WARFARE

Weapons Ancient and Modern through the 21st Century

D20 AHR

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INTRODUCTION

Hello.

The purpose of this document is to collect a boatload of weapon statistics in one document with appropriate modifications for the *d20 Alternate House Rules* set. I'm tired of noticing where I've forgotten something, or having to look through multiple files for certain statistics. This does not include statistics for futuristic weapons, or weapons unique to any given setting. This includes real-world weapons (and perhaps some speculative weapons) up through the here-and-now only.

But wait, there's more. This also includes a small chapter with revised armor information and statistics.

For reference, this document uses the following works:

- ***Big Bang: The Mostly Illustrated RPG Guide to Modern Weapons Volume 1***
- ***d20 Modern Roleplaying Game***
- ***Military Small Arms of the 20th Century 6th Edition***
- ***The Compendium of Weapons, Armour, and Castles***
- ***Ultramodern Firearms***: Weapons from this are noted with a **UF** before the name.
- ***Weapons: An international encyclopedia from 5000 BC to 2000 AD***: Weapons from this have the page number noted in parenthesis.
- ***Wikipedia / Internet***

STATISTICS

Many of the weapons below have a variety of entries on the table. The meanings of these entries are provided here.

Acc (Accuracy)

Some weapons are inherently more accurate or inaccurate than other weapons. Normally, a greater degree of accuracy is reflected by providing the weapon with the Mastercraft status, but this doesn't apply under this rules set. Instead, some weapons simply have modifiers applied to attack rolls.

You can still attempt to have customized Mastercraft versions of these weapons made, with the Mastercraft bonus stacking with any inherent Accuracy modifier.

Dmg (*Damage*)

This is the base damage the weapon deals.

Type

This is the type of damage the weapon deals.

- **Ballistic**: This is the type of damage dealt by standard firearm ammunition and other very high-speed projectiles.
- **Blunt**:
- **Concussion**: Concussion damage is similar to blunt damage (very similar – blunt damage is actually a narrow version of concussion damage). Concussion damage is resisted by Blunt Armor, and usually supplied through weapon types that affect multiple hit locations, such as grenades and explosions.
- **Electrical**: Electrical damage is rare among ancient and modern weapons. Typically, it is found in the form of tasers, stun guns, and other "less lethal" weapons. Electrical damage deals both hit point damage and can stun a victim. The electrical damage is resisted by Energy, but may still stun a victim.
- **Fire**: Fire damage is resisted by Energy. Whenever someone takes hit location damage from that exceeds 50% of the normal hit points in the location, they must make a Will save with a DC equal to the damage

suffered or pass out for 1d4 minutes. Regardless of the saving throw result, they must also make a Helplessness Madness check with a DC equal to one-half the damage suffered (round down).

- **Piercing**:
- **Slashing**: Some explosives deal slashing damage expressed as fragmentation. Fragmentation damage is resisted by the better of Slashing or one-half Ballistic (round down).

AP (Armor Penetration)

Some weapons are better or worse at penetrating armor than others (actually, armor penetration ability normally is a product of the ammunition involved). Apply the modifier listed here to the target's armor protection value (DR or DC for the appropriate attack type).

Rng (Range Increment)

This is the range increment for ranged and projectile weapons, (and melee weapons that can be thrown without using the improvised throwing rules).

For many weapons (especially firearms), this is expressed simply in a number of feet (i.e., "50 ft."). For many other weapons (particularly muscle-powered weapons), this is expressed as a multiple (i.e., "*n"). In these cases, you determine the range increment by multiplying your Strength score by the listed multiple and rounding to the nearest 5-ft. (round normally).

Many range increments will have a number in parenthesis. This is the number of increments with the normal penalty. For each increment beyond this, the penalty doubles to a cumulative -4. For example, a Beretta 92F has a range increment of 40 ft. (4). So at range increment 1, this suffers no penalty. At RI 2, it is -2, then -4, then -6 at RI 4. At RI 5, the penalty doubles, to -10, then -14 etc.

Special: Listed range increments assume a proficient wielder; if you attempt to use a weapon with which you have no skill, multiply the listed range increment by *0.66 to determine *your* range increment.

RoF (Rate of Fire)

This is the per-round rate of fire for the weapon. This typically doesn't apply for melee weapons, but for ranged weapons. RoF is normally expressed either as a number or as "D+n", where "n" is a number. In such cases, the rate of fire is the time required for you to draw the next shot (D) plus a number of standard actins equal to the "+n" value. For example, if you use a bow with D+2, and it takes you an action to draw an arrow, then every shot takes 3 actions for you to perform. The Quick Draw feat essentially allows you to ignore the D part of the formula. This assumes typically aimed shots. If you simply wish to throw ammo out there, you can reduce the total time by 50%, but you take a -10 penalty to the attack roll.

Note that normally, it takes a standard action to draw an arrow or throwing weapon, assuming it is located in a convenient place (belt, a properly equipped quiver, etc). So in most cases, you can treat "D+n" as "1+n". With many weapons (such as throwing knives, shuriken, javelins, etc), you can hold a number of them in your off-hand, reducing the draw time to D+0.

RpR (Rounds per Round)

This is the cyclic rate of the weapon, expressed in bullets fired per trigger pull in the span of one combat round, or 6 seconds (1/10 normal cyclic rates). This is used for automatic fire modes.

Arm (Armor Damage)

This is the amount of damage the weapon deals to armor when applicable.

Cal (Caliber)

For firearms, this is the caliber of the weapon, expressed in inches or millimeters.

HLM (Hit Location Modifier)

Some weapons, due to technique, design, or other factors may apply modifiers to Hit Location rolls. Such modifiers are noted here.

Ammo

This is the number of rounds (if applicable) the weapons stores.

Str (Strength)

All weapons have a minimum Strength rating. For every point below this value, you take a -1 penalty to your attack rolls with the weapon. If a weapon is capable only of burst or full automatic fire, this listing includes the applicable modifiers.

If you are firing from a prone position, reduce the Strength requirement by one-half (and halved again with a bipod; in other words, the listed score applies only when firing from a standing or kneeling position). Listed requirements assume a standing position.

For now, these are the general guidelines in use for firearms (specific weapons may not conform to these guidelines):

STRENGTH REQUIREMENTS									
Weapon	Attacker's Size Category								
	Fine	Dim	Tiny	Sml	Med	Lg	Hg	Gar	Col
Handguns									
To .32 ACP	8	6	4	3	2	1	1	1	1
To 10mm/.40	16	12	8	6	4	2	1	1	1
.41-.457	24	18	12	9	6	3	1	1	1
.50+	32	24	16	12	8	4	2	1	1
Rifles									
To .22	20	14	10	7	5	2	1	1	1
5.56mm - .30	40	30	20	15	10	5	2	1	1
.3.3 - .400	28	36	24	18	12	6	3	1	1
.400+	56	42	28	21	14	7	3	1	1
.50+	84	60	42	30	21	10	5	2	1
Burst fire	+1 (+3 for .400+)								
Automatic fire	+3 (+6 for .50+)								

For melee weapons, the basic guidelines are multiply the weapon weight by *5, and compare that to the Light Load column on encumbrance to determine the minimum score. This may be modified by weapon design.

For thrown weapons, it's the same procedure, but multiplied by *3.

For projectile weapons, it's the same procedure, but multiplied by *2. This determines the score required to heft the weapon and use it, but many projectile weapons have other Strength requirements, such as composite bows.

Siz (Size)

This is the weapon's size for number of hands, two-weapon fighting, etc.

Wt (Weight)

This is the weight of the weapon in pounds.

PDC (Purchase DC)

This is the Purchase DC for the weapons (or a fighting replica) in the current era. Prices in different eras may be different.

Miscellaneous

Bipods/Tripods

Bi- and tripods allow you to brace appropriate weapons (+1 attack bonus). Tripods and some mechanized mounts completely negate the Strength requirement, while bipods typically reduce it by one-half.

Stocks

Most rifles and many submachine guns utilize stocks, typically fixed, sliding, or folding. If you use such a weapon without bracing with the stock, you take a -2 attack roll penalty (-4 with automatic fire) unless specifically noted otherwise.

Weapons fitted with folding or sliding stocks are noted with an [s]. Fixed stock weapons are noted with an [F].

Notations

Several weapons have common notations as follows:

†: This is a reach weapon. Against adjacent opponents, you can usually slid your grip in order to attack them.

‡: This is a double-weapon.

A: This weapon has adjustable fittings.

B: This weapon has in integral bipod.

D: This weapon has been discontinued.

T: This weapon has a tripod.

UF: This weapon is found in *Ultramodern Firearms* (though there may be changes from the core text).

©: This weapon can take a standard STANAG (M16) magazine.

≤: You can set this weapon against a charge, dealing double damage on a successful strike.

Non-firearm Weapons

Axes, swords, and daggers, oh my! More so than firearms, melee and ranged weapons have countless variations in design and style even among similar weapons. Take axes – practically ever civilization and culture on Earth has developed some form of axe. The weapons in this document are drawn primarily from *Weapons: An international encyclopedia from 5000 BC to 2000 AD*. Weapons from this book have the page number in parenthesis.

The following are the very basic stats for the three types of melee weapons:

BASIC MELEE WEAPON DAMAGE				
	Accuracy	Damage	AP	Arm
Blunt Weapons				
Light	+0	1d8	-1	1
One-Handed	+0	1d10	-2	2
Two-Handed	+0	1d14	-3	3
Piercing Weapons				
Light	+0	1d8	-0	0
One-Handed	-1	1d12	-2	1
Two-Handed	-2	1d14	-2	2
Slashing Weapons				
Light	+0	1d8	-0	0
One-Handed	+1	1d10	-1	1
Two-Handed	-1	1d14	-2	2

Materials

ASSAULT RIFLES

ASSAULT RIFLES															
Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
UF AK-47 F	+0	1d16	Ball	-2	100	SA/FA	60	3	7.62 Rus	-2	30	10	L	9.5	
AKM / AKMS S /AK-103/4 variant	*+0*	*1d16*	*Ball*	*-2*	*100*	*SA/FA*	*60*	*3*	*7.62 Rus*	*-2*	*30*	*10*	*L*	*8*	
UF AK-74 F	+0	1d12	Ball	-3	160	SA/FA	65	2	5.45 Rus	-2	30	10	L	8	
AK-101 F (107)	+0	1d12	Ball	-3	130	SA/FA	60	2	5.56 NATO	-2	30	10	L	7.5	
UF AS Val F	+1	1d10	Ball	-6	100	SA/FA	80	1	9mm SP-6	-2	10	5	L	6.5	
UF Beretta AR 70/90 F©	+0	1d12	Ball	-3	130	SA/FA	65	2	5.56 NATO	-2	30	10	L	8	
UF CETME C DF	+0	1d16	Ball	-3	160	SA/FA	60	3	7.62 NATO	-2	20	10	L	11	
L variant	*+0*	*1d12*	*Ball*	*-3*	*130*	*SA/FA*	*60*	*2*	*5.56 NATO*	*-2*	*20*	*10*	*L*	*8*	
UF Colt M4 carbine ©	+0	1d12	Ball	-3	130	SA/3rb	n/a	2	5.56 NATO	-2	30	10	L	6.5	
M4A1 variant	*+0*	*1d12*	*Ball*	*-3*	*130*	*SA/FA*	*80*	*2*	*5.56 NATO*	*-2*	*30*	*10*	*L*	*6.5*	
UF Colt M16 F©	+0	1d12	Ball	-3	180	SA/FA	80	2	5.56 NATO	-2	30	10	L	8.5	
A2/A4 variants	*+0*	*1d12*	*Ball*	*-3*	*180*	*SA/3rb*	*n/a*	*2*	*5.56 NATO*	*-2*	*30*	*10*	*L*	*8.5*	
UF FAMAS F1/G2 BF©	+0	1d12	Ball	-3	150	SA/3rb/FA	65	2	5.56 NATO	-2	30	10	L	8	
UF FN FAL F	(-3)	1d16	Ball	-3	290	SA/FA	60	3	7.62 NATO	-2	20	10	L	11	
UF FN FNC S©	+0	1d12	Ball	-3	180	SA/3rb/FA	65	2	5.56 NATO	-2	30	10	L	8.5	
UF HK G3A3 F	+0	1d16	Ball	-3	160	SA/FA	55	3	7.62 NATO	-2	20	10	L	11	
G3SG/1 variant	*(+1)*	*1d16*	*Ball*	*-3*	*160*	*SA/FA*	*55*	*3*	*7.62 NATO*	*-2*	*20*	*10*	*L*	*11*	
UF HK G36 S	+0	1d12	Ball	-3	130	SA/FA	75	2	5.56 NATO	-2	30	10	L	8.5	
HK33, G41E© models	*+0*	*1d12*	*Ball*	*-3*	*130*	*SA/FA*	*75*	*2*	*5.56 NATO*	*-2*	*30*	*10*	*L*	*8.5*	
UF IMI Galil S	+0	1d16	Ball	-3	160	SA/FA	75	3	7.62 NATO	-2	35	10	L	10	
5.56mm variant	*+0*	*1d12*	*Ball*	*-3*	*140*	*SA/FA*	*75*	*2*	*5.56 NATO*	*-2*	*35*	*10*	*L*	*10*	
UF IMI Tavor TAR-21 F©	+0	1d12	Ball	-3	150	SA/FA	80	2	5.56 NATO	-2	30	10	L	8	
UF L85A1 (SA80) F	+0	1d12	Ball	-3	130	SA/FA	65	2	5.56 NATO	-2	30	10	L	11	
UF QBZ-95 F	+0	1d10	Ball	-4	130	SA/FA	60	2	5.8mm	-2	30	10	L	7	
UF SAR-21 F	+0	1d12	Ball	-3	130	SA/FA	50	2	5.56 NATO	-2	30	10	L	8.5	
UF SR-88 F	+0	1d12	Ball	-3	130	SA/FA	75	2	5.56 NATO	-2	30	10	L	8	
UF SIG SG 540/550 F	+0	1d12	Ball	-3	130	SA/3rb/FA	70	2	5.56 NATO	-2	30	10	L	8	
UF Steyr AUG F	+0	1d12	Ball	-3	130	SA/3rb/FA	70	2	5.56 NATO	-2	30	10	L	8	

NOTES

AS Val: This Russian weapon includes a sound suppressor and includes a 4x optical sight. The 9mm armor-piercing ammunition is unique to the weapon – it cannot accept other 9mm rounds.

FN FAL: In burst and full-auto modes, this weapons takes a -3 attack roll penalty.

FN FNC: This includes a flash-hider that doubles as a rifle grenade launcher.

HK G3SG/1: This variant model gains an accuracy bonus when used in semi-auto mode.

HK G36: This includes a dual red-dot sight and 3x optical sight.

IMI Galil: This includes a dual-purpose flash-hider/rifle grenade launcher.

IMI Tavor TAR-21: This include a red-dot sight.

QBZ-95: The 5.8mm round used in this weapon is statically comparable to a 5.56mm NATO round, with slightly reduced damage (1d10) but greater AP (-4).

SAR-21: This weapon includes a Kevlar plate designed to protect a right-handed shooter's face in case of an internal chamber explosion (DR 5). It also includes a permanently mounted 1.5x sight, and a laser sight (requires 1 AA battery).

SR-88: The barrel has a flash-hider that doubles as a rifle grenade launcher.

AXES

AXES												
Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
Light Axes												
Hand axe, single blade	+0	1d8	Slashing	-0	*0.75	D+1	0	+0		S	2	
Double-blade variant	*+0*	*1d10*	*Slashing*	*-0*	*0.75*	*D+1*	*0*	*+0*		*S*	*2.25*	
Bhuj (India) (#10/25)	+0	1d8	Slashing	-0	*0.75	D+1	0	+0		S	2	
German battle axe (#3/24)	+0	1d10	Slashing	-0	*0.75	D+1	0	+0		S	2	
Indian double axe (#9/24)	+0	1d10	Slashing	-0	*0.75	D+1	0	+0		S	2	
Indian steel axe (#8/24)	+0	1d8	Slashing	-0	*0.75	D+1	0	+0		S	2	
Rifleman axe (#2/24)	+0	1d8	Slashing	-0	*0.75	D+1	0	+0		S	2	
Tomahawk (#1/24)	+0	1d8	Slashing	-0	*0.75	D+1	0	+0		S	2	
One-Handed Axes (Can be used with two hands)												
Battle axe, single blade	+1	1d10	Slashing	-1	*0.5	D+1	1	+0		M	3	
Double-blade variant	*-1*	*1d12*	*Slashing*	*-1*	*0.5*	*D+1*	*1*	*+0*		*M*	*3.5*	

AXES												
Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
Biliong (Borneo) (#16/25)	+1	1d10	Slashing	-1	*0.5	D+1	1	+0		M	3	
German mine axe (#6/24)	+1	1d10	Slashing	-1	*0.5	D+1	1	+0		M	4.5	
Indian fighting axe (#11/25)	+1	1d10	Slashing	-1	*0.5	D+1	1	+0		M	3	
Indo-Persian fighting axe (25)	+1	1d10	Slashing	-1	*0.5	D+1	1	+0		M	3	
Philippine axe (#15/25)	+1	1d12	Slashing	-1	*0.5	D+1	1	+0		M	3	
Shoka (Basuto) (#7/24)	+1	1d8	Slashing	-1	*0.5	D+1	1	+0		M	3	
Tungi (India) (#14/25)	+1	1d12	Slashing	-1	*0.5	D+1	1	+0		M	4	
Two-Handed Axes												
Great axe, single blade	-1	1d14	Slashing	-2	*0.25	D+3	2	-4		L	6	
Double-blade variant	*-2*	*1d16*	Slashing	-2	*0.25	D+3	2	-4		L	*6.75*	
Dao (India) (#13/25)	-1	1d14	Slashing	-1	*0.25	D+3	2	-4		L	6	
European double axe (#4/24)	-1	1d16	Slashing	-2	*0.25	D+3	2	-4		L	7	
Indian fighting axe (#12/25)	-1	1d14	Slashing	-2	*0.25	D+3	2	-4		L	6	
Norwegian farmer's axe (#5/24)	-1	1d14	Slashing	-2	*0.25	D+3	2	-4		L	6	

NOTES

- **Battle axe**: This represents the most common idea of a battle axe – a weapon with a haft 3-5 ft. long, and (realistically) a single blade or (fantastically) large double blades.
- **Great axe**: This represents a long-hafted weapon with superior leverage and large blades. Not particularly common in the real world.
- **Hand axe**: This represents the hatchet, or tomahawk-style small axe. These are often pressed into service as dual weapons – melee and thrown, and have a throwing range in-between that of a throwing axe and a fighting axe.

BLACK POWDER FIREARMS

BLACK POWDER FIREARMS															
Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
Hand Cannons															
Fire-lance (900s) (China)	-2	1d6	Special	+0	2.5	D+8	n/a	0	n/a	+0	1		M	6	
Hand cannon (small)	-4	1d10	Blunt	+0	10	D+8	n/a	1	n/a	+0	1		M	6	
Hand cannon (large)	"	1d14	"	"	"	"	"	"	"	"	"		"	10	
Organ gun (1400s) (Europe)	+0	1d10	Blunt	+0	10	*	n/a	1	n/a	+0	*		H	*	
Matchlock Rifles															
Arquebus (14-1600s) (Europe)	-2	1d14	Blunt	-1	25 (2)	D+5	n/a	1	.50	+0	1		L	8	
Blunderbuss	+0	1d10	Blunt	+0	5	D+6	n/a	1	n/a	+0	1		L	10	
Wheellock Handguns															
Generic .40	-1	1d12	Blunt	+0	10 (2)	D+4	n/a	1	.40	+0	1		M	3	
Wheellock Rifles															
Blunderbuss	+0	1d10	Blunt	+0	5	D+5	n/a	1	n/a	+0	1		L	10	
Generic .48	-1	1d14	Blunt	+0	20 (2)	D+4	n/a	1	.48	+0	1		M	7	
Generic .58	-1	1d14	Blunt	+0	25 (2)	D+4	n/a	1	.58	+0	1		M	9	
Generic .68	-1	1d16	Blunt	+0	25 (2)	D+4	n/a	1	.68	+0	1		4	11	
Kalthoff repeater (1600s) (Denmark)	-1	1d14	Blunt	-1	30 (2)	MC	n/a	1	.48	+0	6		L	8	
Snaplock Handguns															
Generic .40	-1	1d12	Blunt	+0	10 (2)	D+4	n/a	1	.40	+0	1		M	3	
Generic .60	-1	1d14	Blunt	+0	10 (2)	D+5	n/a	1	.60	+0	1		M	3.5	
Snaplock Rifles															
Generic .48	-1	1d14	Blunt	+0	20 (2)	D+4	n/a	1	.48	+0	1		M	7	
Generic .58	-1	1d14	Blunt	+0	25 (2)	D+4	n/a	1	.58	+0	1		M	9	
Generic .68	-1	1d16	Blunt	+0	25 (2)	D+4	n/a	1	.68	+0	1		4	11	
Flintlock Handguns															
Generic .40	-1	1d12	Blunt	+0	10 (2)	D+5	n/a	1	.40	+0	1		M	3	
Generic .60	-1	1d14	Blunt	+0	10 (2)	D+5	n/a	1	.60	+0	1		M	3.5	
Flintlock Rifles															
Baker rifle (1800s) (England)	+0	1d16	Piercing	-1	60 (2)	D+6	n/a	1	.62	+0	1		L	9	
Blunderbuss	+0	1d10	Blunt	+0	5	D+6	n/a	1	n/a	+0	1		L	10	
Brown Bess (17-1800s) (England)	+0	1d20	Piercing	-1	30 (2)	D+6	n/a	1	.75	+0	1		L	10	
Charleville musket (1700s) (France)	+0	1d16	Piercing	-1	50 (2)	D+6	n/a	1	.69	+0	1		L	8	
Kalthoff repeater (1600s) (Denmark)	-1	1d14	Blunt	-1	30 (2)	MC	n/a	1	.48	+0	6		L	8	
Kentucky long rifle (1700s) (US)	+0	1d14	Piercing	-1	70 (3)	D+9	n/a	1	.48	+0	1		L	12	
Model 1816 (1800s) (US)	+0	1d16	Piercing	-1	50 (2)	D+6	n/a	1	.69	+0	1		L	12	

BLACK POWDER FIREARMS															
Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
Percussion Cap Handguns															
Percussion Cap Rifles															
Brunswick rifle (1800s) (England)	+0	1d20	Piercing	-1	40 (2)	D+5	n/a	1	.70	+0	1		L	10	
Hawken/plains rifle (1800s) (US)	+0	1d14	Piercing	-1	60 (2)	D+5	n/a	1	.54	+0	1		L	12	
Model 1816 (1800s) (US)	+0	1d16	Piercing	-1	50 (2)	D+5	n/a	1	.69	+0	1		L	12	
Pattern 1853 Enfield (1800s) (England)	+0	1d16	Piercing	-1	50 (2)	D+5	n/a	1	.57	+0	1		L	9.5	
Springfield Model 1842 (1800s) (US)	+0	1d16	Piercing	-1	50 (2)	D+5	n/a	1	.69	+0	1		L	10	
Springfield Model 1861 (1800s) (US)	+0	1d16	Piercing	-1	70 (2)	D+5	n/a	1	.58	+0	1		L	10	

This section covers firearms up to, but not including, cartridge firearms (mostly covering muzzle- and breech-loading firearms of the earlier times).

