

## Civilian Weapons

### **Pistols**

Type	Cali	Range	Damage	AP	ROF	Enc	Min Str	Notes	Cost
Colt 1911	.45	12/24/48	2d6+1	1	1	8	--	S-A	200
Colt New Serv	.45	12/24/48	2d6+1	1	1	7	--	Revolver	200
Colt Police	.32	10/20/40	2d6	0	1	3	--	Revolver	150
S&W police	.38	12/24/48	2d6	1	1	5	--	Revolver	200
FN Vest Pocket	.25	6/12/24	1d6+1	0	1	2	--	S-A	150
Colt Peacemkr	.45	12/24/48	2d6+1	0	1	8	--	Revolver	200
Webley	.455	12/24/48	2d6+1	2	1	8	--	Revolver	300
Lugar	9mm	12/24/48	2d6	1	1	7	--	S-A	200

### **Military Rifles Available for sale to civilians**

Type	Cali	Range	Damage	AP	ROF	Enc	Min Str	Notes	Cost
M1 Garand	.30	24/48/96	2d8	2	1	15	1d6	S-A	300
Springfield	.30	24/48/96	2d8	2	1	18	1d6	Bolt-Act	250
Lee Enfield 4	.303	24/48/96	2d8	2	1	17	1d6	Bolt-Act	250

### **Civilian Rifles**

Type	Cali	Range	Damage	AP	ROF	Enc	Min Str	Notes	Cost
Rem. M30	.32	24/48/96	2d6+1	1	1	14	1d6	Bolt-Act	250
Rem M8	.25	24/48/96	2d6	0	1	12	1d6	S-A	250
Win 1892	.32	24/48/96	2d6+1	1	1	13	1d6	Lever-Act	250
Win 1894	.32	20/40/80	2d6	0	1	11	1d6	Lever-Act	250
Nitro Express	577n	30/60/120	2d10	2	1-2	20	1d8	Dbl-Snap	1000

### **Shotguns** (shot gets +2 shooting 3d6/2d6/1d6 damage, Slugs get 2d10 damage)

Type	Cali	Range	Damage	AP	ROF	Enc	Min Str	Notes	Cost
M11 Police	12g	12/24/48	1-3 d6	0	1	13	--	S-A	300
M31-pump	12g	12/24/48	1-3 d6	0	1	13	--	Pump	150
M32-dbl bar	12g	12/24/48	1-3 d6	0	1	11	--	Dbl-Bar	150
Sawed-Off	12g	5/10/20	1-3 d6	0	1	6	--	Dbl-Bar	150

### **Flare Pistol-\$100**

Encumbrance 4, Range 3/6/12, Damage: 2d6+1

1 action to reload, +4 damage to flammable creatures, chance to ignite

### **Holy Water, Spray-\$5 per pint**

Encumbrance 1 per pint, Cone Blast Template, Special Damage

Attacker makes Agility roll +2, victims need Agility roll to avoid

### **Holy Water, Grenade-\$30 each (basically one pint each, in glass container)**

Encumbrance 1 each, Range 5/10/20, Small Burst Template, Special Damage

**Holy Water, Pistol-\$50 (2 pints of holy water to refill)**

Encumbrance 4, Range 1/2/3, Special Damage  
Full round action to pump to increase range to 3/6/9

Holy Water forces non-wildcard undead or demons to make a spirit check or be shaken. Wildcard undead or demons gain a level of fatigue but cannot be shaken. Holy Water can be made by Arcane Background (miracles) characters. Requires an expenditure of 1 power point and a successful faith roll to create one pint of holy water, which will stay good until used or actively despoiled.

