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# ***THE WILD WEST***

# 1

The 19th Century was a time of rapid and dramatic change throughout the world. The Industrial Revolution had begun, the monarchies of Europe were giving way to new forms of government, and the United States was expanding into the Wild West at a furious pace. The weapons of the time were also changing rapidly, developing from the Flintlock Musket of the Napoleonic Wars to the breechloading rifles and Gatling Guns of the American Civil War and later periods.

Despite the progress made, the weapons of the Wild West were far less efficient than modern firearms. The generally lower ranges and velocities, and dramatically lower rates of fire, result in very different battlefields from those seen in the late 20th century. This difference is most pronounced at ranges of 100 yards or less, the scale at which **Phoenix Command** is most often used. Such combat in the modern era is extremely brutal, especially in open terrain. The weapons of the Wild West, however, allow players to step back in time to a period when close combat was more common, when the enemy was not a sudden rain of automatic fire from a distant stand of trees, but men, visible and distinguishable as individual targets. From the battlefields of the Civil War to the dusty streets of the American Frontier, welcome to the Wild West.

## 1.1

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For centuries, the **smoothbore musket** was the standard infantry firearm in the western world. A long, cumbersome weapon, it was also inaccurate, unreliable, and appallingly slow to load. Its only virtue was that it was far superior to any alternative; as clumsy as it seems now, it was the best design available to the military leaders of the time.

Reloading was probably the most difficult aspect of using a musket. The musketeer had to pour a small amount of gunpowder into the weapon's firing pan, and then a full charge of powder into the barrel. Following the powder down the barrel was a three-quarter inch ball of lead, and then the ball and powder were tamped down with the long ramrod which was kept stored beneath the barrel. After replacing the ramrod, the firer shouldered the weapon, cocked the hammer, aimed and fired. The process took 10 to 15 seconds for a trained soldier, during which time he had to remain standing (usually in an open field) and was presumably under fire from similar musketeers in different uniforms who were less than 100 yards away. Add in roving bands of armed and armored cavalrymen, and numerous batteries of bronze cannon which sent 12 pound balls of metal flying, bouncing, and rolling around the battlefield at dangerous speeds, and the battlefield experience of the average infantryman carrying a **Flintlock Musket** is complete.

The Flintlock came into use late in the 17th century, replacing the even more cumbersome Matchlock, and continued to be the primary infantry weapon through the end of the Napoleonic Wars. In the first half of the 19th century, however, technology took a small step forward. Instead of pouring powder into the firing pan, which transmitted the spark from the "flint" to the powder charge in the barrel, the Percussion Cap was used. This

## ***THE DEVELOPMENT OF 19TH CENTURY FIREARMS***

**"Ma, when I said I wanted a new Cap and Ball, I meant a gun!"**

Mean Marc MacMyer

**"I Quit."**

Ex-Sheriff Axly  
His Farewell Address, given a few minutes before the MacMyer Gang rode back into town.

cap was placed on a hollow nipple connected to the barrel; when hit by the hammer, it exploded and caused the main powder charge to detonate. For the musketeer, the advantage of the Cap and Ball musket was reliability. Where a Flintlock would fail to fire about one time in ten, a Cap and Ball hardly ever misfired.

Cap and Ball technology was far more important when applied to pistols, because it allowed the creation of the first effective Revolvers. Each cylinder was individually loaded with powder and ball, and a cap was placed on the nipple of each chamber. While this was time consuming, it allowed the wielder to fire repeatedly when in combat. Many pistol-armed soldiers carried multiple guns, or spare cylinders which were pre-loaded and placed into the pistol in much the way that magazines are changed today. In addition, since bullets were loaded directly into the cylinder, it was possible for the barrels to be rifled. This made them very accurate for their time, and large revolvers such as the Army Dragoon were equipped with removeable shoulder stocks to maximize their range and precision.

There were some rifled muskets, but until the Civil War their use was limited. The ball had to be forced through the rifling of the barrel, a process which often required using a hammer on the ramrod. As a consequence the rifled musket, while very accurate compared to the smoothbore, took even longer to reload and had only a limited military role. During the Civil War, however, the Minie Ball was invented. This bullet was a smaller caliber lead projectile with a hollow cavity at its base. When fired, gas pressure deformed the base of the bullet, expanding it to catch the barrel's rifling. The smaller, undeformed bullet could be easily dropped down the barrel, which allowed the rifled muskets of the time to reload and fire as quickly as any smoothbore.

This caused a major change in the nature of war, and played a role in the massive casualties of the Civil War. Where smoothbore muskets were of little use beyond 100 yards, the rifled muskets of the Civil War were extremely accurate, and were deadly out to ranges of 500 yards or more. The bayonet charges of the Napoleonic era were no longer practical, and even artillery became secondary to the firepower of the common infantryman. The time of the rifled musket was limited, however, because the next major changes were just a few years away; the breechloading rifle, and the cartridge.

The first cartridges are nearly as old as firearms themselves, but it took centuries of industrial development and technical innovation to produce a cartridge that was truly effective. This was done by Horace Smith and Daniel Wesson, who successfully combined bullet, gunpowder, and primer into a single unit. It could be mass produced, was easy to load and fire, and allowed new levels of accuracy. Smith and Wesson's cartridge was developed in the 1850's and patented in 1860, and quickly made their revolvers famous.

Rifles which used cartridges were the next logical step, and so the Breechloading Rifle was created. Rugged and dependable, these weapons used a release mechanism to open the breech, which allowed a new cartridge to be inserted into the chamber. The breech was then closed, and the weapon was ready to fire. The first breechloaders were very successful during the Civil War, and the rifled musket had been superseded by 1866. The Lever and Bolt action rifles which were developed in later decades were essentially variants of the breechloader, which incorporated a magazine to automatically feed a round into the chamber when the bolt was operated.

The small arms of today are not really very different from the breechloading rifle; bullets are generally made of a copper-zinc alloy instead of lead, gunpowder is smokeless and more efficient, and rates of fire have gone up significantly, but they are all simply modifications of the classic designs of the 19th century.

The 19th century also saw the development of the earliest "machinegun", the **Gatling Gun**. This weapon was introduced late in the Civil War and was used with devastating effect. The Gatling Gun was a multiple barreled machine gun which was manually operated and gravity-fed from a top loading magazine or hopper. As each barrel rotated about the weapon's axis, the spent cartridge was ejected, a new cartridge inserted, the breech closed, and the weapon fired. Because some barrels continued to fire while others were reloaded, the weapon had a much higher rate of fire than any contemporary weapon. This same principle is used to attain rates of fire as high as 8000 rounds per minute in modern miniguns and cannon.

The legendary gunfights of the Wild West focus on people with unique skills; the gunslinger known for his speed, the horseman firing accurately while at a gallop, and so forth. Simulating these abilities requires a few new rules, and the introduction of **Qualified Skills**. Qualified Skills represent an individual's training and expertise in a special area, and include talents as diverse as fanning a revolver or operating a complex piece of equipment. A character now has the option to have one or more of the Qualified Skills described in the following sections. The Skill Levels of these Qualified Skills is identical to the 0 to 20 range used for the basic Gun Combat Skill Level.

## INTRODUCTION TO QUALIFIED SKILLS

Fast Drawing a revolver is probably the greatest trademark of the romanticized Wild West. The **Fast Draw Qualified Skill** is combined with the Master Phasing Count of 1st and 2nd Edition **Phoenix Command**, or the Impulse system of 3rd Edition, to determine exactly how fast a character can draw his weapon and fire a Snap Shot (Aim Time 1 AC).