Rules

Damage: The damage for a black powder firearm typically assume ball ammunition. Some of these weapons can have a cluster of smaller projectiles loaded, allowing for a shotgun-like effect. In these cases, the weapon deals the damage listed above in the 1st range increment. Reduce by one step in the 2nd range increment, and by 2 steps in increments 3 – 10.

Type: Many earlier firearms didn't have the velocity to count as ballistic, and are of the Piercing type.

RoF: (under optimal conditions) – hand cannons have a reload time of Draw +7 actions (average 8 rounds). Other black powder weapons have a reload time of Draw +5 actions for rifles, and Draw +3 actions for handguns (add +1 action for flintlock weapons). In all cases, the Quick Reload feat works normally. Reloading a black powder weapon provokes attacks of opportunity for every round of the process.

Mishap: If you roll a critical failure when firing a black powder weapon, make a Mishap roll (1d20). On a 1 (or your adjusted Mishap number), you suffer a Mishap. Roll on the table below.

Overloading: It is possible to overload your weapon, increasing the amount of powder you use. You can add up to four additional charges of powder to a shot when loading. Each additional charge increases your weapon damage by +1d6, but it also increases your misfire number by +2, and decreases the Black Powder Mishap roll by -2.

Underloading: It is possible to underload a black powder weapon. This reduces the damage and range increment by half.

Lack of Proficiency: Those attempting to use black powder weapons without the appropriate skill suffer several penalties. In addition to the -4 attack roll penalty, a non-proficient user increases the Misfire number by +4. Non-proficient users also stand a chance of over- or underloading the weapon. Roll a DC 15 Intelligence check. If this fails, you place the wrong amount of powder in the weapon; roll 1d100. If the result is 01-50, the weapon is underloaded by one charge. If the result is 51-100, the weapon is overloaded by one charge.

Black Powder v. Fire: If you are carrying black powder and are caught in an explosion or catches on fire, there is a very good chance that your powder will ignite. If you are caught in an area-effect, which usually allows a Reflex save, and fails to save, then any black powder on you ignites and explodes.

If you catch on fire, there is a 10% cumulative chance per round that you are on fire that your powder will ignite and explode.

Effects of a Black Powder Explosion: If your powder supply ignites and explodes, you will suffer 1d4 damage per charge carried. Anyone within five feet of you will suffer half of this damage, with a Reflex saving throw (DC 15) for no damage. If you are carrying more than 20 charges, then each additional 20 charges (or fraction thereof) will increase the blast radius by an additional five feet. Note that typical charge is a quarter ounce of powder, and most Longarms require double charges.

- **Hand Cannon**: Take a tube with one end sealed and one end open. Near the sealed end, there is a small hole. Stuff the bottom of the tube with powder, and projectile. Touch a burning match or cord through the small hole. Boom. Hand cannon or "gonne".

- **Matchlock**:
- **Wheellock**:
- **Snaplock/Snaphance**:
- **Flintlock**:
- **Percussion cap**: Percussion cap weapons are far more similar to modern firearms than other earlier weapons. As a result, you can use other Weapons skills that are applicable when firing these weapons, but you will still count as non-proficient when it comes to loading the weapons.

BLACK POWDER FIREARM MISHAPS	
1d20	Result
1	**Explosion**: Weapon explodes; firer suffers weapon damage, and weapon is destroyed.
2 – 3	**Backfire**: Misfire causes flame to shoot up barrel; firer suffers half weapon damage.
4 – 5	**Jam**: Shot jams in barrel. Reload takes 4x longer than normal.
6 – 10	**Flash in the Pan**: Powder ignites but no shot. Full-round action to replace.
11 – 15	**Misfire**: Powder fails to ignite. Full-round action to replace.
16 – 20	**Misfire**: Powder fails to ignite. Move action to re-cock.

Notes

Blunderbuss: This is available with several firing mechanisms, depending on the period. The blunderbuss is essentially a shotgun. It has a wide, flared barrel. The blunderbuss follows the basic rules for shotguns, with damage decreasing by steps at the 2nd and 3rd+ range increments.

Fire-lance: This is essentially a spear with a small tube tied to it. You fill the tube with a powder charge, and a small projectile, such as a dart. You ignite the gunpowder, causing it to discharge. Make an attack roll. If successful, the flaming powder strikes the target (1d6 plus chance of catching on fire) as well as the projectile (typically 1d4).

Hand cannon: This represents a basic hand cannon, either with a small pseudo-stock, or a larger but still man-portable hand cannon. Siege cannons are described under *Artillery and Siege*. The statistics above are the same for the earliest cannons and for the later models that used a slow match and a flash pan

Organ gun: This was essentially the first "machine gun". The organ gun is a hand cannon with multiple barrels (ranging from 6 to 36) arranged in a splayed fashion. Once each barrel is loaded, the weapon is ready to fire. In practice, this functions like *Automatic Fire – Spray and Pray*. Your firing arc is roughly 45 degrees with 6 barrels. If the weapon has more than 6 barrels in a wider spread, it can be designed with a spread up to 90 degrees. Some models will use the clusters of barrels to cover the 45-degree arc (increasing the number of rounds that strike the targets). The reload time is Draw +9 per 6 barrels. The weight is about 12 pounds for 6 barrels, +3 pounds per additional 6 barrels.

Bows

BOWS														
Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC

BOWS															
Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
Composite bow (+0)	-2	1d12	Piercing	-2	*10 (2)	D+1	n/a	1	n/a	-2	1	11	L	2	
+1 variant	*-2*	*1d12*	*Piercing*	*-2*	*10 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*13*	*L*	*2*	
+2 variant	*-2*	*1d12*	*Piercing*	*-2*	*10 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*15*	*L*	*2*	
+3 variant	*-2*	*1d12*	*Piercing*	*-2*	*10 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*17*	*L*	*2*	
+4 variant	*-2*	*1d12*	*Piercing*	*-2*	*10 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*19*	*L*	*2*	
+5 variant	*-2*	*1d12*	*Piercing*	*-2*	*10 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*21*	*L*	*2*	
Compound bow (+1)	+0	1d12	Piercing	-2	*8 (2)	D+1	n/a	1	n/a	-2	1	7	L	3	
+2 variant	*+0*	*1d12*	*Piercing*	*-2*	*8 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*9*	*L*	*3*	
+3 variant	*+0*	*1d12*	*Piercing*	*-2*	*8 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*10*	*L*	*3*	
+4 variant	*+0*	*1d12*	*Piercing*	*-2*	*8 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*11*	*L*	*3*	
+5 variant	*+0*	*1d12*	*Piercing*	*-2*	*8 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*13*	*L*	*3*	
Longbow	-2	1d12	Piercing	-2	*6 (2)	D+1	n/a	1	n/a	-2	1	13	L	2	
Heavy variant	*-2*	*1d16*	*Piercing*	*-2*	*6 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*15*	*L*	*2.5*	
Modern variant	*-1*	*1d12*	*Piercing*	*-2*	*7 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*11*	*"*	*2*	
Shortbow	-2	1d7	Piercing	-1	*3 (2)	D+1	n/a	1	n/a	-2	1	10	L	1	
Modern variant	*-1*	*1d10*	*Piercing*	*-1*	*3 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*10*	*L*	*1*	
Pellet variant	*-2*	*1d6*	*Blunt*	*-0*	*2 (2)*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*	*10*	*L*	*1*	

NOTES

Composite bow: This represents any number of small, multi-material bows, frequently used by the Chinese, Mongols, Turks, and Hungarians. Composite bows have a Strength rating (ranging from +0 to +5). This is the maximum amount of Strength bonus you can apply to damage. The higher the bonus, the greater the minimum Strength score (in certain settings, bows with greater Strength ratings may be available). The main advantage of a composite bow over a traditional long bow is that a composite bow delivers the same amount of energy using a smaller system. This allows composite bows to be used while mounted and riding. For game purposes, the Japanese Daikyu, or Great Bow, is treated as a composite bow, including being able to fire while mounted, although the Daikyu was typically as tall as, or taller than the archer.

Compound bow: A compound bow is designed to allow a weaker archer to fire an arrow as if with greater strength. When you purchase a compound bow, you find one with a draw weight you like, in this, rated in terms of Strength bonus, ranging from +1 to +5. When you fire the bow, you add either your Strength bonus, or that of the bow, to a maximum of that of the bow. As with other bows, the greater the pull, the greater the minimum Strength, but not to the extent of ancient bows. If you have a Strength penalty, you subtract your penalty from the bow's Strength bonus to determine the final bonus. Unlike most other bows that "pop" when fired, a compound bow is silent.

Longbow: This represents a stereotypical English Longbow, as well as numerous other similar bows used throughout the world. The heavy variant is a long bow with a pull on the further end of the scale. The modern variant is a longbow composed of modern materials. These typically use a recurve design as well.

Shortbow: This represents numerous hunting bows typically with a low pull used throughout the world. Modern shortbows are made from modern materials with a recurve design.

- **Shortbow, pellet variant**: This odd bow has a small pouch in the middle of the bowstring. Instead of arrows, it fires small stones placed in the pouch.

CROSSBOWS

CROSSBOWS															
Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
Arbalest [F]	+0	1d20	Piercing	-3	60 (2)	D+6	n/a	1	n/a	+0	1		M		
Ballista (Greece/Rome)	+0	2d30	Piercing	-5	150 (2)	D+8	n/a	2	n/a	+0	1		H	50	
Heavy crossbow [F]	+0	1d16	Piercing	-2	50 (2)	D+5	n/a	1	n/a	+0	1		M		
Modern variant [F]	*+0*	*1d16*	*Piercing*	*-2*	*60 (2)*	*D+3*	*n/a*	*1*	*n/a*	*+0*	*1*		*M*		
Light crossbow [F]	+0	1d10	Piercing	-1	30 (2)	D+1	n/a	1	n/a	+0	1		M		
Cho ku nu/repeater variant (China)	*-1*	*1d8*	*Piercing*	*+1*	*20 (2)*	*MC*	*n/a*	*1*	*n/a*	*+0*	*1*		*M*	*5*	
Dual variant	*-1*	*1d8*	*Piercing*	*-0*	*20 (2)*	*D+1*	*n/a*	*1*	*n/a*	*+0*	*2*		*M*		
Modern variant	*-1*	*1d10*	*Piercing*	*-1*	*40 (2)*	*D+1*	*n/a*	*1*	*n/a*	*+0*	*1*		*M*		
Stone variant	*-1*	*1d8*	*Blunt*	*-0*	*20 (2)*	*D+1*	*n/a*	*1*	*n/a*	*+0*	*1*		*M*		
Medium crossbow [F]	+0	1d12	Piercing	-2	40 (2)	D+3	n/a	1	n/a	+0	1		M		
Modern variant	*+0*	*1d12*	*Piercing*	*-2*	*50 (2)*	*D+2*	*n/a*	*1*	*n/a*	*+0*	*1*		*M*		
Pistol crossbow	+0	1d8	Piercing	-0	15 (2)	D+1	n/a	1	n/a	+0	1		S		
Modern variant	*+0*	*1d8*	*Piercing*	*-0*	*20 (2)*	*D+1*	*n/a*	*1*	*n/a*	*+0*	*1*		*S*		
Scorpio (Rome)	+0	1d30	Piercing	-2	30 (3)	D+6	n/a	1	n/a	+0	1		L	30	

NOTES

Arbalest: This uses a foot hook and winding winch mechanism for reloading.

Heavy crossbow: This use a foot-hook and windlass winch system for reloading. Modern versions can be pulled back by hand.

Light crossbow: This uses a simple hook to pull the string back for reloading. Modern versions can be pulled back by hand.

- **Light crossbow, cho ku nu**: This Chinese weapon uses a top-mounted box of 6 bolts. If you have both hands free, you can fire this as a Manual Cock weapon. It takes twice as long as usual to change the box of bolts as it does a normal box magazine.
- **Light crossbow, dual variant**: This mounts two bolts side-by-side. You can fire both at once (one attack roll). Reloading takes an extra standard action to slot two bolts.
- **Light crossbow, stone variant**: This uncommon weapon is similar to the pellet bow, and uses a small pouch on the string to launch small stones.

Crossbow, medium: This uses a hook-and-ratchet system for reloading. Modern versions can be pulled back by hand.

Pistol crossbow: This is drawn back by hand, as are modern versions.

Scorpio: This, like the ballista, is a mounted crossbow. Unlike the ballista, which was frequently used against fortifications, the scorpio is a battlefield weapon designed to take down enemy troops (almost a sniper weapon). It is frequently used in batteries of 10-60 scorpios.

FLAILS AND CHAINS

Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
FLAILS AND CHAINS												
Light Flails and Chains												
Chain, light ‡	-1	1d8	Blunt	-2	*0.5	D+1	1	+0		S	2	
Flail, light	+0	1d8	Blunt	-2	*0.5	D+1	1	+0		S	2	
Flanged variant	*+0*	*1d6*	*Blunt*	*-4*	*0.5*	*D+1*	*1*	*+0*		*S*	*2*	
Morning star variant	*+0*	*1d8*	*Piercing*	*-2*	*0.5*	*D+1*	*1*	*+0*		*S*	*2*	
French morning star (#5/17)	+0	1d8	Piercing	-2	*0.5	D+1	1	+0		S	2	
German triple flail (#6/17)	+0	1d8	Blunt	-2	*0.5	D+1	1	+0		S	2	
Slungshot/loaded sleeve	+0	1d6	Blunt	-0	*0.5	D+1	0	+0		S	0.5	
One-Handed Flails and Chains (can be used with two hands)												
Chain, medium ‡	-3	1d10	Blunt	-3	*0.2	D+2	2	+0		M	4	
Flail, medium	-2	1d10	Blunt	-3	*0.2	D+2	2	+0		M	4	
Flanged variant	*-2*	*1d8*	*Blunt*	*-5*	*0.2*	*D+2*	*2*	*+0*		*M*	*4*	
Morning star variant	*-2*	*1d10*	*Piercing*	*-3*	*0.2*	*D+2*	*2*	*+0*		*M*	*4*	
Chain whip	-2	1d10	B/S	-0	*0.25	D+2	1	+0		M	4	
German morning star (#2/17)	-2	1d10	Piercing	-3	*0.2	D+2	2	+0		M	4	
German war flail (#3/17)	-2	1d10	Blunt	-3	*0.2	D+2	2	+0		M	4	
Whip †	-2	1d5	Slashing	+4	*	D+2	0	+0		M	1	
Medium variant	*-1*	*1d4*	*Slashing*	*+4*	*	*D+2*	*0*	*+0*		*S*	*0.5*	
Short variant	*+0*	*1d2*	*Slashing*	*+4*	*	*D+2*	*0*	*+0*		*S*	*0.25*	
Two-Handed Flails and Chains												
Chain, great †‡	-5	1d14	Blunt	-4	*0.2	D+3	3	+0		L	6	
Flail, great	-4	1d14	Blunt	-4	*0.2	D+3	3	+0		L	6	
Flanged variant	*-4*	*1d12*	*Blunt*	*-6*	*0.2*	*D+3*	*3*	*+0*		*L*	*6*	
Morning star variant	*-4*	*1d14*	*Piercing*	*-4*	*0.2*	*D+3*	*3*	*+0*		*L*	*6*	
Chigiriki (Japan) (17) †	-4	1d14	Blunt	-4	*0.2	D+3	3	+0		L	6	
Indian flail (#4/17)	-4	1d14	Blunt	-4	*0.2	D+3	3	+0		L	6	
Sanjiegun (3-section staff) (China) ‡	-2	1d10	Blunt	-1	*0.2	D+3	1	+0		L	5	
Swiss morning star (#1/17)	-4	1d14	Piercing	-4	*0.2	D+3	3	+0		L	6	

Wind-up: With most flails and chains, especially one- and two-handed versions, you can take a full-round action to repeatedly swing the weapon, building up momentum. You can make only one attack, but you deal *1.5 damage.

NOTES

- **Chain whip**: This is about 4 ft. long, and composed (most often) of 9 steel links connected by chain, usually with a blade or spike on one end (allowing for slashing attacks). When used against a shield defense, this reduces the protection of the shield by 3 points. You can attempt to disarm with this (+2 bonus) and trip.
- **Chain, great**: When used against a shield defense, this reduces the protection of the shield by 4 points. You can attempt to disarm with this (+2 bonus) and trip.
- **Chain, light**: When used against a shield defense, this reduces the protection of the shield by 2 points. You can attempt to disarm with this (+2 bonus) and trip.
- **Chain, medium**: When used against a shield defense, this reduces the protection of the shield by 3 points. You can attempt to disarm with this (+2 bonus) and trip.
- **Flail, great**: When used against a shield defense, this reduces the protection of the shield by 3 points.
- **Flail, light**: When used against a shield defense, this reduces the protection of the shield by 1 point.
- **Flail, medium**: When used against a shield defense, this reduces the protection of the shield by 2 points.

Chigiriki: When used against a shield defense, this reduces the protection of the shield by 4 points. If you wind-up with this, you deal *2 damage.
Indian flail: When used against a shield defense, this reduces the protection of the shield by 4 points.
Sanjiegun: This is more commonly known as a three-section staff. You can attempt to disarm with this (+2 bonus) and trip. This is designed primarily for surprise sneak attacks, but otherwise acts as a small flail.
Slungshot: This is a small rope with a thong around the wrist, and a small weight on the other end (the weight is typically held in hand or in a pocket).
Swiss morning star: When used against a shield defense, this reduces the protection of the shield by 4 points.
Whip: A standard whip is about 15 ft. long, and for proper use, requires an equal amount of space around the wielder. You can use a standard whip to attack targets within range, but not adjacent. Medium and short whips are able to strike adjacent opponents. All such whips can be used for disarm and trips attempts.

GRENADE LAUNCHERS

Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC

NOTES

HANDGUNS

Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
Revolvers															
[UF] Colt Agent/Detective Special	+0	1d10	Ball	-0	30 (4)	SA	n/a	1	.38	-2	6	4	S	1	
[UF] Colt Python [D]	+1	1d14	Ball	-0	50 (4)	SA	n/a	1	.357 M	-2	6	8	M	2.5	
[UF] Manhurin MR-73	+1	1d14	Ball	-0	50 (4)	SA	n/a	1	.357 M	-2	6	8	M	2	19
Manhurin MR-88	+0	1d14	Ball	-0	40 (4)	SA	n/a	1	.357 M	-2	6	8	M	2	15
Ruger Super Redhawk	+0	1d16	Ball	-0	50 (4)	SA	n/a	3	.44 M	-2	6	10	M	3	
[UF] S&W Model 10 MP	+0	1d10	Ball	-0	30 (4)	SA	n/a	1	.38	-2	6	4	S	2	
[UF] S&W Model 19 Combat Mag	+0	1d14	Ball	-0	40 (4)	SA	n/a	1	.357 M	-2	6	8	M	2	
[UF] S&W Model 29	+0	1d16	Ball	-0	50 (4)	SA	n/a	3	.44 M	-2	6	10	M	3	
S&W Model 500	+0	1d24	Ball	-0	60 (8)	SA	n/a	4	.500 SW	-2	5	12	M	4	18
Semi-Autoloaders															
[UF] Astra M A-60 [D]	+0	1d10	Ball	-0	30 (4)	SA	n/a	1	.380	-2	13	4	S	2	14
[UF] Astra M A-80/90/100 [D]	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	15	4	S	2.5	14
.45 variant [D]	*+0*	*1d12*	*Ball*	*-0*	*30 (4)*	*SA*	*n/a*	*2*	*.45 ACP*	*-2*	*8*	*6*	*S*	*2.5*	*14*
[UF] Beretta M81	+0	1d8	Ball	-0	30 (4)	SA	n/a	1	.32 ACP	-2	12	2	S	1.5	
84, 85, 86 variants	*+0*	*1d10*	*Ball*	*-0*	*30 (4)*	*SA*	*n/a*	*1*	*.380 ACP*	*-2*	*13*	*4*	*S*	*1.5*	
87 variant	*+0*	*1d7*	*Ball*	*-0*	*30 (4)*	*SA*	*n/a*	*1*	*.22 LR*	*-2*	*10*	*2*	*S*	*2*	
[UF] Beretta 92F (92FS) (M9A1)	+0	1d10	Ball	-3	40 (4)	SA	n/a	1	9mm	-2	15	4	S	2	
Compact model variants	*+0*	*1d10*	*Ball*	*-3*	*40 (4)*	*SA*	*n/a*	*1*	*9mm*	*-2*	*8*	*4*	*S*	*2*	
[UF] Beretta 93R [S]	+0	1d10	Ball	-3	40 (4)	SA/3rb	3rb	1	9mm	-2	15	4	S	2.5	
[UF] Beretta 950 Jetfire	+0	1d6	Ball	-0	10 (4)	SA	n/a	1	.25 ACP	-2	8	2	T	0.6	
[UF] Bernardelli P-018	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	16	4	S	2	
7.65mm variant [E]	*+0*	*1d8*	*Ball*	*0*	*30 (4)*	*SA*	*n/a*	*1*	*7.65 L*	*-2*	*16*	*4*	*S*	*2*	
[UF] Browning Hi-Power Mk 3S	+0	1d10	Ball	-3	40 (4)	SA	n/a	1	9mm	-2	13	4	S	2	
[UF] Calico M 950	+0	1d10	Ball	-3	50 (4)	SA	n/a	1	9mm	-2	50	4	M	4	
[UF] Colt 2000 [D]	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	15	4	S	2	
[UF] Colt Delta Elite [D]	+0	1d12	Ball	-0	40 (4)	SA	n/a	2	10mm	-2	8	4	S	2.5	
[UF] Colt Double Eagle [D]	+0	1d12	Ball	-0	30 (4)	SA	n/a	2	.45 ACP	-2	8	8	S	2.5	
[UF] Colt M1911 A1	+0	1d12	Ball	-0	50 (4)	SA	n/a	2	.45 ACP	-2	7	8	S	2.5	
[UF] CZ-85	+0	1d10	Ball	-2	30 (4)	SA	n/a	1	9mm L	-2	16	4	S	2.5	
[UF] FN BDA-9 (HP-A)	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	14	4	S	2	
[UF] FN Five-seveN	+0	1d8	Ball	-2	40 (4)	SA	n/a	1	5.7mm	-2	20	4	S	1.5	
[UF] Glock 17	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	17	4	S	1.3	
20	*+0*	*1d12*	*Ball*	*-0*	*30 (4)*	*SA*	*n/a*	*2*	*10mm*	*-2*	*15*	*4*	*S*	*1.7*	
21	*+0*	*1d12*	*Ball*	*-0*	*30 (4)*	*SA*	*n/a*	*2*	*.45 ACP*	*-2*	*13*	*8*	*S*	*1.7*	

Comment [d4]: Double check foreign calibers?