**Melee/Thrown/Bow Weapons**

**Dagger -\$25**

Encumbrance 1, Range: 3/6/12 Damage: Str+1d4

**Cavalry Saber-\$200**

Encumbrance 4, Damage: Str+1d6

**Katana-\$1000**

Encumbrance 6, Damage: Str+1d6+2 AP 2

**Bayonet-\$25**

Encumbrance 1+rifle, Damage: Str+1d6  
Reach +1, Parry +1, 2-hands, Treat as Dagger if not attached to a rifle

**Billy Club-\$10**

Encumbrance 1, Damage: Str+1d4

**Brass Knuckles-\$25**

Encumbrance 1, Damage: Str+1d4 Special: attacker still counts as unarmed when using this weapon in melee

**Switchblade-\$10**

Encumbrance 1, Damage: Str+1d4, -2 to be noticed on a search

**Sword-\$300**

Encumbrance 8, Damage: Str+1d8

**Rapier-\$150**

Encumbrance 3, Damage: Str+1d4 +1 Parry

**Spear-\$100**

Encumbrance 5, Damage: Str+1d6 +1 Parry, +1 Reach, 2-hands

**Staff-\$10**

Encumbrance 8, Damage: Str+1d4 +1 Parry, 2-hands

**Bowie Knife-\$50**

Encumbrance 2, Damage: Str+1d4+1, Cannot be thrown

**Sword-Cane-\$200**

Encumbrance 4, Damage: Str+1d4

**Hidden Knife-Boot-\$100**

Encumbrance 1, Damage: Str+1d4, -2 to fighting rolls and parry  
Great for helping someone when both are tied up.

**Net-\$100**

Encumbrance 5, Range 3/6/12

Effect: if hit, roll Str -2 or Agi -2 to free oneself; Success: costs action, Raise: immediate release.

**Whip-\$50**

Encumbrance 4, Damage: Str+1, Reach 1

Can be used to grapple at 1" range. Can be used to swing up to 4"

**Blackjack-\$20**

**Encumbrance 1, Damage: Str+1d4**

Effect: if used for a head-shot if target is shaken or wounded by an attack, target must make a Vigor check or collapse with a concussion for 1d4 hours.

Special: attacker still count as unarmed attacker in melee.

**Machete-\$25**

Encumbrance 4, Damage: Str+1d6

**Trench Knife-\$40**

Encumbrance 2, Damage: Str+1d4

Effect: knife with brass knuckle handguard, can be used to make 2 attacks (with multi-action penalty of course).

**Tomahawk-\$75**

Encumbrance 2, Damage: Str+1d6, Range: 3/6/12

**Throwing Star-\$5 each**

Encumbrance ¼, Range: 4/8/16, Damage: Str+1

**Bow-\$250 (includes arrows)**

Encumbrance 5 (includes 50 arrows), Range: 12/24/48 Damage: 2d6

**Crossbow-\$500 (including Bolts)**

Encumbrance 12 (includes 50 bolts), Range: 15/30/60

Damage: 2d6 AP 2

1 full action to reload each time

**Blowgun-\$25**

Encumbrance 2 (includes 25 darts), Range: 3/6/12

Damage: Str+1d4

**Wooden Stake-\$10 each (but easily made)**

Encumbrance 2, Damage Str+d4

**Chain Saw-\$200**

Encumbrance 20, Damage: 2d6+4, a natural 1 on the Fighting dice hits the wielder instead

**Dye Capsule-\$5 each**

Encumbrance 1/3

Effect: on a throwing hit, capsule shatters and covers the target with an indelible dye, making him easy to spot. \*C-1

**Flash Powder Charge-\$20 each**

Encumbrance 1

Effect: Small Burst, all targets save vs. Spirit or become Shaken. \*C-1

**Firecrackers-\$5 each**

Encumbrance 1

Range 5/10/20 Effect: distraction, induces fear of gunfire among civilians

**Molotov Cocktail-\$1 each**

Encumbrance 2 Range 3/6/12

Damage: d10, Catch fire on 4-6 Area of Effect: Small Burst

Technically illegal to own, but ridiculously easy to make. Anybody carrying ready to light Molotov cocktails count as 'very flammable' under the rules for catching fire.

**Gasoline Bomb-\$5 each**

Encumbrance 10 Range 3/6/12

Damage: d10, Catch Fire on 4-6 Area of Effect: Medium Burst

Basically a 1 gallon can of gasoline. Technically illegal to own, but ridiculously easy to make.

Anybody carrying a ready to light gasoline bomb counts as 'very flammable' under the rules for catching fire. On a 1 on the throwing dice, something happens to make the bomb not go off.

Can be easily shot to detonate.