The Fast Draw Qualified Skill determines a **Combat Action Modifier** which increases the speed with which the character can draw his weapon. This CA Mod is found on the following table opposite the Fast Draw Qualified Skill Level. The CA Mod multiplied by the normal CA determines the effective CA for Fast Drawing. For the movement of drawing the pistol and firing the first snapshot, the character is assumed to have this artificially increased number of Combat Actions. The number of Actions required to draw, cock, and fire a Snap Shot is also given in the table opposite the Fast Draw Qualified Skill Level.

## FAST DRAW

**Fast Draw Combat Action Modifier and Action Cost**

Fast Draw SL	CA Mod	Draw Actions	Fast Draw SL	CA Mod	Draw Actions	Fast Draw SL	CA Mod	Draw Actions
0	1.0	5	4-5	2.0	3	12-13	2.4	2
1	1.3	4	6-7	2.1	3	14-15	2.5	2
2	1.6	4	8-9	2.2	2	16-17	2.6	2
3	1.9	3	10-11	2.3	2	18-20	2.7	2

**"What we need in  
this town is more  
Law and Order."**

Mayor Winterbotham

### Example:

Black Bart has a basic CA of 6 and a Fast Draw Qualified SL of 8. His CA Mod is therefore 2.2, and it takes 2 Actions to Quick Draw and fire. His CA for Fast Drawing is  $2.2 \times 6 = 13$ , so he Fast Draws at 13 CA per phase. On the MPC, use 2 AC on the 13 CA line to determine when Bart fires. Under the Impulse system, players should assume that if the Quick Draw uses any part of an Impulse, then the entire Impulse is used up. Alternatively, players may choose to prorate the use of Actions within an Impulse, as defined in Section 5.7 of 3rd edition Phoenix Command.

The Fast Draw Qualified Skill includes the ability to draw and fire a Snap Shot. In other words, at the end of the draw, the weapon has been cocked and a Snap Shot aimed and ready to be fired. Any greater Aim Time takes place based on the character's normal CA.

The preceding example assumes ideal conditions. In a gunfight, many factors play a role. Each gunfighter is trying to close to his ideal range, maintain the target in line for his draw, and catch the opponent off balance or out of position. Interactions between opponents result in variations in each gunfighter's performance. These factors are handled by the **Fast Draw Modifier** found on the following table. Each gunfighter should

roll a 00-99 number and add the Fast Draw Mod to his basic Fast Draw CA to determine the Effective Fast Draw CA. In the tradition of the great westerns, players may also elect to allow a +1 CA modifier to the player who decides to draw first.

#### Fast Draw Modifier

Roll	Draw Mod	Roll	Draw Mod	Roll	Draw Mod
00-00	-5	12-32	-2	88-95	+1
01-03	-4	33-66	-1	96-98	+2
04-11	-3	67-87	0	99-99	+3

"What we need in this town is more gallows."

Mayor Winterbotham

#### Example:

In the preceding example, Black Bart has a basic Fast Draw CA of 13. In a gunfight Black Bart rolls a 28, so he has a Fast Draw Mod of -2. This gives him an effective draw speed of  $13 - 2 = 11$  CA. He also receives the +1 for drawing first, since Black Bart is dressed in black and always draws first. His effective CA for the Fast Draw is therefore 12, and his Fast Draw Action cost is 2 AC.

Bart's chance of hitting is as follows: Gun Skill Level 5, +11; Aim Time 1 Action with a Peacekeeper, -17; Range 5 hexes, +22; One Handed Fire, -4; Hip Fire, -6; Target Standing Exposed, +7. The total EAL is 13, giving him an Odds of Hitting of 22.

## 1.4

### FANNING A REVOLVER

Many of the revolvers of the Wild West are Single Action weapons. Their hammers must be manually cocked before each shot, which is why these weapons have a Rate of Fire of 2. When **Fanning a Revolver**, the firer uses his off hand to cock the hammer, while his gun hand is free to aim and fire. Both Double Action and Single Action revolvers may be fired in this manner. The speed and accuracy with which a character can Fan a Revolver is based on his **Revolver Rapid Fire Qualified Skill**.

To find a character's performance, enter the following table with his Revolver Rapid Fire Qualified Skill Level and read off his **Fanning ALM** and **Rate of Fire**. The Fanning ALM is an additional ALM applied to the shooter's aim due to weapon motion caused by the cocking action. Note that the shooter is firing his revolver with one hand (-4 ALM, Table 4B), and is Hip Firing (-6 ALM, Table 4B).

The Rate of Fire follows standard rules; if 1, it takes 1 AC to cock the hammer and 1 AC to Snap Fire; if an asterisk (\*), no AC to cock and 1 AC to Snap Fire.

"Well, I guess what we really need in this town is a bigger cemetery."

Mayor Winterbotham

#### Revolver Rapid Fire (RRF)

RRF	SL	ALM	ROF	RRF	SL	ALM	ROF	RRF	SL	ALM	ROF
0		-9	1	3		-5	1	6		-2	1
1		-7	1	4		-4	1	7		-1	1
2		-6	1	5		-3	1	8		0	*

#### Example:

Black Bart has drawn and fired, missing his opponent. Bart now decides to Rapid Fire his revolver. Bart's Revolver Rapid Fire Qualified Skill is 4, so his Rate of Fire is 1 and his Fanning ALM is -4. Bart's subsequent shots take 1 AC to cock the hammer and 1 AC to fire a Snap Shot.

Bart's EAL for each subsequent shot is: Gun Skill Level 5, +11; 1 Action Aim with a Peacekeeper, -17; Range 5 hexes, +22; One Handed Fire, -4; Hip Fire, -6; Target Standing Exposed, +7; Fanning ALM, -4. The total EAL is 9, giving an Odds of Hitting of 09.

The **Speed Loading Qualified Skill** applies to specific types of weapons such as muzzle loading rifles, cap and ball revolvers, or cartridge revolvers. This Qualified Skill increases the speed with which reloading can be done. The Speed Loading Qualified Skill Level determines an **Action Count Mod** from the following table. The Reload Time multiplied by the AC Mod gives the Effective Reload Time for the character using his normal CA..

**SPEED LOADING**

**Speed Loading Action Count Modifier**

Speed Loading SL	AC Mod	Speed Loading SL	AC Mod	Speed Loading SL	AC Mod
0	1	4-5	.50	12-13	.42
1	.80	6-7	.48	14-15	.40
2	.60	8-9	.46	16-17	.38
3	.55	10-11	.44	18-20	.36

"Well, if Tex has four Aces, Ralph has four Aces, and I have four Aces, I figure that one of us is probably cheating."

Gus

**Example:**

Black Bart has emptied his revolver, missing his opponent. Luckily for Bart, his opponent has proved no better a shot. As his opponent runs for his horse, Bart decides to reload. Bart's revolver has a Reload Time of 24, so his basic reloading Action Cost is 24 AC to load the revolver plus 4 AC to pull each cartridge from his belt, or  $24 + (4 \times 6) = 24 + 24 = 48$  AC. Bart's Speed Loading Qualified Skill Level is 2 so his AC Mod is .6. This gives Bart an Effective Reload Cost of  $48 \times .6 = 29$  AC. At Bart's CA of 6, he will fully reload his six shooter in a little under 5 phases.