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HANDGUNS															
Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
24	*+0*	*1d10*	*Ball*	*-0*	*30 (4)*	*SA*	*n/a*	*1*	*.40 SW*	*-2*	*15*	*4*	*S*	*1.7*	
UF Glock 18	+0	1d10	Ball	-3	30 (4)	SA/FA	110	1	9mm	-2	14	4	S	2	M
UF HK Mk 23 USSOCOM	+1	1d12	Ball	-0	30 (4)	SA	n/a	2	.45	-2	12	8	M	3	
UF HK P7M13	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	13	4	S	2	
UF HK P9S	+0	1d12	Ball	-0	30 (4)	SA	n/a	2	.45 ACP	-2	7	8	S	2	
UF HK USP	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	13	4	S	1.5	
UF HK VP70 DS	+0	1d10	Ball	-3	30 (4)	SA/3rb	n/a	1	9mm	-2	18	4	S	2	
UF IMI Baby Eagle	+0	1d10	Ball	-0	30 (4)	SA	n/a	1	.40 SW	-2	12	4	S	2	
UF IMI Desert Eagle Mk XIX	+0	1d20	Ball	-0	50 (10)	SA	n/a	3	.50 AE	-2	7	12	M	4	
UF Llama M-82/87	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	15	4	S	3	
UF Makarov PM	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	8	4	S	2	
UF SIG P220/228/M11	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	8	4	S	1.3	
UF S&W 1006	+0	1d12	Ball	-0	40 (4)	SA	n/a	2	10mm	-2	8	4	S	2.5	
UF S&W 4006	+0	1d10	Ball	-0	30 (4)	SA	n/a	1	.40 SW	-2	12	4	S	2.5	
S&W 5906	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	15	4	S	2.5	
UF Steyr GB D	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	18	4	S	2.5	
UF Steyr Special Purpose Pistol	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	30	4	S	3	
Taser	+1	1d6	Elec	-0	10*	SA	n/a	-	-	+0	1	2	S	0.5	
UF Walther PP Series	+0	1d10	Ball	-0	30 (4)	SA	n/a	1	.380	-2	8	4	S	1	
UF Walther P99	+0	1d10	Ball	-0	30 (4)	SA	n/a	1	.380	-2	15	4	S	1.5	
Yarygin PYa	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	17	4	S	2	

Notes

Beretta 92F: The M9A1 is the U.S. military version of the 92F. It is functionally identical, but includes a tactical rail.

Beretta 93R: This weapon is no longer in production. This weapon includes a small folding front grip (-1 attack on 3rb without it), and a detachable shoulder stock (-2 on 3rb without it). This is in the Submachine Guns chapter of *Ultramodern Firearms*.

Calico M 950: This is a large weapon for a handgun type. The design allows for carbine-style two-handed firing, in which case, you gain a +1 bonus to attack rolls. One-handed firing, however, is at a -1 due to the unique weapon design.

FN Five-seveN: Contrary to the hype, this weapon only has superior armor piercing capabilities when using certain military-grade ammunition.

Glock 18: When used in full-automatic mode, this takes an additional -2 attack roll penalty. This is in the Submachine Guns chapter of *Ultramodern Firearms*.

HK Mk 23 SOCOM: The military version includes a suppressor, and laser sight and carries a Military restriction.

HK VP70: This comes with an attachable stock (attachment required in order for the 3rb mode to function) that also doubles as a holster. This is in the Submachine Guns chapter of *Ultramodern Firearms*.

Taser: A taser has 5 10-ft. range increments. This deals 1d6 points of electrical damage (resisted by Energy). If the victim takes damage, he must make a Fortitude save against a DC of 20. If this fails, he is dazed for 1d4 rounds. If it fails by 5+, he is stunned for 1d8 rounds. If it fails by 10+, he is paralyzed for 1d8 rounds. On a critical failure, he is knocked unconscious for 1d10 rounds. You can use a taser to perform a "dry tasering" – in this case, you use the taser as a stun gun (Weapons (unarmed)). This saves your compressed nitrogen cartridge.

Yarygin PYa: This is a standard-issue Russian military sidearm.

Heavy Blades

HEAVY BLADES												
Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
One-Handed Heavy blades												
Sword, medium	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Piercing variant	*-1*	*1d12*	*Piercing*	*-2*	*0.2*	*D+2*	*1*	*-2*		*M*	*2.5*	
Slashing and piercing variant	***	***	*S/P*	***	*0.2*	*D+2*	*1*	*+0*		*M*	*2.5*	
Adya katti (India) (#12/39)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Arab sword (Arabia) (#8/36)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Barong (Philippines) (#7/40)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Bokken (Japan)	+0	1d8	Blunt	+1	*0.25	D+2	1	+0		M	2	
Campilan (Philippines) (#10/40)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Chinese sword (dadao) (#5/40) ½	+1	1d12	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Choora (Afghanistan) (#1/38)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Dha (Burma) (#3/40) ½	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Dongola sword (Arabia) (#9/36)	-1	1d12	Piercing	-2	*0.2	D+2	1	-2		M	2.5	
Flyssa (Morocco) (#3/36)	-1	1d12	Piercing	-2	*0.2	D+2	1	-2		M	2.5	
Kachin dao (Assam) (#1/40)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Kaskara (Sahara) (#4/36)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Kastane (Sri Lanka) (#4/40)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Khanda (Nepal) (#6/38)	+1	1d14	Slashing	-1	*0.2	D+2	1	+0		M	4	
Old style variant (#5/38)	*+1*	*1d10*	*Slashing*	*-1*	*0.2*	*D+2*	*1*	*+0*		*M*	*2.5*	
Kilij (Turkey) (#10/36)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Kora (Nepal) (#16/39)	+1	1d12	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Madras sword (#8/38)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Mandau (Borneo) (#8/40)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Nayar sword (India) (#9/38)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	

HEAVY BLADES												
Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
Parang pandit (Asia) (#9/40)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Pata (India) (#11/38) [EWP]	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	3.5	
Quaddara (Caucasus) (#18/37)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Saif (Arabia) (#12/37)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Shamshir (Persia) (#16/37)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Waved variant (#17/37)	*+1*	*1d12*	*Slashing*	*-0*	*0.2*	*D+2*	*1*	*+0*		*M*	*2.5*	
Shashqa (Russia) (#14/37)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Shinai (Japan)	+0	1d4 sub	Blunt	+4	*0.2	D+2	0	+0		M	1	
Shotel (Abyssinia) (#6/36)	-2	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Sosun pattah (India) (#7/38)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
South Indian sword (India) (#10/38)	-1	1d12	Piercing	-2	*0.2	D+2	1	-2		M	2.5	
Sudanese sword (Sudan) (#7/36)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Talibon sword (Philippines) (#6/40)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Tulwar (narrow) (India) (#2/38)	+1	1d10	Slashing	-1	*0.2	D+2	1	+0		M	2.5	
Punjabi variant (#4/38)	*+1*	*1d10*	*Slashing*	*-1*	*0.2*	*D+2*	*1*	*+0*		*M*	*2.5*	
Wide variant (#3/38)	*+1*	*1d12*	*Slashing*	*-1*	*0.2*	*D+2*	*1*	*+0*		*M*	*2.5*	
Two-Handed Heavy Blades												
Sword, great	-1	1d14	Slashing	-2	*0.2	D+3	2	+0		L	4	
Piercing variant	*-2*	*1d14*	*Piercing*	*-3*	*0.2*	*D+3*	*2*	*-2*		*L*	*4*	
Slashing and piercing variant	*	*	*S/P*	*	"	"	*	*		"	"	
Chainsaw [EWP]	-2	1d20	Slashing	*	*0.05	D+4	2	+0		L	10	
Indian hollow sword (India) (#15/39)	-1	1d14	Slashing	-2	*0.2	D+3	2	+0		L	4	
Noklang (Assam) (#2/40)	-1	1d14	Slashing	-2	*0.2	D+3	2	+0		L	4	
Ram dao (India) (#20/39)	-1	1d16	Slashing	-2	*0.2	D+3	2	+0		L	4	

½   This is a hand-and-a-half weapon. This means you can use the weapon one- or two-handed without penalty, but when used with two hands, you apply your Strength bonus *1.5.

NOTES

- **Sword, great**: This represents any large two-handed sword, typically 5 feet long or more. If using a S/P variant, with each strike, you declare if you are attempting to slash or pierce, and use the appropriate statistics.
- **Sword, medium**: This represents most weapons that people think of as swords, especially the arming or long sword, and the broad sword. If using a S/P variant, with each strike, you declare if you are attempting to slash or pierce, and use the appropriate statistics.

Bokken: In this instance, a bokken is a wooden sword in the style of a katana, used for practice. While a blunt wooden weapon, it is classed here since proper technique is that of the katana. Bokken are also available in the forms of numerous other weapons.

Chainsaw: This represents a typical chainsaw with an 18-24-inch blade length. A chainsaw practically ignores soft armor, but has a +2 AP versus hard armor.

Pata: This provides a +4 bonus to resist being disarmed.

Shinai: This is a straight-bladed rattan sword used in kendo. It stings but deals little real damage.

Shotel: When used against shield defense, this negates 2 points of bonus.

HEAVY WEAPONS

HEAVY WEAPONS														
Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC

NOTES

Flamethrower: Weapons (Heavy Weapons). A flamethrower generates a 30-ft. long, 5-ft. wide line of burning liquid. This deals 1d30 points of damage, with a DC 15 Reflex save for one-half. If the victim catches on fire (as per the normal rules), he takes 1d12 points of damage per round of burning.

Rate of Fire: The rate of fire for a flamethrower is semi-automatic, or "automatic". When used on automatic, simply select a cone up to 5 squares wide. All targets in the area are subjected to the flames, and you gain a +2 Hit Location bonus. When used in automatic mode, there is a limit to how many consecutive rounds you can maintain this fire. Automatic mode uses 3 shots per round from the ammo capacity.

To use a flamethrower in semi-automatic, simply select a line, and roll to hit Defense 2.

As noted, the fuel tank has Hardness 5 and 5 hit points. Contrary to the rules and Hollywood, however, if this is breached, what will most likely happen is the operator will be knocked forward a square, and he will start leaking fuel. This tank will not explode unless the round is an incendiary round, or you roll a 2 or less on 1d100.

You can also take a specific Exotic Weapons Proficiency (Flamethrower), which allows you to perform the following maneuvers:

- **Bank shot**: When using the short-range aspect of a flamethrower, you can attempt to "bank" a shot off a wall or ceiling, etc., allowing you to possibly strike a target behind cover. A bank shot imposes a -2 penalty to hit, but you ignore one-half of the cover bonus.
- **Far Shot**: Contrary to normal depictions, the flamethrower isn't simply a short-range stream of fire weapon. A skilled user can arc a shot. To do this, select a target square (the flamethrower has a 25-ft. range increment), and roll to hit using the normal penalties. This affects the target square (and those in the square) only.
- **Wet shot**: This is the firing of the liquid, without pre-ignition. This follows the normal attack rules, but deals no damage. However, until the liquid dries (several rounds), you can use almost any source of flame to ignite the target – at which point, the target takes normal damage.

LIGHT BLADES

LIGHT BLADES												
Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
Knife, large (dagger)	+0	1d6	Slashing	-0	*1	D+1	1	+0		S	1	
Piercing variant	*+0*	*1d6*	*Piercing*	*-1*	*1*	*D+1*	*1*	*-2*		*S*	*1*	
Slashing and piercing variant	*+0*	*1d6*	*S/P*	***	*1*	*D+1*	*1*	***		*S*	*1*	
Knife, small	+0	1d4	Slashing	-0	*0.5	D+1	1	+0		S	0.5	
Piercing variant	*+0*	*1d4*	*Piercing*	*-0*	*0.5*	*D+1*	*1*	*-2*		*S*	*0.5*	
Slashing and piercing variant	*+0*	*1d4*	*S/P*	*"*	*0.5*	*D+1*	*1*	***		*S*	*0.5*	
Sword, small	+0	1d8	Piercing	-0	*0.2	D+1	1	-2		S	1.5	
Slashing variant	*+0*	*1d8*	*Slashing*	*-1*	*0.2*	*D+1*	*1*	*+0*		*S*	*1.5*	
Slashing and piercing variant	*+0*	*1d8*	*S/P*	***	*0.2*	*D+1*	*1*	***		*S*	*1.5*	
African sword (#1/36)	+0	1d8	S/P	-0	*0.2	D+1	1	*		S	2	
Arm knife (Sudan) (#4/28)	+0	1d4	Slashing	-0	*0.5	D+1	1	+0		S	0.5	
Baselard (Europe) (#7/31)	+0	1d4	Piercing	-0	*0.5	D+1	1	-2		S	0.5	
Bayonet (Various) (#10, #14/33)	+0	1d6	Piercing	-0	*0.5	D+1	1	-2		S	2	
Bowie knife (U.S.) (#13/33)	+0	1d6	Slashing	-0	*1	D+1	1	+0		S	1	
Chinese bronze dagger (#5/28)	+0	1d6	Slashing	-0	*1	D+1	1	+0		S	1	
Cinquedea (Europe) (#6/32)	+0	1d6	Piercing	-0	*1	D+1	1	-2		S	1	
Commando dagger (Europe) (#17/33)	+0	1d6	S/P	-0	*1	D+1	1	*		S	1	
Dirk (Scotland) (#11/33)	+0	1d4	Piercing	-0	*0.5	D+1	1	-2		S	0.5	
Eared dagger (Europe) (#3/32)	+0	1d4	Piercing	-0	*0.5	D+1	1	-2		S	0.5	
English bronze dagger (#2/31)	+0	1d4	Slashing	-0	*0.5	D+1	1	+0		S	0.5	
Europe iron dagger (#3/31)	+0	1d4	Piercing	-0	*0.5	D+1	1	-2		S	0.5	
Fusetto (Europe) (#7/28)	+0	1d6	Piercing	-0	*1	D+1	1	-2		S	1	
Hauswehr (Swiss) (#4/32)	+0	1d6	Slashing	-0	*1	D+1	1	+0		S	1	
Holbien dagger (Europe) (#7/32)	+0	1d4	S/P	-0	*0.5	D+1	1	*		S	0.5	
Indian knife (U.S.) (#1/28)	+0	1d6	Slashing	-0	*1	D+1	1	+0		S	1	
Jambiya (India) (#4-5/30)	+0	1d6	Slashing	-0	*1	D+1	1	+0		S	1	
Kard (Persia) (#6/28)	+0	1d6	Piercing	-0	*1	D+1	1	-2		S	1	
Katar (India) (29)	+0	1d6	Piercing	-0	*0.5	D+1	1	-2		S	0.5	
Bifid variant (#15/29)	*+0*	*1d6*	*Slashing*	*-0*	*0.5*	*D+1*	*1*	*+0*		*S*	*0.5*	
Scissors variant (#13/29)	*+0*	*1d6*	*Piercing*	*-0*	*0.5*	*D+1*	*1*	*-2*		*S*	*0.5*	
Tri-blade variant (#14/29)	*+0*	*1d6*	*Piercing*	*-0*	*1*	*D+1*	*1*	*-2*		*S*	*1*	
Khanjar (India) (#2/30)	+0	1d4	Slashing	-0	*0.5	D+1	1	+0		S	0.5	
Khanjarli (India) (#3/30)	+0	1d4	Slashing	-0	*0.5	D+1	1	+0		S	0.5	
Kidney dagger (Europe) (#2/32)	+0	1d6	Piercing	-0	*0.5	D+1	1	-2		S	0.5	
Kindjal (Caucasus) (#9/28)	+0	1d10	Slashing	-0	*1	D+1	1	+0		S	1	
Klewang (Indonesia) (#11/40)	+0	1d8	Slashing	-0	*0.2	D+1	1	+0		S	1.5	
Kris (Indonesia) (#1/30)	+0	1d6	Slashing	-0	*0.5	D+2	1	+0		S	1	
Kukri (Nepal) (#17/39)	+0	1d8	Slashing	-0	*0.2	D+1	1	+0		S	1.5	
Kwaiken (Japan) (#10/28)	+0	1d4	Slashing	-0	*0.5	D+1	1	-2		S	0.5	
Main gauche (Europe) (#8/32)	+0	1d6	Piercing	-0	*1	D+1	1	-2		S	1	
Marine fighting knife (U.S.) (#18/33)	-1	1d6	S/P	-0	*0.1	D+2	1	*		S	0.75	
Masai sword (Africa) (#5/36)	+0	1d8	Slashing	-0	*0.2	D+1	1	+0		S	1.5	
Mediterranean dagger (#9/33)	+0	1d4	Piercing	-0	*0.5	D+1	1	-2		S	0.5	
Naval dirk (Europe) (#12/33)	+0	1d6	Piercing	-0	*1	D+1	1	-2		S	1	

LIGHT BLADES											
Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
Nazi dress dagger (Germany) (#16/33)	+0	1d6	Piercing	-0	*1	D+1	1	-2		S	1	
Pesh kabz (India) (#3/28)	+0	1d4	Piercing	-0	*0.5	D+1	1	-2		S	0.5	
Piha-kaetta (Sri Lanka) (#12/28)	+0	1d6	Slashing	-0	*1	D+1	1	+0		S	1	
Pugio (Rome) (#4/31)	+0	1d6	Slashing	-0	*1	D+1	1	*		S	1	
Quillion dagger (Europe) (#1/32)	+0	1d4	Piercing	-0	*0.5	D+1	1	-2		S	0.5	
Rondel (Europe) (#6/31)	+0	1d4	Piercing	-0	*0.5	D+1	1	-2		S	0.5	
Sai / jitte (Japan)	+0	1d4	Blunt	-0	*0.2	D+1	0	+0		S	1	
Scramasax (Frank) (#5/31)	+0	1d6	S/P	-0	*1	D+1	1	*		S	1	
Sgian dubh (skeean doo) (Ireland) (#2/28)	+0	1d4	S/P	-0	*0.5	D+1	1	*		S	0.5	
Straight razor	+0	1d4	Slashing	+1	*0.1	D+2	0	+0		S	0.2	
Stiletto (Europe) (#5/32)	+0	1d4	Piercing	-2	*0.5	D+1	1	-2		S	1	
Swiss bronze dagger (#1/31)	+0	1d4	S/P	-0	*0.5	D+1	1	*		S	0.5	
Sword breaker (Europe) (32)	+0	1d4	Piercing	-0	*0.25	D+1	0	+0		S	1	
Sword cane	+0	1d6	Piercing	-0	*0.1	D+3	0	-2		M	1.5	
Takouba (Tuareg) (#2/36)	+0	1d8	Piercing	-0	*0.2	D+1	1	-2		S	1.5	
Tanto (Japan) (#11/28)	+0	1d6	Slashing	-0	*0.5	D+1	1	-2		S	0.5	
Telek (Africa) (#8/28)	+0	1d6	Piercing	-0	*1	D+1	1	-2		S	1	
Trench dagger (Various) (#15/33)	+0	1d4	Piercing	-0	*0.5	D+1	1	-2		S	0.5	
War fan	+0	1d6	Slashing	+1	*0.5	D+1	0	+0		S	0.5	
Wind and fire wheel (Japan)(EWP)	+0	1d6	Slashing	-0	*0.5	D+1	1	+0		S	1	
Yataghan (Turkey) (#11/37)	+0	1d8	Slashing	-0	*0.2	D+1	1	+0		S	1.5	
Zafar takieh (India) (#13/39)	+0	1d8	Slashing	-0	*0.2	D+1	1	+0		S	1.5	

Even if a knife isn't listed as slashing/piercing, you can probably use it the other way, just at a -2 attack penalty.

NOTES

- **Knife, large**: This represents actual knives designed for fighting, typically 12 – 18 inches in length.
- **Knife, small**: This represents a basic kitchen knife or switchblade-style weapon.
- **Sword, small**: This represents any small sword (larger than a dagger), typically from 16 – 30 inches total blade length.

Bayonet: The statistics above represent a bayonet forced into service as a combat knife, not when attached to a rifle. For stats when attached to a rifle, see *Spears and Lances*.

Katar: Apply your Strength bonus *1.5 with this weapon.
- **Bifid variant**: Apply your Strength bonus *1.5 with this weapon.
- **Scissors variant**: Apply your Strength bonus *1.5 with this weapon. This provides a +2 bonus to disarm attempts.
- **Tri-blade variant**: Apply your Strength bonus *1.5 with this weapon. If used as a secondary weapon with Two-Weapon Defense, this provides an additional +1 bonus.

Kris: If you score an enhanced critical hit with this weapon, you deal an additional 1d2 points of damage.

Main gauche: If used as a secondary weapon with Two-Weapon Defense, this provides an additional +1 bonus.

Sai/jitte: These weapons are primarily thought of as Japanese, but similar weapons exist in other Asian cultures. Often used in pairs, these provide a +1 bonus to disarm targets, and a +1 bonus to catch and break swords. Though blunt, these utilize fighting techniques similar to those of other small blades.

Straight razor: This is a poor combat weapon; if you score a maximum damage critical hit, the weapon must make a DC 15 Fortitude save or the blade will snap from the handle. If you roll a critical failure on an attack roll, you will deal 1d2 points of damage to yourself (specifically, your arm/hand).

Sword breaker: This dagger-sized weapon has numerous "teeth" like a comb. It is used to catch a sword blade, and then, with a quick snap, break the blade. Make a disarm attempt. If successful, you have momentarily trapped the blade. Make a Strength check with a +4 bonus against a DC equal to the hardness of the hardness + hit points of the weapon. If successful, you break the blade.

