - that number tells you the amount of damage your attack did. Now look at the die you selected as the ones digit - that number tells you where you hit.

Hit Location: The diagram to the right shows a human body with the numbers 0 through 9 on it. Each major body part has a number. The number on your ones digit corresponds to one of the numbered areas on the diagram. Match the ones digit of your roll with a body area on the diagram and that's where your blow landed.

One final word about hit locations: Every once in a while, the Admin will have to apply common sense to make sure blows and shots hit in logical places. An attacker who hits are 3 (the abdomen) from behind lands a blow to the small of the back, not the stomach; a sharpshooter firing from a target's left might roll a hit to the right leg, but chances are the shot would hit the left leg - the one closest to the attacker. These are strictly judgement calls, and the final word on hit locations belongs to the Administrator.

## Fighting With Weapons

The system used to determine whether your character hits with a weapon is the same as that described for hand-to-hand combat described above. The difference between armed combat and unarmed combat is that weapons generally do more damage than fists, and may do different kinds of damage. In the game, all weapons fall into one of two categories: Blunt Weapons and Penetrating Weapons.

**Blunt Weapons:** These are things like brass knuckles, clubs, chair legs, the flats of swords, etc. Blunt weapons have no cutting edge or penetrating tips, meaning they do only “bruise” damage (described in taking damage). Note that it is possible to attack with the flat of a bladed weapon, doing blunt-weapon damage.

To determine how much damage you do with a blunt weapon, make a skill check. Determine where you hit (the ones digit), then add the damage value of the weapon to your damage die. The amount rolled is subtracted from your target’s total in the are you hit.

**Penetrating Weapons:** This category includes all edged and pointed weapons (swords, knives, spears, etc.), and most ranged weapons (crossbow, firearms of all kinds, etc.). These are weapons designed to break the victim’s skin, doing damage to internal organs. Determine hit location as you would for a blunt weapon, check the Weapons Chart to see how much damage your weapon adds to the attack., and see how much damage your blow does. A successful hit from a penetrating weapon does “wound” damage, not bruise damage. The difference between the two will be explained a little bit later.

**Close Combat Weapon Modifiers:** Weapons do more damage to bare hands. They also make it easier to hit an opponent by increasing a character’s reach. In the Top Secret/S.I. game, this is represented by a weapon’s Close Combat Value (CCV). The CCV is a number added to a character’s chance to attack or defend with a weapon.

### Effects of Skill on Hit location

If you’re skilled with a weapon (or as a hand-to-hand fighter) you don’t have to rely on the luck of the dice to determine where you hit your foes. Skilled fighters can aim their blows - the more skilled they are, the more control they have over where they hit.

To aim a blow, first make a skill check against the appropriate combat skill. If you hit, determine the number of the body area you hit, but don’t figure your damage just yet. First, decide if you want to bump your attack. When you bump a blow or a shot, you “move” it from the randomly-rolled hit location to one of your choosing.

You can bump a blow a number of body areas equal to your character’s skill level. If your character has a level 4 Pistol skill, you can bump any successful shot up or down 4 numbered areas. A character with a first level skill can bump a shot or blow one area; one with a second level skill can bump two areas; and so on.

## Pistols

While all special forces troops are trained in pistol use, they are often not the weapon of choice due to their limited range and accuracy.

The columns on the Firearms table are:

Weapon - The weapon's name and the type of ammunition used.

Weight (WT) - The weight of the weapon when fully loaded.

Cost - The cost of the weapon in dollars.

Damage (Dam) - The die an attacker rolls to determine how many points of damage a successful attack with the weapon inflicts. The letters "EXP" in this column means a weapon does explosive damage.

Range - Each weapon has short, medium, and long range categories, measured in feet. Weapons are effective beyond long range.

Ammunition (Ammo) - The number of rounds making up a full load. Weapons with more than one number in this column can use a variety of loads.

Load - This column lists the number of turns needed to reload the weapon. A reload time followed by a letter "q" indicates a quickloader is necessary (for revolvers only); a "b" means the weapon uses a belt; a "c" means the weapon uses a clip; a "d" means the weapon uses a drum.

Modifiers (Mods) - This number is added to or subtracted from the Initiative roll of any character using the weapon.

Weapon	Wt	Cost(\$)	Dam	Range	Ammo	Load	Mods
10mm Autoloader	2	1,100	1d8+1	20/60/180	8	1c	1
9mm Autoloader	2	1,000	1d6+1	20/70/160	15	1c	1
9mm Compact Autoloader	1	1,250	1d6	10/40/110	7	1c	2
.45 Autoloader	2	900	1d8	20/60/160	8	1c	1
.357 Magnum Revolver	2	850	1d8+1	25/75/150	6	3/1q	1
.38 Revolver	1	700	1d6+1	20/50/110	6	3/1q	1
.44 Magnum Revolver	3	1,600	2d6+1	25/80/150	6	3/1q	1
.22 revolver	1	550	1d6	10/50/150	6	3/1q	1
.22 double-action self-load	1	600	1d6	15/50/150	8	1c	
.22 pocket autoloader	1	650	1d6	20/60/200	6	1c	2

## Shotguns

Shotguns, long used by hunters and sport shooters. In tight situations, such as house-to-house fighting, the different loads fired by a shotgun give them great flexibility. Possible loads available to non-civilian personnel include buckshot, slugs, armor-piercing, and flechette. However, their lack of target discrimination limits their use to non-hostage situations. Listings below are for common sporting pump guns.

Weapon	Wt	Cost(\$)	Dam	Range	Ammo	Load	Mods
12 Gauge	12	300	1d10	60/120/250	5	5	---
20 Gauge	10	250	1d8	40/80/200	5	5	---
.410 Caliber	9	225	1d6	25/50/100	5	5	---

## Hunting Rifles

Commonly used by hunters and sport shooters.

<u>Weapon</u>	<u>Wt</u>	<u>Cost(\$)</u>	<u>Dam</u>	<u>Range</u>	<u>Ammo</u>	<u>Load</u>	<u>Mods</u>
.22 Semi-Auto Varmint Gun	8	250	1d6+1	150/400/1500	8	2c	---
.30-06 Bolt Action	10	900	3d4	250/900/2500	5	5	---
7.62 mm Semi Auto	8	1,100	2d4+1	200/600/1800	7	2c	---
.444 Lever Action	10	1,500	2d8+1	250/1100/2800	5	5	---

## Other Ranged Weapons

<u>Weapon</u>	<u>Wt</u>	<u>Cost(\$)</u>	<u>Dam</u>	<u>Range</u>	<u>Ammo</u>	<u>Load</u>	<u>Mods</u>
Compound Bow	8	450	2d4	50/150/350	1	1	---
Crossbow	10	600	2d4+1	80/200/400	1	4	---
Speargun	3	150	1d6	5/16/32	1	5	---

Other Items:

Feel free to purchase anything you can find online or in a print catalog with the money your character has to start with.

Make me a list of information about your home, vehicle and what you consider to be reasonable possessions given his skills and profession prior to the beginning of the game.

It would be useful if the characters are all from somewhere within 100 miles or so of the Dalton/Chattanooga area.

**ALL CHARACTERS MUST BE ABLE TO SPEAK ENGLISH!!!!**

If you want a weapon of a type or caliber not listed above, get the information for it and use something reasonably close to the stats listed here or offer a reasonable suggestion for stats on the weapon.

I'm not fanatical about the weapon information, so I really don't care if the above is realistic or not, it is based off the original TSSI numbers with a very small amount of adjustment based on my own preferences. It should work fine in game.