The horse was a fundamental part of the Wild West, and the ability to ride and shoot from horseback is considered a Qualified Skill. When a mounted shooter takes aim, the standard Moving Shooter ALM of **Table 4D** applies, as well as an Aim Time restriction of 1 Impulse. Additionally, a **Mounted ALM** penalty is applied based on the shooter's **Mounted Marksmanship Qualified Skill Level**. This Mounted ALM accounts for disturbances caused by the horse's stride at a gallop and is taken from the following table opposite the Mounted Marksmanship Qualified Skill Level. For a horse at a trot or canter, use an Aim Time restriction of 1 AC in addition to the Mounted ALM.

**MOUNTED MARKSMANSHIP AND THE HORSE**

Mounted SL	ALM	Mounted SL	ALM	Mounted SL	ALM
0	-15	3	-6	6	-2
1	-10	4	-4	7	-1
2	-8	5	-3	8	0

**Example:**

Axly has emptied his revolver in a gunfight with Black Bart and has run down the street to his horse, Cowchip. There, he mounts and begins to ride out of town. On his way he pulls his Sharp's Carbine from his saddle holster and draws a bead on Black Bart, who is standing in the middle of the street reloading.

Axly's Mounted Marksmanship Qualified Skill Level is 3, so he has an additional ALM of -6 as he gallops by. Axly's chance of hitting is: Gun Skill Level 4, +10; Aim Time 2 Actions with a Sharp's Carbine, -12; Range 4 Hexes, +23; Shooter Moving 3 Hexes per Impulse, -10; Target Standing Exposed, +7; Mounted Marksmanship ALM, -6. Total EAL is 12, giving an Odds of Hitting of 18. Axly rolls a 34 and misses, and Bart runs for his own horse, Anthrax.

Shooting a horse is a dastardly thing to do, but for true villains the following rules have been included. The Target Sizes and Movement Speeds for a horse and rider are given on the following table.

	Target Size ALM		Horse Movement Speed (HPI)	
	Front	Side		
Rider	+5	+7	Walk	.5
Horse	+9	+14	Trot	1
			Canter	2
			Gallop	3

**"By sundown? I'm sorry, I just don't see how I can do it. I have my horse to shoe, laundry to pick up, packing still to do.... How about if I get out of town by, say, Thursday evening, Friday morning at the latest?"**

Killer Keith MacMyer

The Odds of Hitting are calculated using standard rules. If the horse is hit, use the following **Horse Hit Location Table** to find the Hit Location and go to the standard **Hit Location and Damage Table (6)** of **Phoenix Command** to determine damage. To correct for the horse's size, use one-half the weapon's PEN when entering **Table 6**. A horse has a Knockout Value of 20 when caught unawares. When panicked or at a hard gallop, its Knockout Value goes to 100. Disabling Injuries use standard rules.

Roll	Horse Hit Location		Roll	Horse Hit Location	
00-00	Head	Glance	28-31	Body	Glance
01-02		Forehead	32-37		Lung - Rib
03-03		Eye - Nose	38-44		Lung
04-06	Neck	Mouth	45-45	Heart	Heart
07-08		Glance	46-49		Liver - Rib
09-11		Spine	50-54		Liver
12-17	Shoulder	Flesh	55-67	Intestines	Intestines
18-18		Glance	68-73		Spine
19-20		Socket	74-83		Pelvis
21-22	Foreleg	Shoulder	84-87	Hind Leg	Hip Socket
23-23		Glance	88-89		Glance
24-25		Flesh	90-95		Flesh
26-27		Bone	96-99		Bone

**Example:**

Black Bart gets his Winchester 1873 off his horse Anthrax and, being a villain, will take a shot at Axly's horse as Axly rides out of town. After taking a firing stance, Bart fires just before Axly rides out of view. Bart's chances are: Gun Skill Level 5, +11; Aim Time 6 Actions with a Model 1873 Winchester, -5; Range 30 hexes, +9; Target Speed 3 Hexes per Impulse, -7; Target Size for a Horse from the Side, +14. Total EAL is 22, giving an Odds of Hitting of 80.

Bart rolls an 11 and hits Cowchip. He then rolls an 81 for the Hit Location, hitting the horse in the pelvis. Bart's rifle has a PEN = 2 and DC = 5. Entering the Hit Location and Damage Table (6) with an EID of 2 / 2 = 1, Cowchip takes 94 PD. Cowchip is galloping away and has a Knockout Value of 100. The horse rolls a 35 and continues out of town. Axly, Cowchip, Bart, and Anthrax have all survived to fight another day.

# WEAPON DATA

# 2

This Chapter is devoted to pistols, rifles, shotguns, and gatling guns of the Wild West. These weapons are presented in the following pages along with their physical characteristics and parameters used by the **Phoenix Command Combat System**.

## 2.1

All the weapons in this supplement may be considered Point Fire Weapons. That is, they are conventional projectile firearms which are aimed by direct line of sight. The **Weapon Data Tables** which comprise the rest of this supplement contain all the weapon values required for play. In the interest of space and efficiency, these values have been abbreviated and are described below. For artistic reasons, all weapons are shown facing to the right. In some cases, the images have been reversed to accomplish this. Those familiar with **Phoenix Command** will recognize these weapon values. For those not using **Phoenix Command**, an Action Count is about one-half a second long.

### POINT FIRE WEAPONS

#### Length (L)

Overall weapon length in inches.

#### Weight (W)

The loaded weapon weight in pounds. It does not include a holster or sling.

#### Reload Time (RT)

The time, in Action Counts, required to fully reload the weapon. For Cap and Ball revolvers, replacing an empty cylinder with a loaded cylinder requires 20 Action Counts.

#### Rate of Fire (ROF)

The time, in Action Counts, required to chamber a round from the weapon's magazine. A number following an \* indicates the weapon is capable of fully automatic fire and gives the number of rounds fired per half second burst.

Weapons with no ROF entry have no magazine; the time required to prepare a shot is given by the Reload Time (RT).

#### Ammunition Capacity (Cap)

The maximum number of rounds held in the weapon's magazine.

#### Ammunition Weight (AW) and Feed Device

The weight in pounds per magazine (Mag) or individual round (Rnd).

**"Of course I joined the outlaws. They have the coolest outfits."**

Tex

"How was I supposed to know he was an unarmed man? His back was to me."

Axly

### **Knock Down (KD)**

Measure of the weapon's knock down capability. This has nothing to do with physical damage or incapacitation but can be used to determine if the projectile's momentum knocks the target off his feet or off balance. This is discussed in 3rd Edition **Phoenix Command**.

### **Sustained Automatic Burst (SAB)**

Measure of the weapon's recoil and its accuracy during long bursts of automatic fire.

### **Aim Time Modifier (Aim Time Mod)**

The combined measure of the weapon's accuracy and speed of aim. There are several Aim Time Modifiers, one for each Aim Time listed in the third column. The greater the Aim Time Modifier, the greater the weapon's accuracy.

### **Penetration (PEN) / Damage Class (DC)**

PEN measures bullet penetrating power, and DC measures bullet damage capability. The greater the PEN and DC, the greater the penetration and damage. The PEN and DC are given for target ranges 10, 20, 40, 70, 100, 200, 300, and 400 hexes. A hex is two yards across. There are up to three sets of PEN and DC values. Each set represents a different type of ammunition as given to the left of these values: Lead Ball (LB), Lead Minie Ball (LMB), and Lead Round Nose (LRN).

Players not using the **Advanced Phoenix Command Combat Supplement** should not use weapon data from the shaded portion of the tables. This data represents performance beyond the weapon's Effective Range and is used only in the **Advanced Phoenix Command Combat Supplement**.

### **Minimum Arc (MA)**

The minimum number of hexes over which a burst of fully automatic weapon fire must be spread. The greater the weapon's recoil, the greater the Minimum Arc.