Sword cane: The statistics above represent a modern sword cane – a poor weapon, likely to break in a fight against a real weapon (hardness 5, hit points 5). Antique sword canes have a much greater cost, and deal 1d8 damage with normal hardness and hit points. Determining that a cane is in fact a sword cane is a DC 18 Spot check or, if touching, a DC 14 Search check.

Trench dagger: This also acts as brass knuckles.

War fan: Also known as a gunsen, or tessen, this is a small, folding fan, usually reinforced with iron spikes, allowing it to act as a secondary weapon. You can use these stats for the *Chinese Deer Horn Knife* (not a fan, but statically similar).

Wind and fire wheel: This is a flat circular blade approximately 15 inches in diameter, with several "flares". It is a slashing weapon typically used in pairs.

MACES AND CLUBS

MACES AND CLUBS											
Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
Light Maces and Clubs												
Club, small	+0	1d8	Blunt	-1	*0.5	D+1	1	+1		S	1	
Mace (light or foot)	+0	1d8	Blunt	-2	*0.2	D+2	1	+0		S	2	
Flanged variant	*+0*	*1d6*	*Blunt*	*-4*	*0.2*	*D+2*	*1*	*+0*		*S*	*2*	
Morning star variant	*+0*	*1d8*	*Piercing*	*-2*	*0.2*	*D+2*	*1*	*+0*		*S*	*2*	
Blackjack / sap	+0	1d8	Blunt	-1	*0.2	D+1	0	+1		T	1	
British riot baton (U.K.) (#5/15)	+0	1d8	Blunt	-0	*0.25	D+1	0	+1		S	1.5	
Chinese iron mace (#3/18)	+0	1d7	Blunt	-2	*0.2	D+2	1	+0		S	2	
Macuahuitl (Aztec)	+0	1d10	Slashing	+3	*0.2	D+1	1	+0		S	1	
Mere (New Zealand) (#10/15)	+0	1d8	Blunt	+2	*0.25	D+1	0	+0		S	2	

MACES AND CLUBS											
Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
NYCPD baton (U.S.) (#8/15)	+1	1d8 sub	Blunt	+2	*0.5	D+1	0	+1		S	0.75	
Patu (New Zealand) (#9/15)	+0	1d8	Blunt	+2	*0.25	D+1	0	+0		S	2	
Plains Indian club (#4/16)	+0	1d8	Blunt	-1	*0.25	D+1	1	+0		S	2	
Pistol whip	+0	1d4	Blunt	-0	n/a	n/a	0	+1		-	-	-
Shark-tooth club (Kiribati) (#5/16)	+0	1d6	Slashing	+2	*0.25	D+1	1	+0		S	1	
Shillelagh (Ireland) (14)	+0	1d8	Blunt	-0	*0.25	D+1	0	+0		S	2	
Weighted variant	*"*	*1d12*	*"*	*-1*	*0.2*	*"*	*1*	*"*		*"*	*4*	
Spring baton	+0	1d8	Blunt	-1	*0.2	D+1	1	+1		S	1	
Tonfa	+0	1d6	Blunt	-1	*0.2	D+1	1	+0		S	1	
Trench club (#10/16)	+0	1d8	Piercing	-2	*0.2	D+2	1	+0		S	2	
Wahaika (New Zealand) (#11/15)	+0	1d8	Blunt	+2	*0.25	D+1	0	+0		S	2	
One-Handed Maces and Clubs												
Club, medium	+0	1d10	Blunt	-2	*0.5	D+2	2	+0		M	3	
Mace (medium or cavalry)	+0	1d10	Blunt	-3	*0.2	D+2	2	+0		M	4	
Flanged variant	*+0*	*1d8*	*Blunt*	*-5*	*0.2*	*D+2*	*2*	*+0*		*M*	*4*	
Morning star variant	*+0*	*1d10*	*Piercing*	*-3*	*0.2*	*D+2*	*2*	*+0*		*M*	*4*	
Alaska whale-bone club (U.S.) (#2/15)	+0	1d10	Blunt	+1	*0.25	D+2	1	+0		M	1.5	
Bamboo club (India) (#6/16)	+0	1d8	Blunt	-2	*0.2	D+2	1	+0		M	3	
English spiked mace (U.K.) (#9/16)	+0	1d10	Piercing	-3	*0.2	D+2	2	+0		M	4	
Euro flanged mace (#9/18)	+0	1d8	Blunt	-5	*0.2	D+2	2	+0		M	4	
Fijian club (Fiji) (#6/15)	+0	1d10	Blunt	-0	*0.2	D+2	1	+0		M	3.5	
Furibo (Japan) (#1/16)	+0	1d8	Blunt	-0	*0.2	D+2	1	+0		M	1.5	
German iron mace (#4/18)	+0	1d8	Blunt	-5	*0.2	D+2	2	+0		M	4	
German iron mace (#6/18)	+0	1d10	Blunt	-5	*0.2	D+2	2	+0		M	4	
German wheel mace (#8/18)	+0	1d10	Blunt	-3	*0.2	D+2	2	+0		M	4	
Indian hollow mace (#1/18)	+0	1d10	Piercing	-3	*0.2	D+2	2	+0		M	4	
Indian steel mace	+0	1d8	Blunt	-5	*0.2	D+2	2	+0		M	4	
Iroquois bone club (U.S.) (#1/15)	+0	1d10	Blunt	-0	*0.25	D+2	1	+0		M	2	
Italian mace (#5/18)	+0	1d8	Blunt	-5	*0.2	D+2	2	+0		M	4	
Italian morning star (#7/18)	+0	1d10	Piercing	-3	*0.2	D+2	2	+0		M	4	
Knobkerrie (Zulu) (#7/15)	+0	1d10	Blunt	-1	*0.25	D+2	1	+0		M	3	
Macana (South/Central America) (#3/15)	+0	1d10	Blunt	-1	*0.2	D+2	1	+0		M	4	
Macuahuitl (Aztec)	+0	1d12	Slashing	+3	*0.5	D+2	1	+0		M	3	
New Guinea club (New Guinea) (#2/16)	+0	1d10	Blunt	+0	*0.2	D+2	1	+0		M	2	
Omaha club (U.S.) (#3/16)	+0	1d10	Blunt (P)	-1	*0.2	D+2	1	+0		M	3	
Plains Indian club (U.S.) (#8/16)	+0	1d8	Blunt	-0	*0.25	D+2	1	+0		M	2	
Wale penis-bone club (U.S.) (#4/15)	+0	1d10	Blunt	-0	*0.2	D+2	1	+0		M	3.5	
Two-Handed Maces and Clubs												
Club, great	+0	1d14	Blunt	-3	*0.25	D+3	3	+0		L	5	
Mace (great)	+0	1d14	Blunt	-4	*0.25	D+3	3	+0		L	6	
Flanged variant	*+0*	*1d12*	*Blunt*	*-6*	*0.25*	*D+3*	*3*	*+0*		*L*	*6*	
Morning star variant	*+0*	*1d14*	*Piercing*	*-4*	*0.25*	*D+3*	*3*	*+0*		*L*	*6*	
Butt stroke (rifle)	+0	1d6	Blunt	-0	n/a	n/a	0	+1		-	-	
Kanabo (Japan)	+0	1d16	Blunt	-3	*0.25	D+3	3	+0		L	15	
Macuahuitl (Aztec)	+0	1d16	Slashing	+3	*0.25	D+3	1	+0		L	5	
Quarterstaff ‡	+0	1d12	Blunt	-3	*0.2	D+3	3	+0		L	4	
Long variant †	*+0*	*1d12*	*Blunt*	*-1*	*0.2*	*D+3*	*1*	*+0*		*L*	*4*	

NOTES

- **Club, great**: This is an over-sized club, like an unshod tetsubo.
- **Club, medium**: The best example of a medium club is a baseball bat or axe handle.
- **Club, small**: A small club is like an old-style nightstick or truncheon. If you are skilled in the use of these weapons and grappling, you can use one to gain a +1 bonus to maintain a grapple when maintaining an arm lock.
- **Mace**: A mace is a club that is usually either composite, or (more commonly) made of metal with a distinct head. Some have flanges designed to increase armor penetration. A morning star variant has spikes instead of flanges.

Baton: This does not provide an arm lock bonus. However, it deals greater damage than a normal small club. Extending the baton is a free action; collapsing one is a standard action. When collapsed, this can act as a fist pack (+1 unarmed damage).

Blackjack: This is essentially a grapple-range weapon. When a proficient user strikes a creature in the head, this imposes a -2 penalty to resist being knocked out.

German wheel mace: This mace also mounts a .40 wheellock pistol.

Kanabo: This is essentially a great club reinforced with spiked metal bands or sheaths. Also known as a tetsubo.

Macuahuitl: This is a club-like piece of wood lined with about 10 pieces of obsidian. Anytime you score a hit against a hard target, roll 1d10.

If this is equal to or less than the number of pieces of obsidian, you lose one piece. For every two pieces lost, you take a -1 damage penalty)minimum of 1).

Omaha club: This weapon (#3 on p. 16) is set with a spike, allowing you to deal 1d8 piercing damage.

Shark-tooth club: This functions in a manner like the macuahuitl.

Shillelagh: This is a stout Irish club with a knob on the end. The weighted version has a hollowed knob filled with lead.

Tonfa: When used as paired weapons and with Two-Weapon Defense, you gain an additional +1 Defense bonus.

Machine Guns

MACHINE GUNS														
Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
UF CETME Ameli BF	+0	1d12	Ball	-3	330	SA/FA	90/120	2	5.56 NATO	-2	Belt	12	L	14	
UF CIS Ultimax 100 BF	(+1)	1d12	Ball	-3	200	SA/FA	50	2	5.56 NATO	-2	100 drum	12	L	11	
UF DShKM T	+0	2d20	Ball	-5	400	SA/FA	60	6	12.7mm	-2	Belt	21	H	75	
UF FN MAG/M240 BF	+0	1d16	Ball	-3	265	SA/FA	75	3	7.62 NATO	-2	Belt	12	L	22	
UF FN Minimi/M249 SAW BF©	+0	1d12	Ball	-3	330	SA/FA	80	2	5.56 NATO	-2	Belt	12	L	15	
UF FN M2HB QCB T	+1	2d20	Ball	-5	630	SA/FA	50	6	.50 BMG	-2	Belt	21	H	84	
UF HK 21E BF	+0	1d16	Ball	-3	265	SA/FA	90	3	7.62 NATO	-2	Belt	12	L	20	
23E variant	*+0*	*1d12*	*Ball*	*-3*	*265*	*SA/FA*	*90*	*2*	*5.56 NATO*	*-2*	*Belt*	*12*	*L*	*19*	
UF IMI Negev BF	+0	1d12	Ball	-3	330	SA/FA	70/90	2	5.56 NATO	-2	Belt	12	L	19	
UF NSV T	+0	2d20	Ball	-5	660	SA/FA	75	6	12.7mm	-2	Belt	21	H	55	
UF PKM BF	+0	1d16	Ball	-3	330	SA/FA	65	3	7.62 NATO	-2	Belt	12	L	22	
UF Saco M60E4/Mk 43 BF	+0	1d16	Ball	-3	360	SA/FA	55	3	7.62 NATO	-2	Belt	12	L	24	24
UF Steyr AUG HBAR BF	+0	1d12	Ball	-3	130	SA/3rb/FA	70	2	5.56 NATO	-2	30/42	12	L	8.5	

Notes

CIS Ultimax: This gains the accuracy bonus only on full-auto.
DShKM: The weight for this old Soviet weapon doesn't include 271 lb. wheeled tri-mount.
FN MAG: With a few rounds and the right tool, you can adjust the RpR to 85 and 95.
FN M2HB QCB: The weight does not include the 44 lb. tripod.
NSV: The weight doesn't include the 35 lb. tripod.

Picks and Hammers

PICKS AND HAMMERS											
Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
Light Picks and Hammers												
War hammer, light	+0	1d10	Blunt	-2	*0.5	D+1	1	+0		S	2	
War pick ,light	+0	1d8	Piercing	-1	*0.5	D+1	0	+0		S	1.5	
Australian pick (#2/20)	+0	1d6	Piercing	-0	*0.5	D+1	0	+0		S	1.5	
Kama (#7/20)	+0	1d8	S/P	-1	*0.5	D+1	0	+0		S	1.5	
Sickle	+0	1d8	S/P	-1	*0.5	D+1	0	+0		S	1.5	
Toki (New Zealand) (#3/20)	+0	1d8	Piercing	-1	*0.5	D+1	0	+0		S	1.5	
One-Handed Picks and Hammers												
War hammer, medium	+0	1d12	Blunt	-4	*0.25	D+2	2	+0		M	4	
War pick, medium	+0	1d12	Piercing	-3	*0.25	D+2	1	+0		M	3	
Bavarian hammer (#2/21)	+0	1d12	Blunt	-4	*0.25	D+2	2	+0		M	4	
Diamond hammer (#5/21)	+0	1d12	Blunt	-4	*0.25	D+2	2	+0		M	4	
Horseman's hammer (#1/21)	+0	1d12	Blunt	-4	*0.25	D+2	2	+0		M	3	
Indian/Persian all-steel hammer (#3/21)	+0	1d12	Blunt	-4	*0.25	D+2	2	+0		M	4	
Indian crowbill (20)	+0	1d12	Piercing	-3	*0.25	D+2	1	+0		M	3	
Italian hammer (#4/21)	+0	1d12	Blunt	-4	*0.25	D+2	2	+0		M	4	
Italian wood hammer (#6/21)	+0	1d12	Blunt	-4	*0.25	D+2	2	+0		M	4	
New Caledonian pick (#1/20)	+0	1d10	Piercing	-1	*0.25	D+2	1	+0		M	3	
South German hammer (21)	+0	1d12	Blunt	-4	*0.25	D+2	2	+0		M	4	

PICKS AND HAMMERS												
Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
Zaghnal (India) (#5/20)	+0	1d12	Piercing	-3	*0.25	D+2	1	+0		M	3	
Two-Handed Picks and Hammers												
War hammer, great	+0	1d14	Blunt	-6	*0.2	D+3	3	+0		L	5	
War pick, great	+0	1d14	Piercing	-4	*0.2	D+3	2	+0		L	4.5	

NOTES

- **War hammer**: This is not like the hammer comic book Thor wields. A war hammer more closely resembles a claw hammer. It has a smaller head designed to deliver energy in a small focal point. Later war hammers often had war picks (with size-matched stats) mounted on the reverse side of the hammerhead. Optimally, a war hammer strike is against the head.
- **War pick**: This is a dagger-like blade, often slightly curved, mounted to a haft like an axe, and is designed to pierce armor.

Italian hammer (#4/21): The pick end of this has an AP of -5.

POLEARMS

POLEARMS												
Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
One-Handed Polearms												
Two-Handed Polearms												
Polearm, hacking	+0	1d14	Slashing	-2	*0.2	D+3	2	+1		L	10	
Long variant †	*+0*	*1d14*	*Slashing*	*-2*	*0.2*	*D+3*	*2*	*+1*		*L*	*14*	
Polearm, smashing	+0	1d14	Blunt	-3	*0.2	D+3	2	+0		L	10	
Long variant †	*+0*	*1d14*	*Blunt*	*-3*	*0.2*	*D+3*	*2*	*+0*		*L*	*14*	
Man-catcher	+0	Special	Special	0	*0.2	D+3	0	+0		L	6	
Scythe	-2	1d14	Slashing	-1	*0.1	D+4	2	-2		L	12	

Although these stats are very generic, remember that most polearms will actually combine the stats, along with spear stats representing the abundance of spikes on old polearms. Note that many Asian polearms may also be double weapons with actual weapons on the other end.

NOTES

- **Polearm, hacking**: This represents any number of two-handed non-reach slashing or hacking polearms. The long variant is similar, but has reach.
- **Polearm, smashing**: This represents any number of two-handed non-reach bludgeoning polearms. The long variant is similar, but has reach

Man-catcher: This is a pole with two spring-loaded semi-circular prong heads at one end. Inside are small spikes. The man-catcher requires a called shot to use effectively – a successful called attack against a limb traps the limb in the man-catcher, which gives the wielder an advantage over the opponent. The small spikes on the interior deal 1d2 damage per round. Often used to snare the neck of a victim (usually assuming some form of neck armor to protect him).

Scythe: This requires a greater-than-normal space to use.

RAYS, BEAMS, AND BOLTS

RAYS, BEAMS, AND BOLTS														
Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC

RIFLES

Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
UF AI PM / Covert AS	+1	1d16	Ball	-3	260	SA	n/a	3	7.62 NATO	-2	10	10	L	14	
UF Barrett M82A1/A3/107 BF	+2	2d20	Ball	-5	600	SA	n/a	6	.50 BMG	-2	10	13	L	35	24
Barrett M95 F	+2	2d20	Ball	-5	600	BAR	n/a	6	.50 BMG	-2	5	13	L	28	24
M99 variant F	*+2*	*2d20*	*Ball*	*-5*	*600*	*BAR*	*n/a*	*6*	*.50 BMG*	*-2*	*1*	*13*	*L*	*28*	*23*
UF Dragunov SVD F		1d16	Ball	-2	250	SA	n/a	3	7.62 Rus	-2	10	10	L	9	
UF GIAT FRF2 AF	+1	1d16	Ball	-3	260	SA	n/a	3	7.62 NATO	-2	10	10	L	14	
UF Grendel SRT DF	+0	1d16	Ball	-3	140	BAR	n/a	3	7.62 NATO	-2	9	10	L	7	
UF HK MSG 90 ABF	+1	1d16	Ball	-3	330	SA	n/a	3	7.62 NATO	-2	5/20	10	L	14	
UF HK PSG-1 AF	+2	1d16	Ball	-3	330	SA	n/a	3	7.62 NATO	-2	5/20	10	L	14	27
UF Parker-Hale Model 85 AF	+1	1d16	Ball	-3	300	SA	n/a	3	7.62 NATO	-2	10	10	L	12	
UF PGM UR Intervention ABF	+1	1d16	Ball	-3	260	SA	n/a	3	7.62 NATO	-2	5	10	L	12	
UF Remington M700/M24/M40 AF	+1	1d16	Ball	-3	265	SA	n/a	3	7.62 NATO	-2	5 int	10	L	12	
UF Ruger Mini-14/Ranch F	+0	1d12	Ball	-3	110	SA	n/a	2	5.56 NATO	-2	5	10	L	6.5	
SIG SSG 550 F	+1	1d12	Ball	-3	130	SA	n/a	2	5.56 NATO	-2	30	10	L	8	
UF (Springfield) M21 F	+1	1d16	Ball	-3	225	SA	n/a	3	7.62 NATO	-2	10	10	L	12	
UF Steyr AMR/IWS 2000 BF	+1	3d10	Ball	-10	330	SA	n/a	4	15 APFSDS	-2	5	16	H	40	
UF Steyr SSG 69 F	+1	1d16	Ball	-3	265	SA	n/a	3	7.62 NATO	-2	5	10	L	12	
UF Stoner SR-25 F	+2	1d16	Ball	-3	160	SA	n/a	3	7.62 NATO	-2	20	10	L	10.5	25
UF Technika Destroyer (Mag 96) BF	+0	2d24	Ball	-5	500	SA	n/a	6	14.5 Rus	-2	5	21	H	60	

NOTES

Barrett M82A1: The A3, and 107 also include a rear monopod. Despite its design, you can fire this from a kneeling or standing position at a -2 penalty to hit (negating the inherent accuracy bonus).

Stoner SR-25: The military version includes a sound suppressor. This is in the Assault Rifles chapter of ***Ultramodern Firearms***.

SHOTGUNS

Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
UF Benelli 121 M1/M1 Super 90 F	+1	1d24	Ball	+1	15	SA	n/a	1	12-g	-2	7 int	11	L	8	
UF Beretta 1201FP F	+1	1d24	Ball	+1	15	SA	n/a	1	12-g	-2	5 int	11	L	6	
UF Beretta M3P S	+1	1d24	Ball	+1	15	SA/pump	n/a	1	12-g	-2	5	11	L	8	
UF Beretta RS202-M2 S	+1	1d24	Ball	+1	15	Pump	n/a	1	12-g	-2	6 int	11	L	8	
UF Bernardelli B4 S	+1	1d24	Ball	+1	15	SA/pump	n/a	1	12-g	-2	5	11	L	8	
UF Ciener Ultimate O/U	+1	1d24	Ball	+1	15	Pump	n/a	1	12-g	-2	5 int	11	L	8	
UF Daewoo USAS-12 F	+1	1d24	Ball	+1	15	SA/FA	45	1	12-g	-2	10	11	L	13.5	
UF Franchi SPAS-12 S	+1	1d24	Ball	+1	15	SA/pump	n/a	1	12-g	-2	8 int	11	L	10	
SPAS-15 variant S	*+1*	*1d24*	*Ball*	*+1*	*15*	*SA/pump*	*n/a*	*1*	*12-g*	*-2*	*6*	*11*	*L*	*8.5*	
UF Mossberg 500 F	+1	1d24	Ball	+1	15	Pump	n/a	1	12-g	-2	5 int	11	L	8	
UF Remington 870 F	+1	1d24	Ball	+1	15	Pump	n/a	1	12-g	-2	5 int	11	L	7	
UF Winchester 1300 Defender F	+1	1d24	Ball	+1	15	Pump	n/a	1	12-g	-2	8 int	11	L	8	15

Statistics above assume 00 buckshot.

NOTES

Benelli M1 Super 90: This can fire 3.5-in. shells, reducing the ammo cap to 6.

Beretta 1201FP: This can fire 2.5-in. shells, increasing the ammo cap to 6.

Bernardelli B4: This can fire 3.5-in. shells, reducing the ammo cap to 4.

Daewoo USAS-12: This fires only 2.5-in. shells.

Franchi SPAS-12: This fires only 2.5-in. shells.

Mossberg 500: This can fire 3-in. shells, reducing the ammo cap to 4. This is also available in 20-g and .410.

Shotguns have three basic chokes: *Full*, *Open*, and *Standard*. Changing a shotgun's choke takes one minute and a Repair check (DC 10). Certain cybernetics and cyber components can alter this.

- **Full Choke**: A full choke tightens the pattern of shot, negating the normal +1 attack bonus. However, the weapon deals the listed damage to an additional range increment (1 – 2 / 3 – 4 / 5 – 10).
- **Open Choke**: An open choke allows shot to spread more quickly. This provides an additional +1 attack roll bonus with shot, but reduce the range increment by 50%.
- **Standard Choke**: This uses the damages and rules provided as normal.

