

Weapon	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
<b>Automatics</b>								
Gatling Gun (.45)	24/48/96	2d8	3	\$1500	40	100	–	AP 2; may not move
<b>Carbines</b>								
Sharps '55 (.57)	20/40/80	2d8	1	\$18	8	1	–	AP 2; Reload 2
Spencer (.56)	20/40/80	2d8	1	\$15	8	7	–	AP 2
LeMat Carbine (.42)	20/40/80	2d8	1	\$35	9	9	–	AP 1; see notes
& Shotgun (16-ga)	12/24/48	1–3d6	1	–	–	1	–	–
<b>Derringers &amp; Pepperboxes</b>								
Derringer (.41)	5/10/20	2d6	1	\$8	.5	2	–	AP 1
English 1840 Model (.36)	5/10/20	2d6	1	\$5	1	8	–	AP 1; reload 2
Rupertus Pepperbox (.22)	5/10/20	2d6	1	\$6	1	8	–	–
Wesson Dagger- Pistol (.41)	5/10/20	2d6	1	\$6	1	2	–	AP 1; see notes
<b>Revolvers, Single-Action</b>								
Colt Army (.44)	12/24/48	2d6+1	1	\$12	2	6	–	AP 1
Colt Buntline Special (.45)	15/30/60	2d6+1	1	\$500	3	6	–	AP 1; see notes
Colt Dragon (.44)	12/24/48	2d6+1	1	\$11	4	6	–	AP 1
Colt Navy (.36)	12/24/48	2d6	1	\$10	3	6	–	AP 1
Colt Peacemaker (.45)	12/24/48	2d6+1	1	\$15	2	6	–	AP 1
Lemat Grapeshot Pistol (.40)	12/24/48	2d6	1	\$25	4	9	–	AP 1; see notes
& Shotgun (16-ga)	5/10/20	1–3d6	1	–	–	1	–	–
<b>Revolvers, Double-Action</b>								
Colt Frontier (.32–20)	12/24/48	2d6	1	\$8	2	6	–	AP 1
Colt Lightning (.38)	12/24/48	2d6	1	\$13	2	6	–	AP 1
Colt Peacemaker (.45)	12/24/48	2d6+1	1	\$15	2	6	–	AP 1
Colt Thunderer (.41)	12/24/48	2d6	1	\$14	2	6	–	AP 1
Starr Revolver (.44)	12/24/48	2d6+1	1	\$9	2	6	–	AP 1; reload 2
<b>Rifles</b>								
Ballard '72 (.56)	24/48/96	2d8	1	\$24	11	1	–	AP 2; Reload 2
Bullard Express (.50)	24/48/96	2d10	1	\$30	11	11	d8	AP 2
Colt-Paterson Model '36 (.69)	24/48/96	2d10	1	\$25	12	7	d8	AP 2; Reload 2
Colt Revolving Rifle (.56)	24/48/96	2d8	1	\$24	11	5	d6	AP 2; Reload 2
Enfield Musket (.58)	12/24/48	2d8	1	\$25	9	1	–	AP 2; reload 2
EvansOld Model Sporter (.44)	24/48/96	2d8	1	\$30	12	34	–	AP 2
Sharp's Big 50 (.50)	24/48/96	2d10	1	\$20	10	1	d8	AP 2
Springfield (.58)	24/48/96	2d10	1	\$8	9	1	d6	AP 2; reload 2
Winchester '73 (.44–40)	24/48/96	2d8	1	\$25	7	15	d6	AP 2
Winchester '76 (.45)	24/48/96	2d8	1	\$40	7	15	–	AP 2
<b>Shotguns (all 12-gauges)</b>								
Colt Revolving Shotgun	12/24/48	1–3d6	1	\$45	10	5	d6	+2 Shooting rolls
Double Barrel	12/24/48	1–3d6	1–2	\$35	8	2	–	+2 Shooting rolls
Scattergun	6/12/24	1–3d6	1–2	\$35	5	2	–	+2 Shooting rolls; SBT
Single Barrel	12/24/48	1–3d6	1	\$25	6	1	–	+2 Shooting rolls
Winchester Lever- Action	12/24/48	1–3d6	1	\$35	8	4	d6	+2 Shooting rolls
<b>Other Ranged Weapons</b>								
Bolas	4/8/16	Str+1	1	\$3	.5	1	–	see notes
Bow	12/24/48	2d6	1	\$3	2	1	–	–
Dynamite	4/8/16	2d6/stick	1	\$3	.5	1	–	MBT; +1" radius; +1 inch damage per additional stick
Nitro (8 oz. bottle)	4/8/16	3d6	1	\$1.25	.5	1	–	LBT; see notes
<b>Gatling Guns</b>								
Gatling Pistol (.45)	12/24/48	2d6+1	2	\$800	5	12	–	AP 1
Gatling Rifle (.45)	24/48/96	2d8	2	\$1200	13	12	d6	AP 2
Gatling Shotgun	12/24/48	1–3d6	2	\$1500	15	12	d8	–

Gatling weapons cannot fire single shots and must fire at their full Rate of Fire.

Weapon	Damage	Weight	Price	Notes
Brass Knuckles	Str+d4	1	\$1	–
Club	Str+d4	1	–	–
Club, War	Str+d6	3	\$3	–
Club, War (Bladed)	Str+d8	6	\$8	AP 2; Parry –1; Requires 2 hands
Knife	Str+d4	1	\$2	–
Knife, Bowie	Str+d4	2	\$4	AP 1
	+1			
Lariat	–	3	\$4	Parry –1; Reach +2; see notes
Rapier	Str+d4	3	\$10	Parry +1
Saber	Str+d6	4	\$15	–
Spear	Str+d6	5	\$3	Parry +1; Reach 1; requires 2 hands
Tomahawk	Str+d6	4	\$3	–
Whip	Special	2	\$10	Parry –1; Reach +2; see notes

### Fear Level 0

This is happy land, folks. The natives are friendly, the sky is blue, and you can walk the streets at night. Perhaps you won't be surprised to hear that only a few of these places are left in the Weird West, and they ain't easy to find.

### Fear Level 1

Here, some folks believe monsters exist, they just haven't seen any. The sky is still blue, but if you must go out at night, bring a buddy.

### Fear Level 2

No one goes near the creepy old shack on top of the hill. The land looks about the same, but the shadows are a little bit longer. It's not really safe to go out alone at night, but it's not a death sentence, either. This is the general Fear Level in most places these days.

### Fear Level 3

Things are starting to get a little weird. There's an occasional disappearance, and probably more than a few weird creatures live close by (though folks don't really talk about it). Don't go out at night without a weapon or a friend.

### Fear Level 4

There are mysterious disappearances, and when the bodies are found, it's piece by piece. The land itself starts to change: the shadows on the cliffs start to look like leering faces, or cornrows always seem to rustle as if something's hiding within. The winds of the High Plains might whisper your name.

### Fear Level 5

There's no doubt something's amiss. Folks have seen monsters, and almost everyone's terrified. Most flowers die, but weeds have no problem thriving. Don't go out at night without an armed posse.

### Fear Level 6 (Deadland)

This is as bad as it gets, Marshal: a full blown nightmare landscape. Monsters run rampant, rocks look like skulls, and not only do the winds of the High Plains whisper your name, they do so in your dead friend's voice. Anyone out at night is dead meat. If the Reckoners have their way, the whole planet is destined to one day become such a place.