### **Ballistic Accuracy (BA)**

The measure of weapon/ammunition accuracy potential. The larger the BA, the greater this potential. This value is used in the **Advanced Phoenix Command Combat Supplement**.



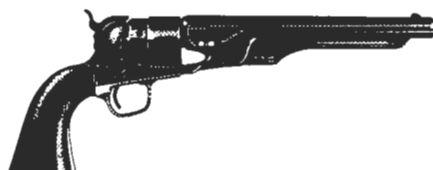
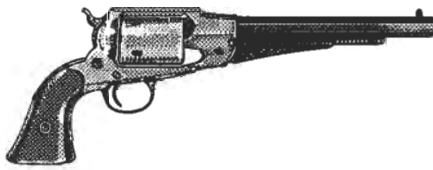


### **Time of Flight (TOF)**

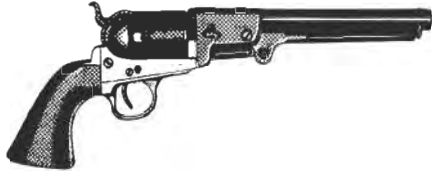





The projectile's time of flight in tenths of seconds (Master Phasing Counts (MPC)). This value is used in the **Advanced Phoenix Command Combat Supplement**.




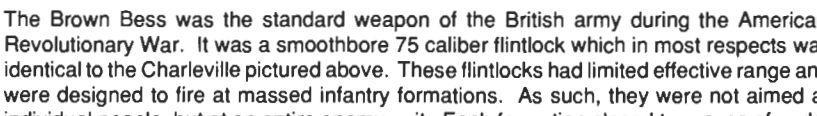

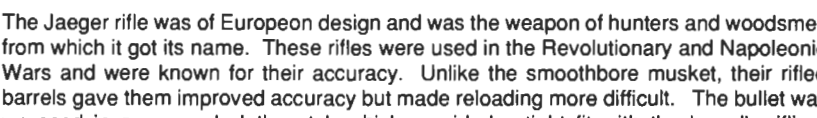

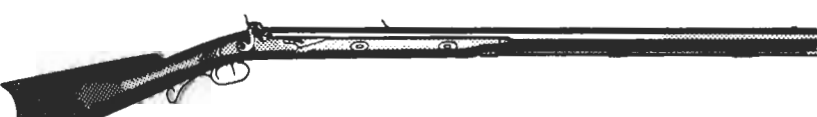
Pistols	Physical Data		Aim Time AC Md	Ballistic Data		Range in 2 yard hexes							
	L	W		LB	PEN	10	20	40	70	100	200	300	400
Derringer Single Shot Pistol 50 Caliber Cap and Ball The Derringer was one of the most famous pistols of its day. One like this was used in the assassination of President Lincoln.	L 5 W .7	1 -14 2 -11 3 -10 4 -9		LB PEN DC	1.1 1.0 .8 3 2 1	.6 1	.5 1	.2 1	.1 1				
	RT 30 ROF -												
	Cap 1 AW .04 Rnd												
	KD 5			BA 36 TOF 1	26 16 2 3	8 6	3 9	-7 22	-12 36				
Elliot Single Single Shot Derringer 41 Caliber Rim Fire Cartridge This small single shot pistol could be put in a vest pocket, waistband, boot, handbag, or hat sweatband.	L 4 W .4	1 -14 2 -11 3 -10		LRN PEN DC	1.0 .9 .7 2 1 1	.6 1	.4 1	.2 1	.1 1				
	RT 8 ROF -												
	Cap 1 AW .03 Rnd												
	KD 3			BA 41 TOF 1	31 21 2 4	13 7	8 10	-2 23	-7 38				
Remington Double Derringer Twin Shot Derringer 41 Caliber Rim Fire Cartridge This vest pocket pistol was introduced in 1866. It became the most popular pocket pistol of its time.	L 4 W .5	1 -14 2 -11 3 -10		LRN PEN DC	1.0 .9 .7 2 1 1	.6 1	.4 1	.2 1	.1 1				
	RT 12 ROF 2												
	Cap 2 AW .03 Rnd												
	KD 3			BA 41 TOF 1	31 21 2 4	13 7	8 10	-2 23	-7 38				
Elliot Pocket Repeater 5 Shot Pocket Pistol 22 Caliber Rim Fire Cartridge This multiple barreled pistol was cocked by pushing the ring trigger forward. The trigger was then pulled to fire it.	L 4 W .7	1 -14 2 -11 3 -10		LRN PEN DC	.9 .9 .7 1 1 1	.6 1	.5 1	.2 1	.1 1				
	RT 20 ROF 3												
	Cap 5 AW .01 Rnd												
	KD 1			BA 46 TOF 1	36 26 2 3	19 6	14 9	4 21	-1 34				
Colt Army Dragoon, First Model Revolver 44 Caliber Cap and Ball This heavy revolver was introduced in the late 1840s. Later models were much lighter, and as a result, more popular.	L 14 W 4.3	1 -19 2 -12 3 -10 4 -9 5 -8 6 -7 7 -6		LB PEN DC	1.3 1.1 .9 3 3 2	.7 1	.5 1	.2 1	.1 1				
	RT 120 ROF 2												
	Cap 6 AW .03 Rnd												
	KD 4			BA 35 TOF 1	25 16 1 3	8 5	3 8	-7 19	-12 32				
Colt Walker Revolver 44 Caliber Cap and Ball Powerful revolver, which in its day was the equivalent of the 44 Magnum. It came equipped with a shoulder stock.	L 16 W 4.8	1 -20 2 -12 3 -10 4 -9 5 -8 6 -7 7 -6		LB PEN DC	2.2 2.0 1.7 6 5 4	1.3 3	1.0 2	.4 1	.2 1	.1 1			
	RT 120 ROF 2												
	Cap 6 AW .04 Rnd												
	KD 5			BA 36 TOF 1	26 16 1 2	8 4	3 6	-6 14	-11 23	-15 34			