SHOTGUN CHOKES

SLINGS AND THROWN WEAPONS

Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
SLINGS AND THROWN WEAPONS															
Light Slings and Thrown Weapons															
Chakram, large (India)	+0	1d6	Slashing	-0	*2	D+1	n/a	0	n/a	+0	1		M	0.5	
Small variant	*+0*	*1d4*	*Slashing*	*-0*	*3*	*D+1*	*n/a*	*0*	*n/a*	*+0*	*1*		*S*	*0.25*	
Dart	+0	1d6	Piercing	-0	*2	D+1	n/a	0	n/a	+0	1		T	0.25	
Rope dart (China)	*+0*	*1d6*	*Piercing*	*-0*	***	***	*n/a*	*0*	*n/a*	*+0*	*1*		*T*	*0.5*	
Sport dart variant	*+0*	*1d2*	*Piercing*	*+4*	*1*	*D+1*	*n/a*	*0*	*n/a*	*+0*	*1*		*T*	*0.1*	
Manriki (Japan)	+0	1d6	Blunt	+0	*2	D+1	n/a	0	n/a	+0	1		S	0.5	
Rock	-2	1d4	Blunt	+2	*1	D+1	n/a	0	n/a	+0	1		S	0.25	
Saw blade	-2	1d8	Piercing	+1	*1	D+1	n/a	1	n/a	+0	1		S	0.5	
Shuriken (Japan)	+0	1d3	Piercing	+2	*1	D+1	n/a	0	n/a	+0	1		T	0.1	
Throwing axe, single-blade	+0	1d8	Slashing	-0	*1	D+1	n/a	1	n/a	+0	1		S	2	
Double-blade variant	*-2*	*1d10*	*Slashing*	*-0*	*0.5*	*D+1*	*n/a*	*1*	*n/a*	*+0*	*1*		*S*	*2.5*	
Francisca (Frank)	*+0*	*1d8*	*Slashing*	*-0*	*1*	*D+1*	*n/a*	*1*	*n/a*	*+0*	*1*		*S*	*2*	
Hurlbat	*+2*	*1d8*	*Slashing*	*-0*	*1*	*D+2*	*n/a*	*1*	*n/a*	*+0*	*1*		*S*	*2*	
Throwing knife/spike	+0	1d8	Piercing	-0	*2	D+1	n/a	1	n/a	+0	1		T	0.25	
Throwing stick	+0	1d6	Blunt	-0	*1	D+1	n/a	0	n/a	+0	1		M	1	
One-Handed Slings and Thrown Weapons															
Atatl (Aztec)	+0	1d10	Piercing	-2	*3	D+3	n/a	1	n/a	-2	1		M	1	
Bolas (South America)	+0	1d6	Blunt	-0	*1	D+2	n/a	1	n/a	+0	1		M	3	
Javelin/Throwing spear	+0	1d8	Piercing	-1	*1	D+1	n/a	1	n/a	-2	1		M	2	
Long variant	*+0*	*1d12*	*Piercing*	*-1*	*0.5*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*		*L*	*4*	
Pilum variant (Rome)	*-1*	*1d10*	*Piercing*	*-2*	*0.5*	*D+1*	*n/a*	*1*	*n/a*	*-2*	*1*		*L*	*6*	
Net															
Rock	-1	1d8	Blunt	+0	*1	D+1	n/a	1	n/a	+0	1		S	1	
Sling	-1	1d8	Blunt	-1	*5	D+1	n/a	1	n/a	+1	1		M	0.25	
Two-Handed Slings and Thrown Weapons															
Slingshot	+0	1d8	Blunt	-1	*2	D+1	n/a	1	n/a	+0	1		S	0.75	
Staff-sling	-4	1d12	Blunt	-2	*2	D+2	n/a	1	n/a	+0	1		M	2.5	
Street sign	-2	1d8	Blunt	+2	*1	D+2	n/a	0	n/a	+0	1		M	1.5	

> **Comment [d6]:** Rules

NOTES

Atatl: This is a strange weapon – essentially a rod with a cup at one end into which you place the "dart" (a projectile similar to a thin, short spear, about 6 ft. long), which you then fling.

Bolas: These aren't designed for actual combat, dealing low damage for their size and design. The bola is intended to use with called shots against the target's legs. A successful called shot against a target's legs requires the victim to make a Reflex save with a DC equal to 15 + damage. (Creatures with animal Intelligence take a -4 penalty). If successful, the bola deals damage, but there is no other effect. If the save fails, the bolas wrap around the victim's legs, tripping him. Removing the bolas is a full-round action.

Chakram: This is a sharpened metal throwing ring (large = 1 ft. diameter; small = 6-in. diameter).

Dart: This is a heavy war dart, typically a foot in length.

Dart, rope dart variant: This Asian weapon is essentially a war dart attached to the end of a 15-ft. rope (no range penalties), allowing you to throw it at near-by targets. Retrieving the dart is a full-round action, or a standard action with a DC 10 Reflex save.

Javelin: The javelin is basically a light throwing spear. These statistics above assume the use of an attached strap that imparts spin, improving range and damage. Without this, the damage is 1d6, and the range is *0.75.

Javelin, pilum variant: This Roman weapon is much heavier than a typical javelin, with a much shorter range. One of the main design goals of the pilum is to negate shield use. When a pilum is intercepted by a shield (blocked), the pilum essentially attacks the shield – if it does damage, it lodges in the shield, negating the benefits of the shield until removed (a full-round action).

Manriki: This is a small (1 ft.) Japanese throwing chain.

Staff-sling: Unlike a sling, which uses ammo typically weighing only 1-3 ounces, the staff-sling is designed to hurl fist-size or larger projectiles and was typically used in siege situations. You can use a staff-sling to hurl other objects, such as pots of flaming pitch.

Throwing axe: This represents small axe or hatchet-style weapons designed specifically for throwing (as opposed to dual-purpose weapons like the tomahawk). These are normally single-bladed. Double-bladed variants deal greater damage at the expense of accuracy.

Throwing axe, Francisca: This was a Frank and Germanic throwing axe, often used in volleys before a melee. In practice, this functions as any throwing axe, except that it tends to bounce. If you miss your attack roll by 1 point, there is a 25% chance the Francisca will bounce up and still deal one-half damage to the target.

Throwing axe, hurlbat: This was a European weapon that had some popularity from the 1400s – 1600s. it is an all-steel throwing axe, with 3 or 4 points – all of which are sharpened. The hurlbat gains a +2 accuracy bonus not because it's inherently accurate, but because the high number of cutting edges increase the chance of scoring a damaging blow. The hurlbat requires a stout leather glove on the throwing hand, and if you roll a critical failure, you must make a DC 15 Reflex save or damage yourself with the weapon.

Throwing stick: These have been used in a variety of cultures across the world. The boomerang is probably the most well known version. A throwing stick is a stick, usually curved at least once, and often with flanges and decorations, that you throw at the target. Throwing sticks, especially boomerangs, designed for hunting and war *do not* return to the thrower.

SPEARS AND LANCES

Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
SPEARS AND LANCES												
Light Spears and Lances												

SPEARS AND LANCES

Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
One-Handed Spears and Lances												
Lance †	+0	1d12	Piercing	-2	*0.1	D+4	1	+0		L	8	
Jousting †	+0	1d10	Blunt	-0	*0.1	D+4	0	+0		L	12	
Small	+0	1d10	Piercing	-2	*0.1	D+4	1	+0		L	5	
Spear (one-handed)	+0	1d12	Piercing	-1	*0.25	D+2	1	+0		M	3	
Awl pike	+0	1d14	Piercing	-3	*0.2	D+3	1	+0		L	8	
Two-Handed Spear and Lances												
Spear (two-handed) †≥	+0	1d14	Piercing	-3	*0.2	D+3	1	+0		L	6	
Pike variant †≥	+0	1d14	Piercing	-3	*0.1	D+4	1	+0		L	12	
Bayonet (attached) ‡	+0	1d8	Piercing	-1	*0.25	D+3	1	-2		L	2+	

NOTES

- **Lance**: Unlike most reach weapons, you cannot change grips on a lance in order to attack adjacent opponents. The small lance is used in the same manner – it just doesn't reach as far.
- **Lance, jousting**: This reach weapon has a reach of 15 ft. instead of 10.
- **Spear (one-handed)**: This spear is about 6 ft. long, and often used with a shield. A boar spear is simply a spear with small guards set near the lower end of the blade that serve to prevent the blade from sinking in too far and to prevent an angry stabbed boar from going through the spear to kick your ass.
- **Spear (two-handed)**: This spear reaches up to 12 ft. in length. Although primarily a two-handed thrusting weapon, a proficient user can use it one-handed at a -2 penalty. . A boar spear is simply a spear with small guards set near the lower end of the blade that serve to prevent the blade from sinking in too far and to prevent an angry stabbed boar from going through the spear to kick your ass.
- **Spear (two-handed), pike variant**: This represents the stereotypical long pike, 18-20 ft. long. Unlike even a two-handed spear, you cannot change grips in order to attack adjacent opponents. This is a 15-ft. reach weapon.

Bayonet (attached): When using a bayonet that is attached to a rifle, you can use it as a double weapon (treating the secondary attack as a light weapon). Treat the secondary attack as a rifle butt stroke (Weapons (maces and clubs)).

SUBMACHINE GUNS

SUBMACHINE GUNS

Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
UF Ares FMG S	+0	1d10	Ball	-3	40 (4)	SA/FA	65	1	9mm	-2	32	4	M	5	
UF Armscor BXP S	+0	1d10	Ball	-3	45 (4)	SA/FA	100	1	9mm	-2	32	4	M	5	
UF Beretta M 12S S	+0	1d10	Ball	-3	65 (4)	SA/FA	55	1	9mm	-2	30	4	L	8.5	
UF Bushman IDW	+1	1d10	Ball	-3	30 (4)	SA/FA	45	1	9mm	-2	30	4	M	7	
UF Calico M960A S	+0	1d10	Ball	-3	50 (4)	SA/FA	75	1	9mm	-2	50	4	M	4	
UF Colt 9mm F	+1	1d10	Ball	-3	60 (4)	SA/FA	90	1	9mm	-2	20	4	L	6	
UF CZ vz61 Skorpion S	+0	1d8	Ball	-0	15 (4)	SA/FA	85	1	.32 ACP	-2	10	2	M	3	
UF FAMAE S.A.F. S	+0	1d10	Ball	-3	90 (4)	SA/FA	120	1	9mm	-2	30	4	M	6.5	
UF FN P90 F	+0	1d8	Ball	-2	120 (4)	SA/FA	90	1	5.7mm	-2	50	4	M	6.5	
UF HK MP5A3/A4/A5 S	+0	1d10	Ball	-3	40 (4)	SA/FA	80	1	9mm	-2	30	4	M	6	
MP5K variant	+0	1d10	Ball	-3	40 (4)	SA/FA	90	1	9mm	-2	30	4	M	5	
MP5KA5 variant	+0	1d10	Ball	-3	40 (4)	SA/3rb/FA	90	1	9mm	-2	30	4	M	5	
UF IntraTec TEC-9	+0	1d10	Ball	-3	40 (4)	SA (FA)	50	1	9mm	-2	20	4	M	4	
UF IMI Uzi S	+0	1d10	Ball	-3	40 (4)	SA/FA	60	1	9mm	-2	32	4	M	7.5	
Micro variant	+0	1d10	Ball	-3	30 (4)	SA/FA	120	1	9mm	-2	20	4	S	4	
Mini variant	+0	1d10	Ball	-3	30 (4)	SA/FA	95	1	9mm	-2	25	"	S	7	
UF MAC Ingram M10	-2	1d12	Ball	-0	40 (4)	SA/FA	100	2	.45	-2	30	8	M	6	
UF MAC Ingram M11	-1	1d10	Ball	-3	30 (4)	SA/FA	90	1	9mm	-2	30	4	M	6	
UF SITES Spectre M4 S	+0	1d10	Ball	-3	30 (4)	SA/FA	85	1	9mm	-2	50	4	M	6	
UF Sterling L2A3 DS	+0	1d10	Ball	-3	30 (4)	SA/FA	55	1	9mm	-2	34	4	M	5.5	
L34A1 variant	+0	1d10	Ball	-3	30 (4)	SA/FA	55	1	9mm	-2	34	4	M	5.5	
UF Steyr AUG Para F	+0	1d10	Ball	-3	50 (4)	SA/FA	70	1	9mm	-2	30	4	L	7	
UF Steyr MPi 81 DS	+0	1d10	Ball	-3	30 (4)	SA/FA	70	1	9mm	-2	32	4	M	6	
UF Steyr TMP	(+3)	1d10	Ball	-3	30 (4)	SA/FA	85	1	9mm	-2	30	4	S	3	

Comment [d7]: Double check calibers and damage

Weapon	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
UF Walther MPK/MPL DS	+0	1d10	Ball	-3	30 (4)	SA/FA	55	1	9mm	-2	32	4	M	6	
UF Weaver PKS-9 DS	+0	1d10	Ball	-3	30 (4)	SA/FA	55	1	9mm	-2	30	4	M		

NOTES

Area FMG: Folding (or collapsing) this weapon is a full-round action. Note that this is not a standard production weapon, and is currently available only by custom order.

Bushman IDW: This weapon has a cyclic rate of 450 rpm (45 rpr) that is set at the factory, but adjusting this is possible with a DC 10 Repair check and 5 minutes, from 10 rpr to 100 rpr.

Calico M960A: The design allows for carbine-style two-handed firing, in which case, you gain a +1 bonus to attack rolls. One-handed firing, however, is at a -1 due to the unique weapon design.

Colt 9mm: This weapon, due to its design, actually uses Weapons (assault rifles) or Weapons (submachine guns), each at a -1 penalty (negating the +1 Accuracy bonus).

Sterling L34A1: Treat this weapons as suppressed when firing standard ammunition.

Steyr AUG Para: This includes a permanently mounted 1.5x sight.

Steyr TMP: This weapon applies the accuracy bonus only when firing in burst and full-auto modes.

UNARMED

Weapon	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	PDC
Boxing gloves	+0	+0	Blunt	+2	n/a	n/a	0	+0	2	*	0.5	
Brass knuckles	+0	*1 lethal	Blunt	-0	n/a	n/a	0	+0	2	*	1	
Spiked	+0	+1d3 lethal	*Piercing*	-0	*n/a*	*n/a*	*0*	*+0*	*2*	*	*1.5*	
Cestus	+0	+1	Blunt	-0	n/a	n/a	0	+0	2	*	1	
Spiked	+0	+1d2 lethal	*Piercing*	-0	*n/a*	*n/a*	*0*	*+0*	*2*	*	*1.2*	
Claws (climbing)	+0	+0	Slashing	+0	n/a	n/a	0	+0	2	*	0.25	
Combat variant	*+0*	*1 lethal*	*Slashing*	*+0*	*n/a*	*n/a*	*0*	*+0*	*2*	*	*0.5*	
Gauntlet	+0	+1d4 lethal	Blunt	-0	n/a	n/a	0	+0	2	*	2	
Spiked	*+0*	*+1d6 lethal*	*Piercing*	*-0*	*n/a*	*n/a*	*0*	*+0*	*2*	*	*2.5*	
Punch/Kick	+0	n/a	Blunt	-0	n/a	n/a	0	+0	n/a	n/a	n/a	n/a
Fine	*+0*	*1d2-3 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*-*	*n/a*	*n/a*
Diminutive	*+0*	*1d2-2 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*-*	*n/a*	*n/a*
Tiny	*+0*	*1d2-1 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*F*	*n/a*	*n/a*
Small	*+0*	*1d2 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*D*	*n/a*	*n/a*
Medium	*+0*	*1d3 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*T*	*n/a*	*n/a*
Large	*+0*	*1d4 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*S*	*n/a*	*n/a*
Huge	*+0*	*1d6 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*M*	*n/a*	*n/a*
Gargantuan	*+0*	*1d8 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*L*	*n/a*	*n/a*
Colossal	*+0*	*1d10 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*H*	*n/a*	*n/a*
Colossal I	*+0*	*1d12 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*G*	*n/a*	*n/a*
Colossal II	*+0*	*1d14 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*C*	*n/a*	*n/a*
Colossal III	*+0*	*1d16 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*CI*	*n/a*	*n/a*
Colossal IV	*+0*	*1d20 sub*	*Blunt*	*-0*	*n/a*	*n/a*	*0*	*+0*	*n/a*	*CII*	*n/a*	*n/a*
Pepper spray	+0	*	*	0	5 ft.	SA	0	+0	1	F	0.1	
Distance variant	*+0*	*	*	*0*	*5*	*SA*	*0*	*+0*	*1*	*F*	*0.1*	
Intense variant	*+0*	*	*	*0*	*5 ft.*	*SA*	*0*	*+0*	*1*	*F*	*0.1*	
Push dagger (#16/29)	+0	+1d4	Piercing	+0	n/a	n/a	1	+0	2	T	0.25	
Stun gun	+0	1d2	Electricity	-0	n/a	n/a	0	+0	2	T	0.5	

NOTES

Boxing gloves: Boxing gloves blunt the damage of an unarmed attack, while at the same time, allowing the fighter to hit harder knowing his hand is protected (net damage gain = +0). Dealing lethal punch damage intentionally while wearing boxing gloves is at an additional -2 penalty. Treat loaded boxing gloves as brass knuckles.

Brass knuckles: If you deal maximum damage on a critical hit against a hard target (including a bony area), make a DC 10 Fortitude save or break your hand.

Cestus: This is basically a thick leather fist wrap.

Claws: This is usually a series of straps around the fist and wrist with small claws attached. Smaller versions, such as the Japanese neke-to are actually for climbing (+1 Climb bonus), while larger versions, like the Indian Bagh-nakh are for combat.

Gauntlet: This is a gauntlet, like the type included with plate armor.

Pepper spray: Pepper spray is essentially an unarmed-combat-range ranged weapon; however, contrary to the core rules, you can purchase pepper spray with a range of up to 25 ft. (5 range increments). To be effective, you must strike the head, requiring a called shot. At adjacent ranges, you suffer only a -2 penalty instead of the normal penalty. *For proficiency purposes, simply roll 1d20+2+Dexterity modifier.*

Peppery spray has several effects, as follows. On a successful hit, the victim must make three DC 15 Fortitude saves with the following effects. If the target is wearing goggles, ignore the second save.

If the target is asthmatic or has other respiratory issues, he must make a DC 2 save or die.

- **First save**: *Success* – dazed 1d10 rounds (critical success – no effect); *Failure* – sickened 1d12 minutes (critical failure – double duration).
- **Second save**: *Success* – blindness 1d20 rounds (critical success – 1 round); *Failure* – blindness 1d20+10 minutes (critical failure – double duration).
- **Third save**: *Success* – burning sensation that imposes a -1 penalty to checks for 1d20 rounds (critical syccess – no effect); *Failure* – burning sensation that imposes a -1 penalty for 1d30+30 minutes (critical failure – double duration).

Push dagger: This is a small bar with a short attached blade that protrudes through your fingers when making a fist.

Stun gun: This is a small, handheld less-than-lethal weapon that requires physical contact with the target. This deals 1d2 points of electrical damage (resisted by Energy). If the victim take damage, he must make a Fortitude save against a DC of 20. If this fails, he is dazed for 1d3 rounds. If it fails by 5+, he is stunned for 1d6 rounds. If it fails by 10+, he is paralyzed

for 1d6 rounds. On a critical failure, he is knocked unconscious for 1d6 rounds. This assumes a standard attack contact.

If you hold the stun gun on the victim as a full-round action (possible if he is stunned or worse), the damage increases to 1d6, and the durations double.

Ammunition

Firearm Damage

Dmg (*Damage*): This is the damage the round deals.

AP (*Armor Penetration*): This is the Armor Penetration of the round.

BF (*Blowthrough Factor*): This is the base Blowthrough Factor of the round. This is similar to AP, but is applied to non-ballistic armor and cover. See *Cover* below for more information.

Arm (*Armor Damage*): This is the amount of damage the round deals to armor.

Wt (*Weight*): This is the weight (in pounds) for 10 rounds of the ammo.

PDC (*Purchase DC*): This is the Purchase DC for the ammo.

