

WEAPONRY: GUNS

Black powder guns

Type	Range	Damage	Weight	Reload	Min Str	Notes
Zip Gun	2/4/10	2d6-1	4	3	--	Explodes on shooting of 1-2
Pistol, bad	5/10/20	2d6	4	2	--	Explodes on shooting of 1
Pistol, good	6/12/24	2d6+1	3	2	--	
Musket, bad	10/20/40	2d8-1	15	2	D6	Explodes on shooting of 1
Musket, good	12/24/48	2d8	12	2	D6	
Long Rifle	15/30/60	2d8+1	8	3	D6	Cannot be used as club or w/bayonet
Blunderbuss	10/20/40	1-3 d6	12	2	D6	3d6 short, 2d6 med, 1d6 long

All black powder weapons hold only a single shot

Cartridge Guns (uncommon)

Type	Range	Damage	Weight	Shots	Min Str	Notes
Carbine, bad	15/30/60	2d8-1	10	10	D6	
Carbine, good	20/40/80	2d8	8	15	D6	Double-tap
Rifle, bad	20/40/80	2d8	15	8	D6	
Rifle, good	24/48/96	2d8+1	10	10	D6	Double-tap
Shotgun, DB	12/24/48	1-3d6	10	2	D6	3d6 short, 2d6 med, 1d6 long
Shotgun, DB sawed off	5/10/20	1-3 d6	6	2	---	3d6 short, 2d6 med, 1d6 long
Revolver, bad	10/20/40	2d6-1	4	6	--	
Revolver, good	12/24/48	2d6	3	6	--	
Semi-auto pistol, bad	10/20/40	2d6-1	5	10	--	
Semi-auto pistol, good	12/24/48	2d6	4	12	--	Double-Tap

All cartridge guns require a single action to reload

Automatic Guns (Very Rare)

Type	Range	Damage	Weight	Shots	Min Str	Notes
SMG, bad	15/30/60	2d6-1	10	20	D6	ROF-2
SMG, good	20/40/80	2d6+1	8	30	D6	ROF-3
Assault Rifle, bad	20/40/80	2d8	15	20	D6	ROF-2 or 3-round burst
Assault Rifle, good	24/48/96	2d8+1	10	30	D6	ROF-3 or 3-round burst
Machine Gun, bad	24/48/96	2d8+1	35	120	D10	ROF-3
Machine Gun, good	30/60/120	2d8+3	35	120	D10	ROF-4

Heavy Weapons (very rare)

Type	Range	Damage	Notes
Cannon, bad	30/60/90	3d6	Medium Burst; reload-4 (black) or 1 (cartridge), HW
Cannon, good	50/100/200	3d6	Medium Burst; reload-4 (black) or 1 (cartridge), HW
Rocket Launcher	28/48/96	4d8	Medium Burst, HW; weight 15, snap fire, 5 pounds
Flame Thrower	cone	2d10	Ignores armor, HW; weight 20, snap fire, 50 pounds, 8 shots

Bows

Type	Range	Damage	Weight	Min Str	Notes
Sling	4/8/16	2d6-2	1	--	
Short Bow, bad	5/10/20	2d6-2	3	--	
Short Bow, good	6/12/24	2d6-1	3	--	
Long Bow, bad	6/12/24	2d6-1	5	D6	
Long Bow, good	8/16/32	2d6	5	D6	
Crossbow, bad	6/12/24	2d6	10	D6	
Crossbow, good	8/16/32	2d6+1	10	D6	

Thrown Weapons

Type	Range	Damage	Weight	Min Str	Notes
Tomahawk	3/6/12	Str+d6	2	--	
Knife	3/6/12	Str+d4	1	--	
Spear	3/6/12	Str+d6	5	D6	
Hammer	3/6/12	Str+d4	2	--	
Rock	4/8/16	Str+d4	1	--	
Cinder Block	2/4/8	Str+d8	30	D8	2 hands

EXPLOSIVES

Explosive	Burst	Damage	Throw Range	Dud	Notes
Black Powder Grenado	Small	2d6	5/10/20	1	
Big Black Bomb	Medium	4d6	2/4/8	1	HW
Molotov	Medium	2d6	3/6/12	2	Ignores armor
Grenade, poor	Small	2d6	5/10/20	2	
Grenade, good	Medium	3d6	5/10/20	0	
Dynamite	Small	3d6	3/6/12	2	HW
Dynamite, bundle (4 sticks)	Medium	4d6	2/4/8	2	HW
Demo Charge, deteriorated	Small	4d6	No	2	HW
Demo Charge, Good	Medium	5d6	No	0	HW
Demo Charge, Large	Large	5d6	No	0	HW

Dud: when used, roll 1d6, if the Dud number or less appears, the explosive failed to function.

Melee Weapons

Weapon	Damage	Hands	Weight	Notes
Knife	Str+d4	1	1	
Icepick	Str+d4	1	½	Parry -1
Bayonet, unfixed	Str+d4	1	1	
Bayonet, fixed	Str+d6	2	1+musket	Reach 1, Parry +1
Tire Iron	Str+d4	1	2	Parry -1
Pry Bar	Str+d6	2	5	Parry -1
Hammer, small	Str+d4	1	1	
Hammer, sledge	Str+d8	2	9	Parry -1
Club	Str+d4	1	6	Parry-1
Club, heavy	Str+d6	2	12	Parry -2
Clubbed Musket	Str+d6	2	See musket	
Bat	Str+d4	2	2	
Bat with nails	Str+d6	2	2	
Bat, aluminum	Str+d6	2	2	
Staff	Str+d4	2	2	Reach 1, Parry +1
Tomahawk	Str+d6	1	2	
Axe	Str+d8	2	8	
Pickaxe	Str+d8	2	10	
Shovel	Str+d4	2	6	Parry -1
Spear, crude	Str+d4	1	5	Reach 1
Spear, good	Str+d6	1	5	Reach 1, Parry +1
Spear, long	Str+d8	2	10	Reach 2, Parry +1
Sword, bad	Str+d6	1	8	
Sword, good	Str+d8	1	6	
Sword, two-handed	Str+d10	2	12	