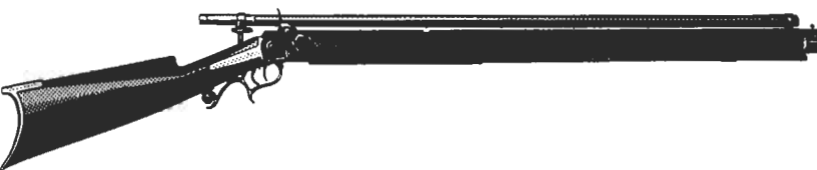



**Pistols / Tech Level 10**

Pistols	Physical Data	Aim Time AC Md	Ballistic Data									
			Range in 2 yard hexes 10 20 40 70 100 200 300 400									
Colt Model 1851 Navy Revolver 36 Caliber Cap and Ball  This revolver was used by both army and navy personnel, and saw service with both Union and Confederate forces.		L 14 W 2.8 RT 120 ROF 2 Cap 6 AW .02 Rnd	1 -18 2 -11 3 -10 4 -9 5 -8 6 -7 7 -6	LB PEN 1.1 1.0 .8 DC 2 2 1	.5 .4 .1 1 1 1	BA 34 24 14 TOF 1 1 3	6 1 -8 5 8 18					
Colt Pocket Police Revolver 36 Caliber Cap and Ball  This light, five shot revolver was introduced in 1862 as an alternative to the larger military service revolvers.		L 12 W 1.7 RT 100 ROF 2 Cap 5 AW .02 Rnd	1 -16 2 -11 3 -10 4 -9 5 -8 6 -7	LB PEN .9 .8 .6 DC 2 1 1	.4 .3 .1 1 1 1	BA 34 24 14 TOF 1 2 3	6 1 -8 6 9 21					
Colt Model 1860 Army Revolver 44 Caliber Cap and Ball  The Colt Army was the most common pistol of the Civil War. The army / navy designated caliber, rather than service.		L 14 W 2.7 RT 120 ROF 2 Cap 6 AW .03 Rnd	1 -17 2 -11 3 -10 4 -9 5 -8 6 -7 7 -6	LB PEN 1.3 1.2 .9 DC 3 3 2	.7 .5 .2 .1 1 1 1 1	BA 35 25 16 TOF 1 1 3	8 3 -7 -12 8 8 19 31					
Remington New Model Army Revolver 44 Caliber Cap and Ball  Remington and Colt revolvers amounted to 75% of all revolvers purchased by the Union in the Civil War.		L 14 W 2.7 RT 120 ROF 2 Cap 6 AW .03 Rnd	1 -17 2 -11 3 -10 4 -9 5 -8 6 -7 7 -6	LB PEN 1.3 1.2 .9 DC 3 3 2	.7 .5 .2 .1 1 1 1 1	BA 35 25 16 TOF 1 1 3	8 3 -7 -12 5 8 19 31					
Starr 44 Double Action Revolver 44 Caliber Cap and Ball  This double action revolver was used by Union forces in the Civil War. 10% of all Union pistols were Starr models.		L 9 W 2.5 RT 120 ROF 1 Cap 6 AW .03 Rnd	1 -17 2 -11 3 -10 4 -9 5 -8 6 -7	LB PEN 1.1 1.0 .8 DC 3 2 2	.6 .4 .2 .1 1 1 1 1	BA 35 25 15 TOF 1 1 3	7 2 -7 -12 6 9 20 34					
Spiller and Burr Revolver 36 Caliber Cap and Ball  Confederate made Whitney revolver with brass frame. Iron shortages in the South led to the adoption of brass frames.		L 12 W 2.6 RT 120 ROF 2 Cap 6 AW .02 Rnd	1 -17 2 -11 3 -10 4 -9 5 -8 6 -7 7 -6	LB PEN 1.0 .8 .7 DC 2 2 1	.4 .3 .1 1 1 1	BA 34 24 14 TOF 1 1 3	6 1 -8 5 8 20					




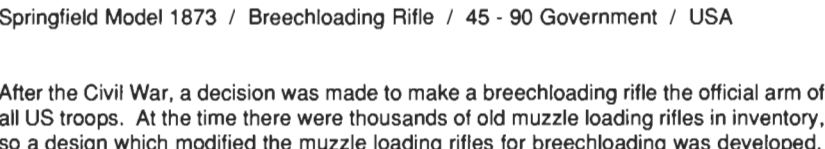

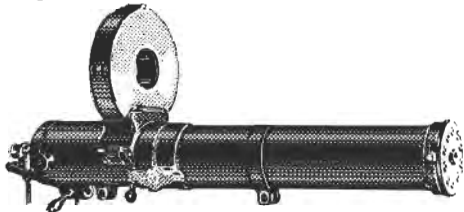
Pistols	Physical Data	Aim Time AC Md	Ballistic Data									
			Range in 2 yard hexes									
			10	20	40	70	100	200	300	400		
Griswold and Gunnison Revolver 44 Caliber Cap and Ball		L 14 W 2.7 RT 120 ROF 2 Cap 6 AW .03 Rnd	1 -17 2 -11 3 -10 4 -9 5 -8 6 -7 7 -6	LB PEN 1.3 DC 3	1.1 3	.9 2	.7 1	.5 1	.2 1	.1 1		
Brass framed Confederate copy of the Colt Army. Only a few thousand Confederate revolvers were ever made.			KD 4	BA 35 TOF 1	25 16 1 3	8 3 5 8	-7 -12 19 32					
Le Mat Twin Barrel Revolver 42 and 60 Caliber Cap and Ball		L 14 W 4.2 RT 210 ROF 2 Cap 9 / 1 AW .03 Rnd	1 -19 2 -12 3 -10 4 -9 5 -8 6 -7 7 -6	LB PEN 1.2 DC 3	1.1 2	.9 2	.6 1	.5 1	.2 1	.1 1		
The Confederate Le Mat had a 9 shot .42 caliber cylinder and a second, single shot .60 caliber barrel.			KD 3	LB PEN 1.9 DC 7	1.7 1.5 7 6	1.2 1.0 3 2	.5 .2 1 1					
				BA 35 TOF 1	25 15 1 3	7 2 5 8	-7 -12 19 32					
Smith & Wesson Model #2 Revolver 32 Smith & Wesson Long Cartridge		L 10 W 1.6 RT 40 ROF 2 Cap 6 AW .02 Rnd	1 -16 2 -11 3 -10 4 -9 5 -8 6 -7	LRN PEN .7 DC 1	.6 1	.5 1	.4 1	.3 1	.1 1			
Early cartridge firearm of the Civil War. S&W held the patent on a bored through revolver cylinder for metallic cartridges.			KD 2	BA 42 TOF 1	32 22 2 4	14 9 7 11	-1 26					
Colt Shopkeeper Revolver 38 / 40 Winchester Cartridge		L 7 W 1.8 RT 30 ROF 2 Cap 6 AW .03 Rnd	1 -16 2 -11 3 -10 4 -9 5 -8	LRN PEN 1.3 DC 2	1.2 2	1.0 1	.8 1	.7 1	.3 1	.1 1		
This short barreled Colt was designed for merchants & shop keepers. It lacked an ejector, which made reloading slow.			KD 3	BA 46 TOF 1	36 26 2 3	18 13 9 20	-2 34					
Colt Peacemaker Revolver 45 Long Colt Cartridge		L 11 W 2.5 RT 24 ROF 2 Cap 6 AW .05 Rnd	1 -17 2 -11 3 -10 4 -9 5 -8 6 -7	LRN PEN 1.5 DC 3	1.4 3	1.2 1.0 2 1	.8 1	.4 1	.2 1	.1 1		
Famous Colt Peacemaker which won the west. This is the weapon of the lawman, outlaw, and army during the 1880s.			KD 5	BA 43 TOF 1	33 23 1 3	15 10 8 19	-5 -9 32 46					
Colt Frontier Model Revolver 44 / 40 Winchester Cartridge		L 11 W 2.5 RT 24 ROF 2 Cap 6 AW .04 Rnd	1 -17 2 -11 3 -10 4 -9 5 -8 6 -7	LRN PEN 1.7 DC 4	1.6 1.3 4 3	1.0 .8 2 1	.4 .2 1 1	.2 .1 1 1	.1 .1 1 1			
The Colt Model P was also chambered in 44 / 40 to make it compatible with the Winchester Model 1873 repeating rifle.			KD 5	BA 40 TOF 1	30 20 1 3	12 7 5 7	-3 -8 17 28	-12 41				