HANDGUN CALIBERS

Caliber	Damage	AP	BF	Arm	Wt	PDC
4.6 x 30 mm (0.18)	1d5	-5	+5	1		
5.7x28 mm (0.22)	1d8	-2	+7	1		
7mm Nambu (0.27)	1d6	-0	+5	1		
7.62 mm Tokarev (0.3)	1d10	-0	+5	1		
7.63 mm Mauser (0.3)	1d8	-0	+5	1		
7.65 mm Luger (0.3)	1d8	-0	+5	1		
9mm (0.35) Largo	1d8	-0	+5	1		
9mm Makarov (0.35)	1d8	-0	+5	1		
9 mm Parabellum (0.35)	1d10	-3	+6	1		
9mm Short (0.35)	1d6	-0	+4	1		
10 mm Auto (0.39)	1d12	-0	+7	2		
.17 Magnum Rimfire (4.3)	1d6	-1	+4	1		
.22 CB (5.5)	1d4	-0	+2	1		
.22 Long (5.5)	1d6	-0	+3	1		
.22 Long Rifle (5.5)	1d7	-0	+3	1		
.22 Short (5.5)	1d5	-0	+2	1		
.22 WMR (Magnum) (5.5)	1d8	-0	+3	1		
.25 ACP (6.3)	1d6	-0	+3	1		
.32 ACP (8.1)	1d8	-0	+4	1		
.32 H&R Magnum (8.1)	1d10	-0	+6	1		
.357 Magnum (9)	1d14	-0	+7	1		
.357 SIG (9)	1d10	-0	+5	1		
.38 Special (9.6)	1d10	-0	+5	1		
.380 ACP (9.6)	1d10	-0	+5	1		
.40 Smith & Wesson (10)	1d10	-0	+7	1		
.40 Super (10)	1d12	-0	+7	1		
.41 Action Express (10.4)	1d12	-0	+6	2		
.44 Remington Mag (11.1)	1d16	-0	+9	3		
.44 Special (11.1)	1d12	-0	+7	2		
.45 ACP (11.4)	1d12	-0	+6	2		
.454 Casull (11.5)	1d20	-0	+10	3		
.455 Webley (11.5)	1d16	-0	+9	3		
.460 S&W Magnum (11.6)	1d20	-0	+10	3		
.475 Wildey Magnum (12)	1d24	-0	+12	4		
.50 Action Express (12.7)	1d20	-0	+10	3		
.500 S&W Magnum (12.7)	1d24	-0	+12	4		

RIFLE CALIBERS

Caliber	Damage	AP	BF	Arm	Wt	PDC
5.45mm Russian	1d12	-3	+6	2		
5.56 mm NATO (0.21)	1d12	-3	+8	2		
6.5 x 52mm Mannlicher (0.25)	1d16	-2	+8	3		
7 x 57 mm Mauser (0.27)	1d16	-2	+8	3		
7.62 x 51 mm NATO (0.3)	1d16	-3	+11	3		
7.62x39mm Russian(0.3)	1d16	-2	+9	3		
7.63x25mm Mauser (0.3)	1d12	-2	+5	2		
7.92x57 mm Mauser (0.31)	1d16	-2	+7	3		
12.7 x 107 mm (0.50)	2d20	-5*	+18	6		
14.5 mm (0.57)	2d24	-5*	+14	6		
15.2 mm Steyr (0.59)	4d10	-5*	+18	4		
20 x 110 mm Hispano (0.78)	2d20	-3	+18	6		
.17 Hornady Mag (4.3)	1d6	-3	+4	1		
.22 Long (5.5)	1d6	-2	+4	1		

RIFLE CALIBERS

Caliber	Damage	AP	BF	Arm	Wt	PDC
.22 Long Rifle (5.5)	1d7	-2	+4	1	0.5	
.22 Short (5.5)	1d5	-2	+3	1		
.22 WMR (Mag) (5.5)	1d8	-2	+4	1		
.222 Remington Mag (5.6)	1d12	-2	+6	2		
.224 Weatherby Mag (5.6)	1d10	-2	+6	1		
.243 Winchester (6.1)	1d12	-2	+6	2		
.25-06 Remington (6.35)	1d12	-2	+7	2		
.270 Winchester (6.85)	1d16	-2	+7	3		
.30 Carbine (7.62)	1d12	-2	+8	2		
.300 Winchester Mag (7.62)	1d20	-2	+11	3		
.30-06 Springfield (7.62)	1d16	-2	+11	3		
.30-30 Winchester (7.62)	1d16	-2	+11	3		
.303 British (7.69)	1d16	-2	+9	3		
.308 Winchester (7.8)	1d16	-2	+9	3		
.338 Winchester Mag (8.5)	1d20	-2	+10	3		
.35 Remington (8.8)	1d20	-2	+8	3		
.44-40 Winchester (11.1)	1d20	-2	+10	3		
.444 Marlin (11.2)	1d20	-2	+10	3		
.470 Nitro Express (11.9)	1d24	-3	+13	4		
.50 BMG (12.7)	2d20	-5*	+18	6		
.577 Nitro Express (14.6)	1d24	-4*	+14	4		
.585 Nyati (14.8)	1d30	-4*	+14	5		
.600 Nitro Express (15.2)	1d30	-4*	+15	5		
.700 Nitro Express (17.7)	1d30	-4*	+15	5		

* These rounds are particularly good at penetrating 20th and early 21st century body armor (soft armors). Against standard ballistic cloth, multiply the AP by *4. Against ceramic plate inserts, use the *4 value against the soft part of the armor, the normal AP value against the plate, and treat the hit as 2d6 marks against the plate.

SHOTGUN GAUGE

Gauge	Damage	AP	Arm	BF	Wt	PDC
.410	-	-	-	-	-	-
00	1d8 /1d4 /1d3	+3	1	+0	0.5	
Birdshot	1d6 /1d4 /1d3	+4	1	-1	0.5	
Slug	1d10	+1	1	+1	0.5	
28-g	-	-	-	-	-	-
00	1d10 /1d6 /1d3	+2	1	+0	1	
Birdshot	1d8 /1d4 /1d3	+3	1	-1	1	
Slug	1d14	+0	1	+2	1	
20-g	-	-	-	-	-	-
00	1d12 /1d8 /1d4	+2	1	+0	1	
Birdshot	1d10 /1d6 /1d3	+3	1	-1	1	
Slug	1d14	+0	1	+4	1	
16-g	-	-	-	-	-	-
00	1d14 /1d10 /1d5	+1	1	+0	1	
Birdshot	1d12 /1d8 /1d4	+2	1	-1	1	
Slug	1d16	-1	1	+6	1	
12-g	-	-	-	-	-	-
00	1d24 /1d16 /1d8	+1	1	+0	1	
Birdshot	1d16 /1d10 /1d5	+2	1	-1	1	
Slug	1d20	-2	2	+8	1	
10-g	-	-	-	-	-	-
00	1d24+2 /1d16 /1d8	+0	1	+0	2	
Birdshot	1d20 /1d12 /1d6	+1	1	-1	2	
Slug	1d20	-3	2	+10	2	

00 buckshot/birdshot: These provide a +1 bonus to attack rolls. However, they deal less damage as they travel. The first damage rating is for range increment 1. The second damage rating is for range increment 2. The third damage rating is for range increments 3 – 9. At range increment 10, these deal the third damage rating divided by 2 (round up).

Slug: Slugs deal consistent damage, but take an additional -1 penalty to attack rolls at range increments 2 – 10. This does not apply if you are using a rifled shotgun barrel for slugs.

Shell Length: Shotguns are assumed to chamber and fire 3-inch shells unless noted otherwise. These have the listed effects and costs. In

addition, you can purchase 3.5-inch shells, and 2.5-inch shells. A shotgun chambered for a particular length can fire shells that are smaller, but not larger. A shotgun can be chambered for 3.5-inch shells at a +1 Purchase DC.

- **2.5-inch** shells inflict -1 damage, but are -1 Purchase DC.
- **3.5-inch** shells inflict +1 damage, but are +1 Purchase DC.

VARIANT AMMUNITION

VARIANT AMMUNITION				
Ammo	PDC	Damage	AP	BF
Armor piercing	+2 (Mil)	*0.5	*2	+10
Caseless	Special	+0	+0	+0
Cold load	+1	-2 / -4	*0.75	*0.5
Duplex sabot	+3	+1d6	+1	+0
Equalloy	+2	+2	*0.5	-6
Explosive	*3 (Ill)	Special	-2	-4
Raufoss	+5/rnd (Mil)	Special	*2	+8
Full metal jacket	+0	+0	*1	+0
Full metal jacket tumbler	+0 (Mil)	+1	*1	+0
Geco BAT	*2	+1d3	*0.5	-4
Glaser safety slug	*2	+1d4	*0.5	-7
Hot load	*2	+1d3	*1	+2
Hydrashock	+1	+1d4	*0.5	-6
Incendiary	*3 (Mil)	Special	*0.75	-3
Jacketed hollowpoint	+0	+2	*0.5	-3
Jacketed softpoint	-2	+1	*0.5	-4
Lead semi-wadcutter	-2	+1	*0.5	-5
Lead wadcutter	-2	+1	*0.5	-6
Multiball	+2	+0	*0	+0
Rubber/plastic	+1	Special	Special	-10
Semi-jacketed ESC	*3 (Ill)	+2	*2	+2
SG bean bag	+1	Special	Special	-10
SG breaching	+1 (Res)	1/5	*0.1	Special
SG CS	+8 (Res)	1/4	*0.1	-10
SG CS penetrator	+10 (Res)	1/5	*0.1	Special
SG Dragon	+8	1d12	*1	None
SG flechette	+2	+2	+2	+2
SG slug penetrator	+3	*0.5	*2	+10
Silent load	*4 (Ill)	+2	*2	+2
Tracer	+2 (Mil)	+0	+0	-2
THV	*3 (Mil)	+1	+9	+1

SPECIAL: Unless specifically noted, these have no special effects unless the actual target is hit (hit location damage). .

Caseless: Currently, caseless ammo is only available for a few select (prototype) weapons. No benefit other than being half the weight of cased ammo of the same caliber.

Cold load: These are rounds with reduced powder charges in order to keep them subsonic. If the round is already subsonic, this has no effect. For supersonic rounds, reduce the damage by -2 for calibers up to 10mm (.38). Larger calibers (rare) take a -4 penalty.

Duplex sabot: Essentially a hand-loaded round. These also provide a +1 bonus to attack rolls.

Explosive: Anything less than .50 is illegal; .50 is Military. Anything 9mm/.38 or smaller cannot be explosive. Anything under .50/12.7mm will have to be custom or homemade. Handguns rounds deal +1d3 damage. Rifle rounds under 7.62mm NATO deal +1d4 damage. Rifle rounds of 7.62mm NATO or larger deal +1d6 damage. The Raufoss is a Norweigan .50 caliber explosive round. This has *2 AP, +8 BF, and deals +1d12 damage.

Geco blitz action trauma (BAT): Available in .38, .357 Magnum, and 9mm Parabellum. These are often used in places where hollowpoint ammo is illegal (a legal loophole).

Glaser safety slug: These may have varying levels of restrictions based on the locale. These are essentially tiny shotgun-style shells. These leave behind little ballistic evidence.

Hot load: These are over-charged rounds, dealing greater damage. However, these automatically make a weapon unreliable.

Incendiary: Handgun rounds of 9mm/.38+ deal +1 fire damage. Rifle rounds under 7.62mm NATO deal +1d4 fire damage. Rifle rounds of 7.62mm NATO and larger deal +1d8 fire damage.

Multiball: These are available (rare) for 5.56mm NATO caliber, and provide a +1 bonus to attack rolls. Reduce the range increment by 25%.

Rubber/plastic: Supposedly "non-lethal" rounds that are poor against armor. These rounds deal no damage to armor.

The damage from these rounds varies with the range increment of the target.

At range increment 1, these rounds deal subdual damage, except on a critical hit, in which case, they deal normal damage.

At range increment 2, these deal subdual damage. On a critical hit, apply one-half of the damage as subdual, and one-half as normal damage to the hit location.

At range increments 3-9, these deal subdual damage.

At range increment 10, these deal one-half subdual damage.

Against armor, reduce the AP of the round by a base of 3 points (i.e., a 9mm rubber bullet is AP -0). Additionally, for each range increment beyond the first, reduce the AP by an additional point.

Semi-jacketed exposed steel core (SJESC): This round is currently only available in Russian markets or on black markets. This is essentially an armor-piercing hollowpoint.

Shotgun bean bag/baton: A "non-lethal" round, these deal damage in the same manner as rubber bullets. These rounds suffer double the normal range penalties. At range increment 2 and beyond, these also deal one-half the normal damage. A target hit by a bean bag round must make a Strength check with a DC equal to one-half the damage (round down). For every size category smaller than Medium, the victim takes a -4, and for every category greater then medium, he receives a +4 bonus. If the check fails, the victim is knocked prone. These rounds deal no damage to armor.

Shotgun breaching: These are disintegrating slug rounds typically fired 4-6 inches from the target (usually a door, between the handle and door jam at the locking mechanism). Against living targets, these deal one-fifth damage (round down). Against objects, they deal normal damage with double the AP.

Shotgun CS: This is a tiny gas grenade (one-half the stats of a normal tear gas grenade). These deal one-quarter normal damage, and this damage is subdual.

Shotgun CS penetrator: This combines the effects of the breaching rounds, followed by a CS round.

Shotgun Dragon: These rounds spit a 30-ft. line of flame that lasts for a full-round (because of this, they cannot be used in semi-auto or automatic shotguns). 1d12 damage, with a DC 15 Reflex save for no damage. Dragon rounds quickly render the weapon unreliable.

Shotgun flechette: These deal -2 damage (after armor penetration is determined), but increase the AP by 2 points (soft armor only; against hard armor, reduce the AP by 4 points; for example, 12-g flechette rounds are AP -1 against soft armor, and AP +5 against hard armor). These rounds deal 1 less damage to armor (minimum of 1 point).

Shotgun slug penetrator: This is a shotgun slug that also follows the same rules as armor piercing ammo above.

Silent load: This is another Russian invention. This deals damage in the same manner as a SJESC 9mm round but it is completely silent (-20 Listen check in addition to other modifiers).

Tracer: As long as every 5th – 10th round in automatic fire is a tracer, these provide a +1 attack bonus on walking fire, and a +2 attack bonus in low-light conditions

Tres haute vitesse (THV): These rounds are currently available only in 9mm Parabellum.

OTHER AMMUNITION

AMMUNITION			
Ammo	Cost	Ammo	Cost
Arrows			
Bodkin	$10		
Broad head, fixed	$20		
Broad head, flex	$20		
Judo point	$10		
Point	$10		
Rubber blunt	$10		
Steel blunt	$10		
		Crossbow bolts	
		Bodkin	$10
		Broadhead, fixed	$20
		Broadhead, flex	$20
		Judo point	$10
		Point	$10
		Rubber blunt	$10
		Steel blunt	$10

Arrows

ARROWS					
Ammo	PDC	Damage	AP	BF	Wt
Bodkin					
Broadhead, fixed					
Broadhead, flex					

ARROWS					
Ammo	**PDC**	**Damage**	**AP**	**BF**	**Wt**
Judo point					
Point (quiver 20)	9	*1	*1	-6	3
Rubber blunt					
Steel blunt					

Bodkin:
Broadhead, fixed:
Broadhead, flex:
Judo point:
Point: These are standard arrows.
Rubber blunt:
Steel blunt:

Bolts

BOLTS					
Ammo	**PDC**	**Damage**	**AP**	**BF**	**Wt**
Bodkin					
Broadhead, fixed					
Broadhead, flex					
Judo point					
Point (case 20)	10	*1	*1	-6	3
Rubber blunt					
Steel blunt					

Bodkin:
Broadhead, fixed:
Broadhead, flex:
Judo point:
Point: These are standard crossbow bolts.
Rubber blunt:
Steel blunt:

Other

OTHER AMMUNITION					
Ammo	**PDC**	**Damage**	**AP**	**BF**	**Wt**
Sling bullets					

Sling bullets:

AMMUNITION							
Item	**Weight (lb.)**						**Pur DC**
	10	**20**	**30**	**40**	**50**	**100**	
Other Ammunition							
Arrow (20)	1.5	3	4.5	6	7.5	15	9
Crossbow bolt (10)	1.5	3	4.5	6	7.5	15	10
Sling bullets (10)	3	6	9	12	15	30	5

EXPLOSIVES

DESCRIPTIONS

EXPLOSIVES AND SPLASH WEAPONS								
Weapon	Base Damage	Blast Inc	Base Reflex	Type	Range Inc	Size	Wt	PDC
Archaic Explosives								
Modern Explosives								
40mm grenade	-	-	-	-	Weapon	T	1	-
Bounding	3d20	10 ft.	28	Fragment	"	"	"	(Mil)
CS gas	Special	Special	Special	Special	"	"	"	(Res)
Dual purpose	1d30+1d30	10 ft.	28	Frag/Con	"	"	"	(Mil)
High explosive AP defensive	3d20	20 ft.	28	Concussion	"	"	"	(Mil)
High explosive AP offensive	3d20	10 ft.	28	Concussion	"	"	"	(Mil)
High explosive defensive	3d20	20 ft.	28	Concussion	"	"	"	(Mil)
High explosive offensive	3d20	10 ft.	28	Concussion	"	"	"	(Mil)
Practice explosive	1d20	5 ft.	28	Concussion	"	"	"	(Mil)
Shot	1d30	0	n/a	Ballistic	5 ft.	"	"	(Mil)
Smoke canopy	Special	Special	Special	Special	"	"	"	(Mil)
Smoke marker	Special	Special	Special	Special	"	"	"	(Res)
Sponge	1d16	0	n/a	Blunt	15 ft.	"	"	(Res)
Star cluster	Special	Special	Special	Special	"	"	"	(Mil)
Star parachute	Special	Special	Special	Special	"	"	"	(Mil)
Training marker	None	10 ft.	28	None	"	"	"	(Mil)
C-4/Semtex [D]	3d20	5 ft.	28	Concussion	*0.5	S	1	(Res)
Dynamite/TNT [D]	2d20	5 ft.	28	Concussion	*1	T	1	(Lic)
Det-cord [D]	Special	2.5 ft.	28	Concussion	-	M	2	(Res)
Hand grenade	-	-	-	-	-	T	-	-
Concussion	3d24	15 ft.	28	Concussion	*1	"	0.75	(Mil)
Flash-bang	Special	Special	28	Special	*1	"	0.75	(Res)
Fragmentation	3d24	15 ft.	28	Fragment	*1	"	0.75	(Mil)
Smoke	Special	Special	Special	Special	*1	"	1.5	6
Tear gas	Special	Special	Special	Special	*1	"	1.5	(Res)
Thermite	1d30+50	0	Special	Fire	*0.5	"	1.5	(Mil)
White phosphorous smoke	3d24	10 ft.	28	Fire	*1	"	1.5	(Mil)
Mine	-	-	-	-	-	-	-	Military
Anti-personnel blast mine	3d24	2.5 ft.	28	Concussion	-	S	2.5	"
Anti-personnel frag mine	3d24	10 ft.	28	Fragment	-	S	2.5	"
Anti-personnel frag mine, bounding	3d24	15 ft.	28	Fragment	-	S	2.5	"
Anti-vehicle blast mine	3d30	2.5 ft.	28	Concussion	-	M	6	"
Anti-vehicle shaped mine	4d30	1 ft.	28	Concussion	-	M	6	"
Claymore	Special	Special	Special	Ballistic	-	S	3	20 (Mil)
Molotov cocktail	1d12	2.5 ft.	28	Fire	*1	S	1	6

[D] Requires a detonator.

40mm grenade, bounding: This is similar in concept to a bounding mine. On impact, this bounces off the ground approximately 3 feet in the air and then detonates. Against hit locations, this deals full damage to the torso and legs, and one-half to the arms and head.

40mm grenade, CS gas: This functions in the same manner as a tear gas grenade below, but doesn't expand beyond the second round.

40mm grenade, dual purpose: This is a concussion and fragmentary device. Apply full concussion damage to the torso, and one-half to the head and limbs. Treat the fragmentation damage as a fragmentation hand grenade (see below).

40mm grenade ,high explosive AP: Theses grenades are designed to engage thin-skinned targets. Against armored targets, roll 3d10 (-6 AP) as damage to determine if the round penetrates before it detonates.

40mm grenade, practice explosive: This is a training grenade with a reduced amount of explosive filler.

40mm grenade, shot: This is essentially a large shotgun shell firing buckshot. At range increment 1, it deals 1d30 damage. At range increment 2, it deals 1d20 damage. At range increments 3+, it deals 1d12 damage. Otherwise, this follows all the rules of a shotgun firing shot.

40mm grenade, smoke canopy: These generate smoke (usually colored) in the same manner as smoke hand grenades.

40mm grenade, smoke marker: These are smoke grenades that release a column of smoke instead of a cloud. They come in red, green, and yellow.

40mm grenade, sponge: This is a less-than-lethal round with a sponge tip backed by hard rubber. At ranges of 0 – 30 feet, it deals 1d10 points of lethal blunt damage. At greater ranges, it deals subdual damage.

40mm grenade, star cluster: This grenade releases a small cluster of 5 magnesium flares. The flares reach an altitude of about 500 ft. before descending. These can be used as signaling devices, but are also used to wreck enemy night vision by introducing a sudden bright light. If touched, a lit flare deals about 2d12 damage. Under ideal conditions, this can illuminate a 1,500-ft. radius.

40mm grenade, star parachute: The Star Parachute grenades come in a variety of colors, and are used to illuminate areas of a nighttime battlefield and mark enemy locations. The grenade reaches an altitude of about 500 ft., whereupon its attached parachute opens and it begins to descend. The Star Parachute comes in three colors (white/white, green and red, respectively) and can also be used for signaling. Star Parachute grenades are only slightly displaced by wind (about half as far) during launch - that is, before the parachute opens - and are not subject to dispersal. Under ideal conditions, this can illuminate a 1,500-ft. radius.

40mm grenade, training marker: When this explodes, it generates a cloud of orange dye powder that quickly settles to the ground.

C-4/Semtex: Common plastic explosive. Technically, C-4 is more stable, but for this document, they are functionally identical. You can set C-4 on fire, and it will not detonate unless pressure is applied (ala stomping on it). C-4 is very versatile, and this document is not going to go into using small bits of it for opening doors and setting fires.

Det-cord: This burns at a rate of about 5 miles per second (30 miles

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in a combat round). The stats above assume a 50-ft. length or so. In terms of damage, det-cord deals roughly 1-2 points per foot of length.

Hand grenade, concussion: When a concussion grenade detonates, it deals the listed damage to those within the area. Compare the damage to any walls and doors in the area; if the damage is equal to or less than the hardness, the explosive force rebounds across the area, dealing one-half damage to everyone in the space (no save).

Hand grenade, flash-bang: When a flash-bang detonates, everyone within about 40 ft. must make a Reflex save (DC 25 / 22 / 19 / 16). If this fails, they are blinded for 1d2 rounds and stunned for 1d4 rounds. Regardless of the save, if they lack proper hearing protection, they are deafened for 1d6 rounds. Creature using low-light vision who fail to save are permanently blinded on a critical failure, and blinded for 3 times longer than normal on a failed save.

Hand grenade, fragmentation: Within the first blast increment, this deals full damage to the torso, and one-half damage to the head and limbs. At further blast increments, roll a random hit location for the fragmentation damage. Though this has a limited casualty radius, victims outside the blast increment damage area but within 700 ft. (140 sq.) must still make DC 5 Reflex saves or take 1d2 points of slashing damage from excess fragments.

Hand grenade, smoke: There are two basic types of smoke grenades – signaling and screening. Signaling grenades release colored smoke (typically red, green, violet, or yellow). Screening grenades generate dense smoke designed to obscure vision. Breathing the smoke from a screening grenade forces a DC 20 Fortitude save, with failure resulting in taking 1 point of Constitution damage. When a smoke grenade detonates, it immediately fill the 4 adjacent squares with smoke. On the next round, the smoke spreads out to the next row of squares. On the third round, it spreads out another 5 ft. The smoke typically disperses in about one minute under calm conditions. In dry areas, smoke grenades may start fires, and if grabbed while active, deal 1d2 point of burn damage.

Hand grenade, tear gas: When this explodes, it fills an area in the same manner as a smoke grenade. Individuals in the smoke must make DC 25 Fortitude saves. A failed save results in being sickened and blinded for 1d12 rounds. Failure by 5+ results in beings stunned and blinded for 1d12 rounds. Failure by 10+ results in being blinded and nauseated for 1d12 rounds. A wet cloth held over the face provides a +2 bonus to the save. Individual suffering from mental illness often gain a +2 bonus to save as do drunken individuals.

Hand grenade, thermite: These grenades don't really explode. Proper placement of a thermite grenade is a full-round action. When a thermite grenade detonates, it basically burns and melts whatever it is attached to. A thermite grenade burns for 7 rounds dealing full damage. These will burn even if submerged under water. These also generate UV light like a welding torch, and can cause eye damage if you watch it while it burns. A thermite grenade deals 1d6 points of fire damage to the square it occupies when it detonates (DC 15 Reflex save negates).