Rifles / Tech Level 10


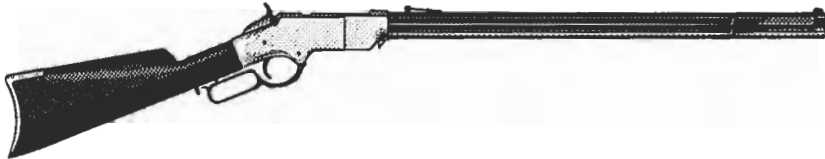



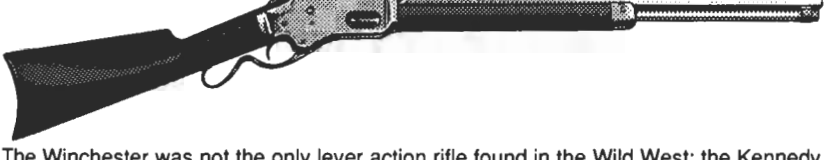
Rifles	Physical Data		Aim Time AC Md	Ballistic Data		Range in 2 yard hexes					
	L	W		10	20	40	70	100	200	300	400
Charleville Musket / Smoothbore Flintlock Musket / 69 Caliber / France 	60	13.0	1 -25 2 -15 3 -10	LB PEN 2.4 DC 9 9 8	2.3 2.0	2.0	1.7	1.4	.7	.4	.2
	RT 24	ROF -	4 -8 5 -6 6 -5	Shot PEN 1.0 DC 1 1 1	.9 1	.6	.4	.2	1	1	1
	Cap 1	AW .12	7 -4 8 -3 9 -2	(10) BPHC *8 PR .1 .1 .2	*3 *3	75	23	11	.4	.6	
	Rnd		10 -1	BA 34 TOF 1 1 3	24 15	15	7	2	-8	-14	-17
	KD 14						5	8	17	28	40
The Charleville musket was the primary weapon of Napoleon's army in the early 1800s. Weapons changed little from this period until the advent of percussion arms in the mid 1800s. Ignition relied upon the spark of flint on steel.											
Brown Bess / Smoothbore Flintlock Musket / 75 Caliber / United Kingdom 	56	12.0	1 -24 2 -14 3 -9	LB PEN 2.6 DC 10 10 9	2.5 2.2	2.2	1.8	1.6	.9	.5	.3
	RT 24	ROF -	4 -7 5 -6 6 -5	Shot PEN 1.3 DC 2 2 1	1.1 1	.8	.5	.3	1	1	1
	Cap 1	AW .14	7 -4 8 -3 9 -2	(10) BPHC *8 PR .1 .1 .3	*2 *2	58	14	17	.5	.7	
	Rnd		10 -1	BA 34 TOF 1 1 3	25 15	15	7	2	-7	-13	-17
	KD 18						5	8	17	28	40
The Brown Bess was the standard weapon of the British army during the American Revolutionary War. It was a smoothbore 75 caliber flintlock which in most respects was identical to the Charleville pictured above. These flintlocks had limited effective range and were designed to fire at massed infantry formations. As such, they were not aimed at individual people, but at an entire enemy unit. Each formation closed to ranges of under 100 yards and opened fire. On the whole, a unit's fire was a hail of lead, with each soldier, officer, and NCO sharing equally in the danger.											
Hall Flintlock / Smoothbore Breechloading Flintlock Musket / 75 Caliber / USA 	52	11.5	1 -24 2 -14 3 -9	LB PEN 1.8 DC 8 7 5	1.7 1.5	1.5	1.3	1.0	.6	.3	.2
	RT 20	ROF -	4 -7 5 -6 6 -5	Shot PEN .9 DC 1 1 1	.7 1	.5	.3	.2	1	1	1
	Cap 1	AW .14	7 -4 8 -3 9 -2	(10) BPHC *7 PR .1 .1 .3	*2 *2	43	13	6	.5	.6	
	Rnd		10 -1	BA 34 TOF 1 2 3	24 15	15	7	2	-8	-14	-17
	KD 15						5	9	21	34	49
The Hall Flintlock was adopted by the US army in 1819 and had an interesting breech mechanism which allowed it to be loaded much quicker than contemporary muskets. Percussion versions were used into the mid 1800s.											
Jaeger Rifle / Rifled Flintlock Musket / 75 Caliber / Germany 	40	9.5	1 -23 2 -12 3 -9	LB PEN 3.4 DC 10 10 10	3.2 2.9	2.5	2.1	1.2	.7	.4	
	RT 80	ROF -	4 -7 5 -6 6 -5	Shot PEN .9 DC 1 1 1	.7 1	.5	.3	.2	1	1	1
	Cap 1	AW .14	7 -4 8 -3 9 -2	(10) BPHC *7 PR .1 .1 .3	*2 *2	43	13	6	.5	.6	
	Rnd		10 -1	BA 48 TOF 1 1 2	38 28	20	15	6	0	-4	
	KD 21		11 0				15	24	35		
The Jaeger rifle was of European design and was the weapon of hunters and woodsmen from which it got its name. These rifles were used in the Revolutionary and Napoleonic Wars and were known for their accuracy. Unlike the smoothbore musket, their rifled barrels gave them improved accuracy but made reloading more difficult. The bullet was wrapped in a greased cloth patch which provided a tight fit with the barrel's rifling. Considerable pressure from the ram rod was required to drive the bullet home resulting in the long reloading time.											
Kentucky Rifle / Rifled Cap and Ball Musket / 45 Caliber / USA 	50	8.8	1 -23 2 -12 3 -9	LB PEN 1.9 DC 5 5 4	1.7 1.4	1.1	.8	.3	.1	.1	
	RT 80	ROF -	4 -7 5 -6 6 -5	Shot PEN .9 DC 1 1 1	.7 1	.5	.3	.2	1	1	1
	Cap 1	AW .04	7 -4 8 -3 9 -2	(10) BPHC *7 PR .1 .1 .3	*2 *2	43	13	6	.5	.6	
	Rnd		10 -1	BA 44 TOF 1 1 2	35 25	17	12	2	-3	-7	
	KD 5		11 0				15	26	37		
The Kentucky rifle shown above is a percussion version of the legendary flintlock American rifle. Unlike European rifles, the US rifles were of smaller caliber and had longer barrels to conserve gun powder and lower ammunition weight.											
Hawken Plains Rifle / Rifled Cap and Ball Musket / 50 Caliber / USA 	44	9.0	1 -23 2 -12 3 -9	LB PEN 2.1 DC 7 6 5	1.9 1.6	1.3	1.0	.4	.2	.1	
	RT 80	ROF -	4 -7 5 -6 6 -5	Shot PEN .9 DC 1 1 1	.7 1	.5	.3	.2	1	1	1
	Cap 1	AW .05	7 -4 8 -3 9 -2	(10) BPHC *7 PR .1 .1 .3	*2 *2	43	13	6	.5	.6	
	Rnd		10 -1	BA 45 TOF 1 1 2	35 25	17	12	3	-2	-6	
	KD 6		11 0				15	26	37		
The percussion plains rifle was the standard rifle of the frontiersman. Known for its accuracy and dependability, it was used well into the 1860s. In the late 1860s, the plains rifle was replaced by the breechloaders such as the Sharps.											

Rifles	Physical Data	Aim Time AC Md	Ballistic Data									
			Range In 2 yard hexes 10 20 40 70 100 200 300 400									
Harpers Ferry Model 1855 Rifle / Rifled Cap and Ball Musket / 58 Caliber / USA  <p>This was the US military's first rifled musket. Introduced shortly before the Civil War, rifled muskets like this caused most of the war casualties. Tactics based on the abilities of the smoothbore musket had not accounted for the increased accuracy of the rifled musket.</p>	L 56 W 9.3 RT 24 ROF - Cap 1 AW .08 Rnd 9 KD 12	1 -23 2 -12 3 -9 4 -7 5 -6 6 -5 7 -4 8 -3 9 -2 10 -1 11 0	LMB PEN 2.7 2.6 2.3 2.0 1.7 DC 8 8 7 6 5 BA 47 38 28 20 15 TOF 1 1 3 5 7	.9 .5 .3 1 1 1 5 0 -4 16 26 37								
Colt Revolving Rifle / Cap and Ball Revolving Rifle / 56 Caliber / USA  <p>The Colt Revolving Rifle was introduced shortly before the Civil War. It made use of a standard revolver action and was used for a short time by Berdan's Sharpshooters before the Sharps rifles became available.</p>	L 56 W 10.3 RT 110 ROF 2 Cap 5 AW .07 Rnd 9 KD 10	1 -24 2 -13 3 -9 4 -7 5 -6 6 -5 7 -4 8 -3 9 -2 10 -1 11 0	LMB PEN 2.6 2.4 2.2 1.8 1.5 DC 8 8 7 6 4 BA 47 38 28 20 15 TOF 1 1 3 5 7	.9 .5 .3 1 1 1 5 0 -4 16 26 37								
Wesson Target Rifle / Rifled Cap and Ball Musket / 52 Caliber / USA  <p>This heavy target rifle with telescopic sights is typical of the target rifles of the Civil War. Rifles like these were used by many of Berdan's Sharpshooters. These rifles with their telescopic sights provided extreme range sniping capability.</p>	L 54 W 32.0 RT 90 ROF - Cap 1 AW .07 Rnd 9 KD 14	1 -30 2 -21 3 -14 4 -9 5 -7 6 -5 7 -3 8 -2 9 -1 11 1 13 2	LMB PEN 5.3 5.1 4.7 4.1 3.6 DC 10 10 10 9 9 BA 53 44 34 26 21 TOF 0 1 2 3 5	2.4 1.6 1.0 6 2 1 11 6 2 11 18 26								
Springfield Model 1863 / Rifled Cap and Ball Musket / 58 Caliber / USA  <p>The Model 1863 Springfield was one of America's most historic weapons. Produced in mass numbers during the Civil War, the Model 1863 may well have been responsible for more casualties in the Civil War than any other weapon.</p>	L 56 W 9.6 RT 24 ROF - Cap 1 AW .08 Rnd 9 KD 12	1 -23 2 -12 3 -9 4 -7 5 -6 6 -5 7 -4 8 -3 9 -2 10 -1 11 0	LMB PEN 2.7 2.6 2.3 2.0 1.7 DC 8 8 7 6 5 BA 47 38 28 20 15 TOF 1 1 3 5 7	.9 .5 .3 1 1 1 5 0 -4 16 26 37								
Sharps Carbine / Breechloading Cap and Ball Rifle / 52 Caliber / USA  <p>The Sharps rifle and carbine were breechloading cap and ball rifles. Unlike their musket counterparts, the ball and powder were inserted directly into the chamber through a breech mechanism.</p>	L 38 W 8.2 RT 20 ROF - Cap 1 AW .07 Rnd 9 KD 9	1 -22 2 -12 3 -9 4 -7 5 -6 6 -4 7 -3 8 -2 9 -2 10 -1	LMB PEN 2.1 2.0 1.8 1.5 1.3 DC 5 5 4 2 1 BA 48 38 29 21 16 TOF 1 2 3 6 8	.8 .5 .3 1 1 1 6 0 -4 16 30 44								
Sharps Rifle / Breechloading Cap and Ball Rifle / 52 Caliber / USA  <p>The Sharps rifle was introduced in 1862 and was used extensively in the Civil War. Made famous by Berdan's Sharpshooters, it was known for its accuracy and hitting power. The rifle had sights calibrated out to one thousand yards.</p>	L 47 W 9.4 RT 20 ROF - Cap 1 AW .07 Rnd 9 KD 9	1 -23 2 -12 3 -9 4 -7 5 -6 6 -5 7 -4 8 -3 9 -2 10 -1 11 0	LMB PEN 2.2 2.1 1.9 1.6 1.4 DC 6 5 4 3 2 BA 48 38 29 21 16 TOF 1 1 3 6 8	.8 .5 .3 1 1 1 6 0 -4 16 30 43								

Rifles and Gatling Guns / Tech Level 10

Rifles and Gatling Guns	Physical Data		Aim Time		Ballistic Data		Range in 2 yard hexes							
	L	W	AC	Md	LRN	PEN	10	20	40	70	100	200	300	400
Remington Geiger / Rolling Block Breechloading Rifle / 45 - 70 Government / USA	L 38	W 7.9	1	-22	LRN	PEN	7.1	6.8	6.4	5.8	5.2	3.7	2.6	1.8
	RT 6	ROF -	2	-12	DC	9	9	9	9	9	7	5	2	
	RT 6	ROF -	3	-9										
	RT 6	ROF -	4	-7										
	RT 6	ROF -	5	-6										
	RT 6	ROF -	6	-5										
	Cap 1	AW .07	7	-3										
	AW .07	Rnd	8	-2										
	Rnd		9	-2										
	KD 14		10	-1	BA	57	48	38	31	26	16	10	8	
The Remington - Geiger rolling breech block was introduced shortly after the Civil War. Extremely dependable, the Remington was popular on the frontier in the 1870s.			11	0	TOF	0	1	2	3	5	10	16	23	
Remington Model 1872 / Rolling Block Breechloading Rifle / 45 - 70 Government / USA	L 48	W 9.0	1	-23	LRN	PEN	7.7	7.5	7.0	6.3	5.7	4.1	2.9	2.1
	RT 6	ROF -	2	-12	DC	9	9	9	9	9	7	6	3	
	RT 6	ROF -	3	-9										
	RT 6	ROF -	4	-7										
	RT 6	ROF -	5	-6										
	RT 6	ROF -	6	-5										
	Cap 1	AW .07	7	-4										
	AW .07	Rnd	8	-3										
	Rnd		9	-2										
	KD 14		10	-1	BA	57	48	39	31	26	16	10	8	
Remington rolling block breechloading rifle. To reload, the shooter cocked the hammer, then rolled back the breechblock. This opened the chamber and ejected the spent cartridge. A new cartridge was inserted and the breech closed for the next shot.			11	0	TOF	0	1	2	3	4	9	15	22	
Springfield Model 1873 / Breechloading Rifle / 45 - 70 Government / USA	L 52	W 8.4	1	-22	LRN	PEN	8.0	7.7	7.2	6.5	5.9	4.2	3.0	2.1
	RT 6	ROF -	2	-12	DC	9	9	9	9	9	8	6	3	
	RT 6	ROF -	3	-9										
	RT 6	ROF -	4	-7										
	RT 6	ROF -	5	-6										
	RT 6	ROF -	6	-5										
	Cap 1	AW .07	7	-4										
	AW .07	Rnd	8	-3										
	Rnd		9	-2										
	KD 14		10	-1	BA	57	48	39	31	26	16	10	8	
The Trapdoor Springfield became the US military's standard rifle during the Indian Wars. It was a very simple weapon which was both strong and easy to handle. This made it popular with both troops and field commanders.			11	0	TOF	0	1	2	3	4	9	15	21	
Springfield Model 1873 / Breechloading Rifle / 45 - 90 Government / USA	L 52	W 8.4	1	-22	LRN	PEN	11	10	9.5	8.7	7.9	5.7	4.2	3.0
	RT 6	ROF -	2	-12	DC	9	9	9	9	9	9	8	6	
	RT 6	ROF -	3	-9										
	RT 6	ROF -	4	-7										
	RT 6	ROF -	5	-6										
	RT 6	ROF -	6	-5										
	Cap 1	AW .08	7	-4										
	AW .08	Rnd	8	-3										
	Rnd		9	-2										
	KD 17		10	-1	BA	57	48	39	31	26	16	11	7	
After the Civil War, a decision was made to make a breechloading rifle the official arm of all US troops. At the time there were thousands of old muzzle loading rifles in inventory, so a design which modified the muzzle loading rifles for breechloading was developed. This modification later became the Trapdoor Springfield. In this design the breechblock was hinged at its forward end. A simple latch released the block so that it flipped up exposing the chamber and ejecting the spent cartridge. A new cartridge was then inserted and the block pushed down. The side mounted hammer was then cocked and the weapon was ready to fire.			11	0	TOF	0	1	1	3	4	8	13	18	
Colt Buntline Special / Revolver / 45 Long Colt / USA	L 20	W 2.9	1	-18	LRN	PEN	1.8	1.7	1.5	1.2	1.0	.5	.2	
	RT 24	ROF 2	2	-11	DC	4	4	3	2					
	RT 24	ROF 2	3	-10										
	RT 24	ROF 2	4	-9										
	RT 24	ROF 2	5	-8										
	RT 24	ROF 2	6	-7										
	Cap 6	AW .05	7	-6										
	AW .05	Rnd	8	-6										
	Rnd		9	-5										
	KD 6				BA	43	33	24	16	11	1	1	1	
This unusual Colt Model P had a 16 inch barrel and removeable shoulder stock.					TOF	1	1	3	5	8	17	29		
Gatling Gun / Carriage Mounted Machine Gun / 58 to 45 Caliber / USA	L 54	W 90	1	-37	58 rf	PEN	3.9	3.7	3.4	3.0	2.6	1.6	1.0	.6
	RT 20	ROF *6	2	-27	DC	10	10	9	9	8	3	1	1	
	RT 20	ROF *6	3	-22	50 cf	PEN	7.6	7.3	6.8	6.1	5.5	3.9	2.8	2.0
	RT 20	ROF *6	4	-18	DC	9	9	9	9	9	8	6	3	
	RT 20	ROF *6	5	-14	45/70	PEN	8.1	7.9	7.4	6.6	6.0	4.3	3.1	2.2
	RT 20	ROF *6	6	-10	DC	9	9	9	9	9	8	6	3	
	Cap 400	AW 42	7	-8										
	AW 42	Drm	8	-6										
	Drm		9	-5	MA	.2	.2	.4	.6	.9	2	3	4	
	KD 15		11	-3	BA	57	48	39	31	26	16	10	8	
First produced in 1862, the Gatling Gun was one of the first successful machine guns..			13	0	TOF	0	1	2	3	4	9	15	21	