Hand grenade, white phosphorous smoke: These produce a dense white smoke as a screening grenade. Additionally, these throw off chunks of burning phosphorous. Within the first blast increment, these hit 3 locations, then two, then 1, and 1. The phosphorous burns for 1d6+6 rounds. Water will not extinguish this – it must be scrapped off. While the phosphorous is burning on your body, you must make a DC 30 Will save to perform any actions (due to the pain), and even then, you are limited to movement or a single action per round. If suffocated, these have a 50% chance of reigniting when re-exposed to air.

Mine, anti-personnel blast: When this mine detonates (from pressure), it deals full damage to the leg that triggered it. It deals one-half damage to the other leg and torso. Concussion damage to others in the area is as per a concussion grenade.

Min, anti-personnel frag: When this mine detonates (from pressure), it deals full damage to the leg that triggered it. It deals one-half damage to the other leg and torso. Damage to others in the area is as per a fragmentation grenade.

Mine, anti-personnel frag bounding: When thins mine is triggered (by pressure, sometimes by remote or tripwire), it has a one-round delay. Then it launches about 3-4 feet in the air and detonates. It deals full torso damage, and one-half damage to the head and limbs.

Mine, claymore: This is a standard M18A1 antipersonnel mine. Setting up a claymore takes a DC 15 Demolitions check and 1d4 minutes. For every 5 points over the DC, reduce the time by one-half, to a minimum of 6 rounds.

Unlike a normal mine, or a grenade, this explodes in a cone-shaped blast. The cone is 300 ft. long, and covers a 60° arc. Unlike a normal explosive that has a blast increment, a claymore makes an attack roll with a bonus based on distance to the target. Also, the claymore deals damage based on the distance from the mine as follows (in squares; note 21-25 squares is the optimal kill zone):

Distance	Attack	Damage	# of Locations Hit
1 – 5:	+6	3d10+15	All
6 – 10:	+6	3d10+15	1d4+1
11 – 15:	+6	3d10+15	1d4
16 – 20:	+6	3d10+15	1d3
21 – 25:	+8	3d10+20	1d2
26 – 30:	+6	3d10+10	1
31 – 50:	+4	3d10+5	1

As with any attack roll, a claymore can score a critical hit. When attacking, roll the die once, and then apply the appropriate modifier against each target in the listed range. Against target within 5 squares, this deals full damage to the torso and one-half to the head and limbs. At further range increments, it strikes a number of random hit locations.

The Claymore is also dangerous for those not within the cone of effect. When the mine detonates, it has a basic blast increment of 10 ft, dealing a base of 3d6 damage (base DC 18 for half damage).

Molotov cocktail: This is a bottle filled with a flammable liquid. In some cases, it has a jelling agent added, in which case, any hit location damage continues for an additional 1d2 rounds. Victims risk catching fire. Using a Molotov is a full-round action. It detonate either on impact (if thrown) or in two rounds (if set). Making a Molotov requires a DC 15 Intelligence check or a DC 10 Craft (chemical) check.

BASICS

When you are the victim of an explosion, make a Reflex save against the appropriate DC.

- If the saving throw *critically succeeds*, you take no damage.
- If the saving throw *succeeds*, you take one-half the damage to your general Hit Points.
- If the saving throw *fails*, you take full damage to general hit points.
- If the saving throw *critically fails*, you take full damage to you Hit Location Hit Points (full to the torso, half to the limbs and head, round up*).

If you do not have general hit points when saving against an explosion, use the following rules.

- If the saving throw *critically succeeds*, you take no damage.
- If the saving throw *succeeds*, you take half damage to your Hit Location Hit Points.
- If the saving throw *fails*, you take full damage *1.25 to your Hit Location Hit Points.
- If the saving throw *critically fails*, you take double damage to your Hit Location Hit Points.

* Many explosives will not damage the entire body. In such cases, the explosive will give specifics on how and where to apply the damage.

BLAST INCREMENT

Explosives have a blast increment rating. Everyone and everything within the first blast increment suffers normal damage from the explosive. The damage from the explosion is reduced by 50% for each additional blast increment from the target area. A successful save moves you to the nearest space in the next blast increment. The base DC for the save is listed on the table above. For each additional blast increment away from ground zero, reduce the DC by 2 points.

THROWING EXPLOSIVES

When an attack with a thrown or launched explosive misses, it still lands somewhere and detonates. To determine where it lands, roll 1d8 for the direction from the target square. "1" is the upper left corner of the target squares, and count clockwise.

The distance that the object travels is based on the number of range increments to the target. At one range increment, the object travels one square from the target.

At 2 range increments or more, roll a die equal to the increments to determine how many squares the object travels. For example, a grenade thrown at a target 4 range increments away that misses will travel 1d4 squares from the target area.

For 7 increments, roll 2d4-1 or 1d7 if available. For 9-10 increments, roll 1d10.

This system can also be used for other thrown objects that may have an impact on the surroundings.

Throwing Explosives That Aren't Yours

"STACKING" EXPLOSIVES

Most combat explosives are single-use items – a single grenade for example. But some explosives are designed to be compounded – dynamite and C-4 for example. In such cases, the effects of the explosive are as per a single unit of the explosive. For each additional unit used, increase the rolled damage by +50%, increase the Reflex save DC by +3, and increase the blast increment by an additional 5 ft.

For example, a single stick of dynamite deals 1d24 damage, with a 5-ft. blast increment and a 19 DC. Two sticks of dynamite deal 1d24*1.5 damage, with a 10-ft. blast increment, and a Reflex DC of 22. Five sticks would deal 1d24*3, with a 25-ft. blast increment, and a Reflex save DC of 32.

SHAPED EXPLOSIVES

Sometimes, you need to use explosives to get through a barrier without blowing up everything in sight. This typically requires the use of a shaped charge.

Shaping a charge (assuming it's not already pre-shaped) requires a Demolitions check (rolled by the GM). On a 15-25, the explosive deals double damage to the target structure, with one-half the blast increment. On a 26 +, the explosive deals triple damage to the target structure, with one-third the blast increment.

DETONATORS

Some explosives require detonators to set them off (as opposed to thing like grenades, which are often timed or impact detonated). There are several methods used to detonate explosives. Detonator information is in *d20 Modern Roleplaying Game*, page 120.

Comment [d9]: Old-style fusing?

NUKES

BLINDNESS

Anyone looking at a nuclear explosion must succeed at a reflex saving throw versus DC 30 or be blinded permanently. Even if the save is successful, they are temporarily blinded for 1d10 rounds.

ELECTROMAGNETIC PULSE

Any electronic equipment within the listed range from ground zero, including armor, weapons, and robots Suffers the following effects: Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives and other storage media are scrambled.

The electromagnetic pulse affects only devices with extensive circuitry, not everything that uses electricity. Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines will run more roughly without electronic guidance. Most cars manufactured after the 1980s won't start after an electromagnetic pulse because they have electronic ignition systems.

Devices affected by an electromagnetic pulse can be fixed according to the following table.

EMP REPAIRS				
Task	Skill	PurDC	Skill DC	Time
Simple processors (cars, elevator controls)	Repair	7	15	10 min.
Complex processors (computers, home theaters)	Repair	10	20	1 hr.
Data recovery (scrambled hard drive)	Computer Use	4	25	2 hr.

Some military gear is immune to energy effects such as electromagnetic pulse thanks to a process called tempest hardening. Tempest hardening adds +1 to the purchase DC of an item and makes it Restricted (+2).

EXTRA-ORBITAL

In space combat, a nuke deals ballistic damage (based on the missile type). If the damage is equal to or greater than 5*ship hardness, the warhead breaches the hull and then detonates, dealing damage as if in an atmosphere.

ATMOSPHERIC

Nuclear weapon statistics are simplified for convenience. Regardless of size, each has the blast zone divided into 8 zones. A nuclear weapon deals damage per zone as follows:

NUCLEAR DAMAGE				
Distance	Fire	Concussion	Falling	REM
Zone 1	1d10*1d12*1,000	1d10*1d12*1,000	1d10*1d12 (15)	Sev
Zone 2	1d10*1d12*100	1d10*1d12	1d10*1d12 (15)	Sev
Zone 3	1d10*1d12*10	3d24	3d24 (15)	Mod
Zone 4	1d10*1d12	1d24+1d12	1d24+1d12 (15)	Mod
Zone 5	1d12	1d20	1d20 (15)	Mod
Zone 6	1d6	1d20	1d20 (15)	Lt
Zone 7	0	1d12	1d12 (15)	Lt
Zone 8	0	1d6	1d6 (15)	Lt

Fire: This is the amount of fire and heat damage targets within the listed distance suffer.

Concussion: This is the amount of raw concussion damage target within the listed distance suffer.

Falling: This is the amount of damage targets within the listed distance suffer from being thrown away from the blast. A number in parenthesis indicates the DC for a Reflex save to reduce this damage by one-half.

REM: This is the REM exposure targets within the listed distance suffer.

The zones for several sizes of nuke are presented below.
EMP from g0:
Crater:
Zone 1:
Zone 2:
Zone 3:

Zone 4:
Zone 5:
Zone 6:
Zone 7:
Zone 8:

0.01 KILOTON

EMP from g0: 540 ft.
Crater: 50 – 100 ft. in diameter, with a depth equal to one-half the diameter.
Zone 1: 0 – 50 ft.
Zone 2: 51 – 160 ft.
Zone 3: 161 – 270 ft.
Zone 4: 271 – 485 ft.
Zone 5: 486 – 540 ft.
Zone 6: 541 – 645 ft.
Zone 7: 646 – 750 ft.
Zone 8: 751 – 810 ft.

2 KILOTON

EMP from g0: 3,150 ft.
Crater:
Zone 1: 0 – 315 ft.
Zone 2: 316 – 945 ft.
Zone 3: 946 – 1,575 ft.
Zone 4: 1,576 – 2,835 ft.
Zone 5: 2,836 – 3,150 ft.
Zone 6: 3,151 – 3,780 ft.
Zone 7: 3,781 – 4,410 ft.
Zone 8: 4,411 – 4,725 ft.

50 KILOTON

(*Battlestar Galactica* standard nuclear warhead)
EMP from g0: 9,210 ft.
Crater:
Zone 1: 0 – 920 ft.
Zone 2: 921 – 2,765 ft.
Zone 3: 2,766 – 4,605 ft.
Zone 4: 4,606 – 8,290 ft.
Zone 5: 8,291 – 9,210 ft.
Zone 6: 9,211 – 11,050 ft.
Zone 7: 11.051 – 12,895 ft.
Zone 8: 12, 896 – 13,815 ft.

1 MEGATON

EMP from g0: 25,000 ft.
Crater:
Zone 1: 0 – 2,500 ft.
Zone 2: 2,501 – 7,500 ft.
Zone 3: 7,501 – 12,500 ft.
Zone 4: 12,501 – 22,500 ft.
Zone 5: 22,501 – 25,000 ft.
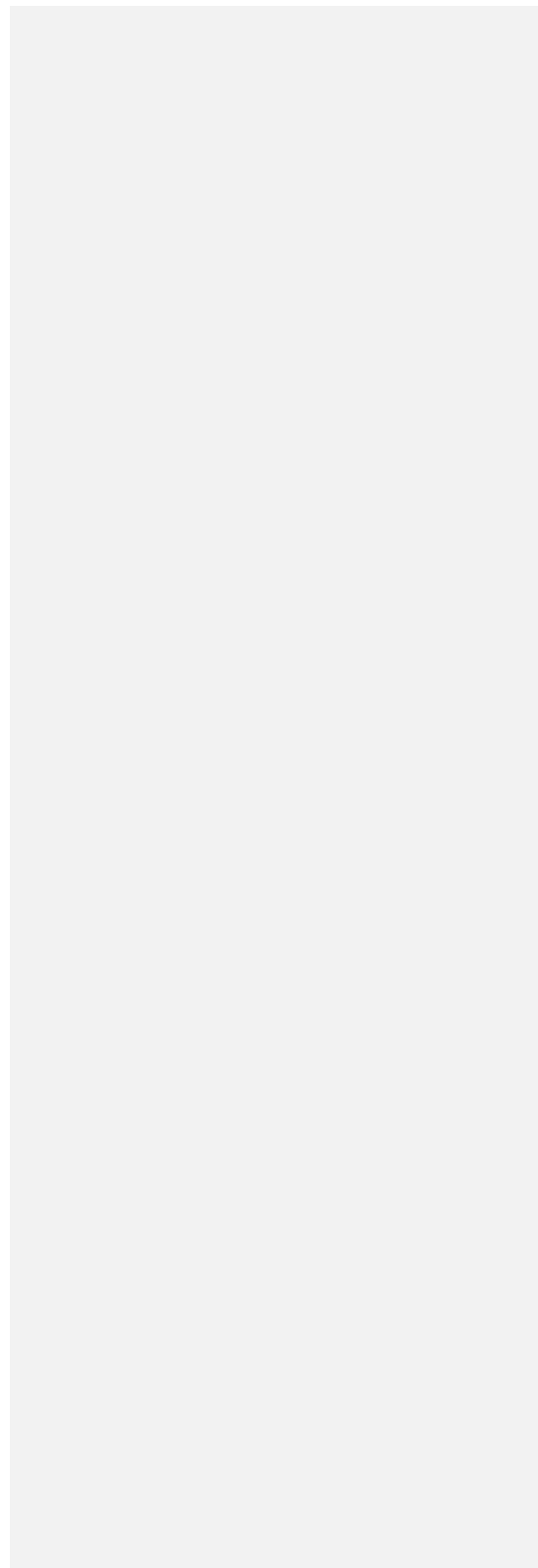**Zone 6**: 25,001 – 30,000 ft.
Zone 7: 30,001 – 35,000 ft.
Zone 8: 35,001 – 37,500 ft. (app. 7 miles)

Comment [d10]: Revise all Reflex DCs

Artillery and Siege

This section deals with what are essentially really big guns, designed to bombard enemy placements and fortifications. It is divided into two sections – Archaic (through the 19th century) and Modern (20th century).

33

ARMOR

BASICS

In this rule set, armor doesn't reduce the chance of striking a target, but rather, reduces the damage suffered when struck. When hit by an applicable attack, subtract the appropriate rating from the damage before applying the damage to hit points. Unless specifically noted, take one-half (round down) of the negated damage as subdual damage.

For example, if you are wearing a ballistic vest that stops 10 points from a damage roll of 12, you take 2 points of damage, and (8/2) 4 points of subdual damage.

Note that armor only reduces hit location and subdual damage – it has *no effect* on general hit point damage.

Armor has 5 ratings. Use the appropriate rating against applicable attacks.

- **Ballistic**
- **Blunt**
- **Energy**
- **Piercing**
- **Slashing**

Armor has additional statistics as follows:

- **Score Reduction**: This lists two numbers – one for Fighting, and one for Dexterity. When you wear the armor, apply the listed modifiers directly to the ability scores. If you have a Strength penalty, you apply that modifier as well to each reduction (if you are weak, you're going to have an even more difficult time moving in the armor). Apply the penalty as additional 10%-per-point reductions to Speed also. If you have a Strength bonus, subtract your bonus from the total Score Reduction (not from each, your decision on the split, if possible, at least one point of each should be negated). Each point of Strength bonus negates 5% of Speed penalty also.
- **Speed**: When you wear the armor, multiply your base walking speed by this number to determine your new walking speed. Round down to the nearest 5-ft. increment.

ARMOR LAYERS

It is possible, and in some instances, common to wear multiple layers of armor. Archaic armors often consisted of multiple types of armor layered together.

When layering armor, you gain all of the listed Damage Reductions added together. At the same time, the penalties increase with layers as well. For Score Reductions, simply add the penalties together. For the Speed modifier, take the worst value, and reduce it by the values of the other armors.

For example,

If the total armor weight exceeds your Light Load, you take an additional -1 penalty to Fighting, and Dexterity, and an additional -10% Speed penalty. If the armor weight exceeds your Medium load, you take an additional -3 penalty to Fighting and Dexterity, and -20% to Speed.

COVER AND CONCEALMENT

Cover isn't actually armor, but people frequently dive behind things, preferably solid, in order to protect themselves from attacks. These might be car doors, brick walls, sandbags, trash dumpsters, or other people.

Cover is something solid interposed between you and your target. Concealment indicates only that some of the target is obscured from your view. Concealment doesn't provide cover, but cover normally provides concealment (unless the cover is transparent or you can see through it).

As a rough guideline, for every 20% of the target that is concealed, you take a -1 penalty to hit. If the target is entirely concealed, treat him as being invisible. If you miss, determine if you would have hit without the concealment penalty. If so, follow the procedure for Blowthrough (see below) and attacking an object to determine if you hit the target through the cover.

Blowthrough

Modern weapons and other similar powerful attacks may blow right through cover. To determine if an attack blow through (ignores) cover, take the base d20 result you scored on your attack roll (i.e., attack roll – all modifiers). Add the BF of the round or attack used as a bonus to the roll. The DC for this Blowthrough check is based on the material acting as cover. Following are some examples. If the Blowthrough bonus exceeds the DC by more than 5, the attack automatically blows through without a roll. Note that against some archaic armor (such as plate armor), Blowthrough may apply. For my convenience, this is not the case against modern armors.

Material	DC
Aluminum (1mm)	2
Aluminum (Hardened 1mm)	3
Automobile glass	1
Bone (1 in.)	1
Car door	5
Car rim	36
Car tire	4
Cinderblock (1 in.)	4
Concrete (1 in.)	5
Drywall (5/8 in.)	-5
Elevator door	18
Glass (10mm)	0
Granite	3
Heavy plastics (barrels)	3
House wall, interior	0
Human flesh (9 in.)	0
Light plastics	0
Mail or newspaper box	12
Medium plastics (car parts)	1
Oak planking (1/2 in.)	-1
Particle board (1/2 in.)	-3
Plywood (1/2 in.)	-2
Sandbag	10
Shingled exterior wall	0
Solid wood door	4
Steel (1mm)	3
Steel armor (1mm)	8
Steel door (3mm*2)	18
Truck tire	6

The above DCs are for the levels set. If the material is layered or thicker than the examples, simply add the DCs together for each layer. If different obstacles apply, add the DCs together. If the base DC is 0 or less, then each additional layer adds 0.5 to the DC. For example, if you are shooting at someone on the other side of a car, behind the door, the Blowthrough DC is equal to a car door (5) *2, or 10. If you were shooting at someone on the other side of 30mm of glass, the DC would be (0+0.5+0.5), or 1.

If the Blowthrough check succeeds, the attack blows through the cover, negating any benefit it may have provided. If the check fails, follow the normal rules for cover (*Attack an Object* in *d20 AHR v.1*).

Blowthrough and Ultimate Power

The Penetrating extra on *Damage* effects (and the corresponding powers) provides a BF of 4 per application.

DURABILITY

For convenience, the core rules don't track damage to armor from the repeated blocking and deflection of strikes. This document will provide basic rules for armor damage, although specifics may vary by campaigns setting.

All suits and pieces of armor have a number of hit points. When the armor is hit (usually because of a critical hit, called shot, or area-effect damage), it will most likely suffer damage. The actual damage suffered is based on the attack type and the armor type.

Weapon hits deal a varying amount of damage to armor. For convenience, when taking damage, we're using three types of armor classifications: ballistic, hard, and soft. Note that setting specific armors may react differently to attacks.

- **Ballistic armor** is what 20th century bulletproof vests are. These take the normal damage from firearms and piercing weapons (barring unusually large piercing weapons). They take no damage from blunt weapons and concussive force attacks unless specifically noted otherwise. Slashing weapons, on the other hand, deal damage to these armor types equal to the damage roll against you. In other words, if someone cuts you for 10 points of damage with an axe, your undercover vest will take 10 points of damage as well. Note that against slashing weapons, even if the armor prevents you from taking damage, the armor still takes the rolled damage. Fire deals double damage to these armors.
- **Hard armor** covers armor types from plate-and-chain to nanite-constructed power armor. Unless noted otherwise, bullets and piercing weapons deal normal damage to these armor types. Slashing weapons deal one-half the normal armor hit point damage. Blunt weapons deal the normal armor hit point damage. None of the weapons described above deal this damage if the attack fails to penetrate the armor's Hardness.
- **Soft armor** covers a few rare types, like softened leather

or padded armor. Soft armor acts like ballistic armor, except it doesn't take double damage from fire.

When a section of armor is reduced to less than one-half its normal hit points (round down), reduce the protective value by 50% (round down). At 2 hit points or less, the armor no longer provides protection. At 0 hit points, the section is destroyed and cannot be repaired (although in many cases, even a non-destroyed section of armor may not be repairable, especially modern ballistic armors).

Natural Armor

Many creatures have natural armor. In core rules, natural armor increases Defense, making the target more difficult to strike, while, when appropriate, the creature might have DR to reduce damage. In this rule set, a creature with natural armor treats the natural armor as worn armor. If a creature also has DR, that amount is added to the natural armor value, except that whatever, by core, would penetrate the DR, can negate that amount of the total armor.

For example, if a creature has a natural armor bonus of +5, and DR of 10/silver, it has a total armor protection value of 15 points. However, a silver weapon negates 10 points of that on a critical hit.

If a creature has a specific energy resistance, add that value to the appropriate armor value as well, for that energy type. Continuing the example, if the above creature also has Cold Resistance 10, it has a total of DR 25 against cold-based attacks (however, if you could somehow combine silver with the cold, it would still lose 10 points of that protection). If a creature is vulnerable to a specific attack, any reduction in armor protection value will be noted.

Types — Archaic

Most of the archaic armor information herein is drawn from *The Compendium of Weapons, Armor, and Castles*. First are the armors from the Armor Value Chart (page 88), then specific armors described in the aforementioned tome.

The Fighting and Dexterity Reductions on Archaic Armor Table 1 assume a full body suit.

Listed PDCs are for modern recreations.

Note the statistics on Archaic Armor Table 1 **DO NOT** account for the undergarments and padding often worn with some styles of armor.

Helmets: Each helmet has a percentage listed in parenthesis. Whenever you are struck in the head from a frontal or flank attack, this is the chance the blow lands on the helmet. Otherwise, the attack ignores the helmet's protection.

Materials

The archaic armors on Archaic Armor Table 1 assume steel. For other materials, see the following.

Bronze: One of the first materials used in the construction of metal armor. Reduce the hit points by 10%, and increase the weight by 10%.

Wrought iron: Wrought iron use came after bronze, but the material is actually weaker than bronze (both of which are weaker than steel). Reduce the hit points by 20%.