Lever Action Rifles	Physical Data		Aim Time		Ballistic Data											
	L	W	AC	Md	LRN	PEN	Range in 2 yard hexes									
					10	20	40	70	100	200	300	400				
Spencer Carbine / Lever Action Rifle / 52 Rim Fire / USA	L 47	W 10.3	1	-23	LRN	PEN	1.5	1.4	1.2	1.0	.8	.4	.2	.1		
			2	-13			DC	4	3	3	1	1	1	1		
	RT 20		3	-9												
	ROF 3		4	-7												
			5	-6												
	Cap 7		6	-5												
	AW .45		7	-3												
	Tube		8	-3												
			9	-2												
			10	-1												
	KD 7		11	0	BA	44	34	24	17	11	2	-4	-7			
					TOF	1	2	3	6	9	20	33	47			
The Spencer repeating rifle was introduced in 1862 and was one of the finest repeating arms of the Civil War. It had a spring loaded magazine bored through the butt of the stock and was loaded from a tube containing seven cartridges.																
Henry Repeater / Lever Action Rifle / 44 Rim Fire / USA	L 44	W 9.7	1	-23	LRN	PEN	1.6	1.5	1.3	1.0	.8	.4	.2	.1		
			2	-13			DC	4	3	3	2	1	1	1		
	RT 66		3	-9												
	ROF 2		4	-7												
			5	-6												
	Cap 15		6	-5												
	AW .04		7	-4												
	Rnd		8	-3												
			9	-2												
			10	-1												
	KD 5		11	0	BA	44	35	25	17	12	2	-3	-7			
					TOF	1	1	3	5	8	18	29	42			
The Henry rifle was introduced in 1862 and had a tubular magazine under the barrel. The Henry repeater was the predecessor of the Winchester lever action rifles and as a tribute to Henry, Winchester ammunition still bears an "H" on its headstamp.																
Winchester Model 1866 / Lever Action Rifle / 44 Rim Fire / USA	L 38	W 9.6	1	-23	LRN	PEN	1.7	1.6	1.3	1.0	.8	.4	.2	.1		
			2	-12			DC	4	4	3	2	1	1	1		
	RT 57		3	-9												
	ROF 2		4	-7												
			5	-6												
	Cap 17		6	-5												
	AW .04		7	-4												
	Rnd		8	-3												
			9	-2												
			10	-1												
	KD 5		11	0	BA	43	33	23	15	10	0	-5	-8			
					TOF	1	1	3	5	7	17	28	40			
The Model 1866 Winchester is a modified version of the Henry rifle. This was the first firearm created by the newly formed Winchester Repeating Arms Company.																
Winchester Model 1873 / Lever Action Rifle / 44 - 40 Winchester / USA	L 38	W 9.1	1	-23	LRN	PEN	2.6	2.4	2.0	1.6	1.3	.6	.3	.1		
			2	-12			DC	6	6	5	4	3	1	1		
	RT 50		3	-9												
	ROF 2		4	-7												
			5	-6												
	Cap 15		6	-5												
	AW .04		7	-4												
	Rnd		8	-3												
			9	-2												
			10	-1												
	KD 6		11	0	BA	43	34	24	16	11	1	-4	-8			
					TOF	1	1	2	4	6	13	22	32			
One of the most famous rifles of the Wild West. Along with the Colt Frontier Model Six Shooter (also chambered for 44 / 40), it was a common weapon on the frontier.																
Winchester Model 1876 / Lever Action Rifle / 45 - 60 Winchester / USA	L 45	W 9.9	1	-23	LRN	PEN	5.1	4.8	4.4	3.8	3.3	2.0	1.3	.8		
			2	-13			DC	9	9	8	8	7	4	2		
	RT 40		3	-9												
	ROF 2		4	-7												
			5	-6												
	Cap 12		6	-5												
	AW .06		7	-4												
	Rnd		8	-3												
			9	-2												
			10	-1												
	KD 10		11	0	BA	51	42	32	24	19	9	4	0			
					TOF	0	1	2	3	5	11	17	25			
The Winchester Model 1876 chambered the more powerful 45 / 60 round. It was a common weapon on the frontier and was used by Nahche, son of Cochise, and chief of the Chiricahua Apaches.																
Kennedy Repeater / Lever Action Rifle / 45 - 60 Winchester / USA	L 45	W 9.9	1	-23	LRN	PEN	5.1	4.8	4.4	3.8	3.3	2.0	1.3	.8		
			2	-13			DC	9	9	8	8	7	4	2		
	RT 40		3	-9												
	ROF 2		4	-7												
			5	-6												
	Cap 12		6	-5												
	AW .06		7	-4												
	Rnd		8	-3												
			9	-2												
			10	-1												
	KD 10		11	0	BA	51	42	32	24	19	9	4	0			
					TOF	0	1	2	3	5	11	17	25			
The Winchester was not the only lever action rifle found in the Wild West; the Kennedy lever action rifle was another fine weapon. It was a Kennedy rifle which Chief Joseph of the Nez Perc'es surrendered in 1877, marking the end of the Indian Wars.																