Armor	Damage Reduction					Score Reduction		Speed	Wt	PDC
	Ballistic	Blunt	Energy	Piercing	Slashing	Fighting	Dexterity			
Light Armor										
Hard leather	1	1	0	3	3	-0	-1		11	
Padded	0	3	0	2	4	-0	-1		11	
Quilt	0	2	0	2	3	-0	-1		11	
Soft leather	0	1	0	1	2	-0	-0		8	
Studded hard leather	1	1	0	3	4	-0	-1		16	
Studded heavy cloth	0	1	0	1	3	-0	-1		13	
Studded soft leather	0	1	0	1	3	-0	-1		13	
Woven cord	0	2	0	3	4	-0	-2		11	
Medium Armor										
Augmented mail	1	1	1	5	9	-1	-2		48	
Combined mail	1	1	1	5	8	-1	-2		48	
Cuir-bouilli	1	1	0	5	5	-0	-1		12	
Cuir-bouilli bezainted	0	1	0	7	8	-1	-2		22	
Cuir-bouilli jazeraint (scale)	1	1	0	7	8	-1	-2		22	
Cuir-bouilli lamellar (splint)	1	1	1	7	8	-1	-3		22	
Double mail	1	1	1	7	9	-1	-2		48	
Hard leather bezainted	0	1	0	6	7	-0	-2		22	
Hard leather jazeraint (scale)	0	1	0	6	7	-0	-2		22	
Hard leather ring mail	0	1	0	4	5	-0	-2		22	
Hardwood brigandine	0	2	0	6	6	-1	-3		28	
Hardwood lamellar (splint)	0	1	0	6	6	-1	-3		22	
Heavy cloth ring mail	0	1	0	3	5	-0	-1		15	
Horn/bone brigandine	0	2	0	8	8	-1	-3		33	
Horn/bone jazeraint (scale)	0	1	0	7	8	-0	-2		33	
Horn/bone lamellar (splint)	0	1	0	7	8	-1	-3		28	
Mail	1	1	1	6	7	-0	-1		44	
Metal brigandine	2	2	2	8	9	-1	-3		48	
Metal jazeraint (scale)	2	1	1	8	9	-0	-2		44	
Quilt bezainted	1	2	0	4	6	-0	-2		22	
Quilt ring mail	0	2	0	4	5	-0	-2		22	
Soft leather bezainted	0	1	0	3	6	-0	-2		15	
Soft leather ring mail	0	1	0	3	4	-0	-1		15	
Heavy Armor										
Laminated	2	1	1	9	8	-0	-2		44	
Metal lamellar (splint)	1	1	1	8	9	-1	-3		40	
Plate	4	2	2	11	11	-0	-2		55	
Ribbed plate	5	2	2	12	12	-0	-2		58	
Helmets						Listen	Spot			
Armet (100%)	2	1	1	9	8	-6	-4	-	8	
Barbute (80%)	2	1	1	9	8	-6	-3	-	6	
Bascinet (100%)	4	2	2	11	11	-6	-6	-	10	
Burgonet (60%)	2	1	1	6	6	-4	-3	-	3	
Capeline (60%)	2	1	1	6	6	-4	-1	-	3	

Table title: ARCHAIC ARMOR TABLE 1

ARCHAIC ARMOR TABLE 1										
Armor	Damage Reduction					Score Reduction		Speed	Wt	PDC
	Ballistic	Blunt	Energy	Piercing	Slashing	Fighting	Dexterity			
Cervelliere (40%)	2	1	1	6	6	-0	-0	-	1	
Great Helm (100%)	4	2	2	11	11	-8	-6	-	12	
Kabuto (40%)	1	1	1	8	9	-4	-1	-	8	
Leather cap (25%)	0	1	0	1	2	-0	-0	-	1	
Mempo (40% reverse)	1	1	1	8	9	-0	-2	-	1	
Nasal Helm (65%)	2	1	1	6	6	-4	-2	-	2	
Sallet (80%)	2	1	1	9	8	-6	-3	-	3	
Sallet with Bevor (95%)	2	1	1	9	8	-6	-3	-	4	
Spangenhelm (45%)	2	1	1	6	7	-4	-2	-	3	
Steel cap (25%)	2	1	1	6	7	-0	-1	-	1	

ARCHAIC ARMOR HIT POINTS BY AREA										
Armor	Head	Neck	Torso	Groin	Upper Arms	Lower Arms	Hands	Upper Legs	Lower Legs	Feet
Light Armor										
Hard leather										
Padded										
Quilt										
Soft leather										
Studded hard leather										
Studded heavy cloth										
Studded soft leather										
Woven cord										
Medium Armor										
Augmented mail										
Combined mail										
Cuir-bouilli										
Cuir-bouilli bezainted										
Cuir-bouilli jazeraint										
Cuir-bouilli lamellar										
Double mail										
Hard leather bezainted										
Hard leather jazeraint										
Hard leather ring mail										
Hardwood brigandine										
Hardwood lamellar										
Heavy cloth ring mail										
Horn/bone brigandine										
Horn/bone jazeraint										
Horn/bone lamellar										
Mail										
Metal brigandine										
Metal jazeraint										
Quilt bezainted										
Quilt ring mail										
Soft leather bezainted										
Soft leather ring mail										
Heavy Armor										
Laminated										
Metal lamellar										
Plate										
Ribbed plate										
Helmets										
Armet	20									
Barbute	15									
Bascinet	25									
Burgonet	12									
Capeline	12									
Cervelliere	8									
Great Helm	25									
Kabuto	15									
Leather cap	4									
Mempo	5									
Nasal Helm	15									
Sallet	15									
Sallet with Bevor	20									
Spangenhelm	15									

ARCHAIC ARMOR HIT POINTS BY AREA										
Armor	Head	Neck	Torso	Groin	Upper Arms	Lower Arms	Hands	Upper Legs	Lower Legs	Feet
Steel cap	8									

In the order presented in *The Compendium of Weapons, Armour, and Castles.*

Sumarian Infantryman
Head (45%) *Ball 2 / Blunt 1 / Energy 1 / Pierce 6 / Slash 7 / HP 15*
Groin *Ball 0 / Blunt 1 / Energy 0 / Pierce 0 / Slash 1 / HP* <mark>xx</mark>
Upper Legs *Ball 0 / Blunt 1 / Energy 0 / Pierce 0 / Slash 1 / HP* <mark>xx</mark>
Fighting: -0
Dexterity: -0
Speed: *1
Weight: 10 lbs.
<mark>PDC</mark>:
Type: Light armor (the helmet is bronze); include large wood shield.

Egyptian Heavy Infantryman (19th Dynasty)
Torso *Ball 0 / Blunt 2 / Energy 0 / Pierce 2 / Slash 3 / HP* <mark>xx</mark>
Groin *Ball 0 / Blunt 1 / Energy 0 / Pierce 1 / Slash 1 / HP 5*
Upper Legs* *Ball 0 / Blunt 1 / Energy 0 / Pierce 1 / Slash 1 / HP 5*
Fighting: -0
Dexterity: -0
Speed: *1
Weight: 10 lbs.
<mark>PDC</mark>:
Type: Light armor; includes large wood shield. *The upper leg protection only protects against 2% of hits from the front.

Hittite Warrior (Right)
Torso *Ball 1 / Blunt 2 / Energy 1 / Pierce 9 / Slash 10 / HP xx*
Groin *Ball 1 / Blunt 2 / Energy 1 / Pierce 9 / Slash 10 / HP xx*
Upper Arms *Ball 1 / Blunt 1 / Energy 1 / Pierce 8 / Slash 9 / HP xx*
Upper Legs *Ball 1 / Blunt 1 / Energy 1 / Pierce 8 / Slash 9 / HP xx*
Fighting: -1
Dexterity: -3
<mark>Speed</mark>:
Weight: 44 lbs.
PDC:
Type: Heavy armor; includes large wicker shield. Includes soft leather under the armor on the torso and groin.

Hittite Charioteer (Left)
Head *Ball 2 / Blunt 1 / Energy 1 / Pierce 6 / Slash 6 / HP xx*
Torso *Ball 0 / Blunt 1 / Energy 0 / Pierce 1 / Slash 2 / HP xx*
Groin *Ball 0 / Blunt 1 / Energy 0 / Pierce 1 / Slash 2 / HP xx*
Upper Arms *Ball 0 / Blunt 1 / Energy 0 / Pierce 1 / Slash 2 / HP xx*
Upper Legs *Ball 0 / Blunt 1 / Energy 0 / Pierce 1 / Slash 2 / HP xx*
Fighting: -0
Dexterity: -0
Speed: *1
Weight: 8
<mark>PDC</mark>:
Type: Light armor; includes large wood shield. Helmet is equal to a burgonet.

Villanovan Warrior Chief
Head *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Face *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Neck *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Torso *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Groin *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Upper Arms *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Lower Arms *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Hands *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Upper Legs *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Lower Legs *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Feet *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Fighting:
Dexterity:
Speed:
Weight:
PDC:
Type:

Head *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Face *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Neck *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Torso *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Groin *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Upper Arms *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*
Lower Arms *Ball xx / Blunt xx / Energy xx / Pierce xx / Slash xx / HP xx*

Hands   *Ball* xx / *Blunt* xx / *Energy* xx / *Pierce* xx / *Slash* xx / *HP* xx
Upper Legs *Ball* xx / *Blunt* xx / *Energy* xx / *Pierce* xx / *Slash* xx / *HP* xx
Lower Legs *Ball* xx / *Blunt* xx / *Energy* xx / *Pierce* xx / *Slash* xx / *HP* xx
Feet   *Ball* xx / *Blunt* xx / *Energy* xx / *Pierce* xx / *Slash* xx / *HP* xx
Fighting:
Dexterity:
Speed:
Weight:
PDC:
Type:

TYPES — BALLISTIC AND MODERN

BALLISTIC AND MODERN ARMOR

Armor	Damage Reduction					Score Reduction		Spd	Wt	PDC
	Ballistic	**Blunt**	**Energy**	**Piercing**	**Slashing**	**Fighting**	**Dexterity**			
Light Armor										
Concealable vest (Type IIIA)	15	5	1	2	2	-0	-0	*1	4	
Heli-pilot jacket (Type IIA)	10	3	1	1	1	-0	-0	*1	4	12 (Mil)
Interceptor (Type IIIA) **NP**	15	5	1	2	2	-0	-2	*1	8.5	15 (Mil)
Light duty vest (Type IIIA)	15	5	1	2	2	-0	-0	*1	4	
Light undercover shirt (Type II)	12	4	1	1	1	-0	-0	*1	3	
Modular tactical vest **NP**	15	5	1	2	2	-0	-2	*1	9.5	15 (Mil)
PASGT (Type II) **NP**	12	4	1	1	1	-0	-0	*1	9	14 (Mil)
Plate carrier vest	0	0	0	0	0	-0	-0	*1	4	12 (Mil)
Pull-up pouch vest (Type II)	12	4	1	1	1	-0	-0	*1	2	
Undercover vest (Type IIA)	10	3	1	1	1	-0	-0	*1	4	
Medium Armor										
Interceptor (Type IIIA)	15/31	5/8	1/3	2/10	2/10	-0	-3	*1	24.5	18 (Mil)
Modular tactical vest	15/31	5/8	1/3	2/10	2/10	-0	-3	*1	24.5	18 (Mil)
PASGT (Type II)	12/28	4/7	13	1/9	1/9	-0	-1	*1	25	17 (Mil)
Heavy Armor										
EOD bombsuit	15	12	12	16	16	-5	-6	*0.75	15	26
Helmets						Listen	Spot			
EOD bombsuit	15	12	12	16	16	-8	-6	-	4	-
Lightweight helmet (Marines)	12	4	1	1	2	-2	-1	-	4.5	
MICH/ACH (Type II) (Army)	12	4	1	1	1	-1	-1	-	3.5	
Motorcycle (full)	2	6	1	4	4	-4	-4	-	4	
PASGT (Type II)	12	4	1	1	1	-2	-2	-	6.5	
Riot	4	8	1	8	8	-4	-2	-	4	

NP These statistics do not include modifications for the presence of SAPI.

BALLISTIC AND MODERN ARMOR HIT POINTS BY AREA

Armor	Head	Neck	Torso	Groin	Upper Arms	Lower Arms	Hands	Upper Legs	Lower Legs	Feet
Light Armor										
Concealable vest			Yes							
Heli-pilot jacket			Lower							
Interceptor		Rem	Yes	Rem	Rem/Shoulder					
Light duty vest			Yes							
Light undercover shirt			Yes							
Modular tactical vest		Rem	Yes	Rem	Rem/Shoulder					
PASGT			Yes							
Plate carrier vest			Yes							
Pull-up pouch vest			Yes (front)							
Undercover vest			Yes							
Heavy Armor										
EOD bombsuit		Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Helmets										
EOD bombsuit										
Lightweight helmet (Marines)										
MICH/ACH (Type II) (Army)										
Motorcycle (full)										
PASGT (Type II)										
Riot										

BALLISTIC AND MODERN ARMOR INSERTS

Armor	Damage Reduction					Score Reduction		Spd	HP	Wt	PDC
	Ballistic	**Blunt**	**Energy**	**Piercing**	**Slashing**	**Fighting**	**Dexterity**				
Anti-stab insert	+0	+1	+0	+4	+4	-0	-0	-		+5	15 (Lic)

Comment [d12]: Hit points

BALLISTIC AND MODERN ARMOR INSERTS											
Armor	Damage Reduction					Score Reduction		Spd	HP	Wt	PDC
	Ballistic	Blunt	Energy	Piercing	Slashing	Fighting	Dexterity				
Buoyancy insert	+0	+0	+0	+0	+0	-0	-0	-		+2	12 (Lic)
Ceramic insert	-	-	-	-	-	-	-	-	-	-	Lic
Light	+12	+2	+1	+6	+6	-0	-0	*1		+4	14
Medium	+16	+3	+2	+8	+8	-0	-1	"		+8	15
Heavy	+20	+4	+3	+10	+10	-0	-1	"		+12	16
Trauma plate	-	-	-	-	-	-	-	-	-	-	Lic
Flexible	+2	+8	+1	+3	+3	-0	-0	*1		+4	14
Steel	+4	+12	+2	+6	+6	-0	-1	"		+6	15
Titanium	+6	+16	+3	+9	+9	-0	-1	"		+8	16

Notes

Also erroneously known as the "bulletproof vest", these armors consist of layers of ballistic cloth (Kevlar, Spectra), often reinforced by metallic or ceramic plates. In the d20 AHR set, ballistic armor, like all armor, reduces the damage suffered instead of reducing the chance of a successful strike.

Ballistic armor fares poorly against most melee attacks – the design allows it to stop fast projectiles, but not slow-moving penetrators and slashing weapons. Plates can increase the defensive nature of ballistic armor against melee attacks however.

Ballistic armor is available in the following types:

- **Type I**: Type I armor is designed to stop low-powered threats, up to about 8 points of damage.
- **Type II A**: Is designed to provide protection against slightly higher-powered rounds, such as the 9mm (about 10 points).
- **Type II**: This is designed to protect against similar, but even more slightly higher-power rounds (12 points).
- **Type IIIA**: This armor is designed to stop heavy pistol rounds, upwards up .44 Magnum (15 points).
- **Type III**: This armor is meant to stop battle rifle rounds such as the 7.62mm NATO standard. It is essentially Type IIIA armor with pockets for SAPI (Small Arms Protective Inserts). Specific armor statistics below include data for medium SAPI plates (15 points + SAPI).
- **Type IV**: Is designed to stop smaller caliber armor piercing rifle rounds. This is essentially slightly enhanced Type IIIA armor with SAPI pockets. Specific armor statistics include data for heavy SAPI plates.

EOD bombsuit: Against concussion and fragmentation damage, apply the ballistic rating *2.

Interceptor: When SAPI (Medium ceramic default) are inserted, use the revised Medium Armor statistics provided above.

Lightweight helmet: Against frontal head strikes, there is a 45% chance the attack will bypass the helmet.

MICH/ACH helmet: Against frontal head strikes, there is a 55% chance the attack will bypass the helmet.

Modular tactical vest: In function, this is essentially identical to Interceptor armor, but the weight is supposedly more evenly distributed. When SAPI (Medium ceramic default) are inserted, use the revised Medium Armor statistics provided above.

Motorcycle helmet (full): This is a standard full-head helmet with sliding visor (30% of incoming attacks strike the visor (one-third statistics, or the face if the visor is up).

PASGT helmet: Against frontal head strikes, there is a 50% chance the attack will bypass the helmet.

PASGT: When SAPI (Medium ceramic default) are inserted, use the revised Medium Armor statistics provided above. This has 2 front pockets, 2 grenade hangers, and a rifle butt pad on the shoulder.

Plate carrier vest: The plate carrier vest is a nylon garment designed to hold a SAPI, but otherwise, it provides no inherent protection.

Riot helmet: This includes a clear face shield. 50% of incoming attacks will strike the face shield, which has one-half the statistics of the helmet.

Inserts

A variety of inserts are available for ballistic armors. Unless noted otherwise, any bonus provided by inserts applies only to the torso. Swapping a plate is usually a full-round action. When an armor insert stops damage, it takes the damage before the armor does.

Buoyancy insert: This negates the normal penalty to Swim checks for wearing the armor, and allows indefinite floating.

Ceramic insert: These plates are designed to stop only a few hits from larger caliber weapons. Any time the plate stops damage from a 7.62mm NATO round or larger, mark a hit against it. Light plates can take 2 hits. Medium plates can take 4 hits, and Heavy plates can take 6 hits.

SHIELDS

SHIELDS													
Shield	Size	Wt	Str	Damage Reduction					Hard	HP	Break DC	Dmg	Check	PDC	Res
				Ball	Blunt	Energy	Pierce	Slash							
Baker Batshield	M	11		18	4	1	6	4	5	30	30	1d2	-2	22	Lic
Buckler	T	-	-	-	-	-	-	-	-	-	-	-	-0	-	-
Steel	"	3		4	2	2	11	11	10	60	35	1d4	"	9	-
Wood	"	1.5		2	1	1	6	6	5	20	25	1d3	"	7	-
Bunker shield	L	21		18	2	2	11	11	15	60	30	1d4	-4	21	Lic
Large shield	M	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hide	"	2		1	1	1	3	3	1	10	15	1d2	-3	13	-
Steel	"	8		4	2	2	11	11	10	60	35	1d6	-6	18	-
Wicker	"	2		1	1	1	3	3	1	10	15	1d2	-3	13	-
Wood	"	4		2	1	1	6	6	5	20	25	1d4	-6	16	-
Mantlet	L	40		4	2	2	11	11	10	120	35	1d8	-10	21	1
Riot shield	M	10		2	8	2	6	6	10	30	35	1d4	-2	10	Lic
Small shield	S	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hide	"	1		1	1	1	3	3	1	5	15	1d2	-1	10	-
Steel	"	4		4	2	2	11	11	10	30	35	1d6	-2	14	-
Wicker	"	1		1	1	1	3	3	1	5	15	1d2	-1	10	-
Wood	"	2		2	1	1	6	6	5	10	25	1d4	-2	12	-
Tower shield	M	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Steel	"	20		4	2	2	11	11	10	90	35	1d8	-8	20	-
Wicker	"	5		1	1	1	3	3	1	15	15	1d3	-4	14	-
Wood	"	10		2	1	1	6	6	5	30	25	1d6	-8	16	-

Size: This is the size of the shield, determining the number of hands required to wield it.

Wt: The weight of the shield.

Str: The minimum Strength required to wield the shield without penalty. For each point of Strength below the minimum, you take an additional 1 point to all physical skill checks and attack rolls.

Damage Reduction: This is the damage reduction provided by the shield against the different damage types.

Hard: This is the hardness of the shield.

HP: The hit points the shield has.

Break DC: The Strength check DC required to simply break the shield in a single attempt.

Dmg: The damage the shield deals when used as a weapon. Blunt damage.

Check: The penalty non-proficient users take to physical skill checks and attack rolls while wielding the shield.

PDC: The purchase DC of the shield.

Res: The restriction level (if any) of the shield.

Shields were one of the most common means of defense when melee combat was the norm. Even warriors who couldn't afford armor frequently used shields.

At a basic level, shields provide users with a +1 bonus to Defense. Non-proficient users, however, suffer penalties to attack and skill checks when using shields.

Proficient users (see the Shield Bearer feat) do not suffer these penalties, and are also skilled in using the shield as a weapon.

In addition to providing a bonus to Defense, shields also provide additional protection against attacks striking hit locations. Against such attacks, roll percentile dice and compare to the following numbers to determine if the shield catches the attack:

BASIC SHIELD PROTECTION				
	Proficient		Non-Proficient	
Shield	Shield Side	Other Side	Shield Side	Other Side
Baker Batshield				
Buckler				
Bunker shield				
Large shield				
Mantlet				
Riot shield				
Small shield				
Tower shield				

Note that large and tower shields can be set on the ground and crouched behind, providing cover as per the normal rules.

Baker Batshield

The Baker Batshield is a foldable ballistic shield of relatively new design (2003). The design allows for good body coverage, while leaving a hand free to wield a handgun or other small firearm. You can also attach the shield to your belt and torso, allowing for two-handed weapon fire. However, the Batshield is not designed for melee combat – while it can withstand low impact attacks, it is not particularly maneuverable, and is not designed for active defense. In practice, when used properly, the Batshield is held by one-hand and acts similar to a tower shield.

When used properly, the Batshield provides protection for both arms and the torso if standing, and both arms, torso, and both legs if kneeling.

If used to perform shield parries and intercepts, the Batshield takes a -6 penalty (double the normal penalties against missiles).

Deploying the Batshield is a full-round action.

You can move the Batshield to protect your back as a full-round action (frequently used in Officer Down situations).

Buckler

The buckler is a small (1-ft. diameter) usually-metal shield. Unlike most shields, the buckler doesn't provide any bonus to Defense even for a proficient user.

Against incoming critical hits, the buckler only provides protection for the carrying arm, and then only if the wielder rolls a 01 – 05 on 1d100; otherwise the attack hits the wielder normally. Thus, the buckler is really only useful if you have the Shield Intercept feat. Against ranged attacks, the buckler takes an additional -10 penalty.

When used as an off-hand weapon, treat the buckler as a light weapon. Bucklers take an additional -2 penalty to perform shield parries and intercepts.

Bunker shield

This is a large shield used most often by SWAT-style teams for tactical entry situations. It is held with one hand in front of the body, while the other hand remains free to wield a weapon.

The design of the bunker shield typically includes an armored glass viewport, and two powerful lights on the front. Because of this design, making attacks with the free hand firearm is inaccurate, imposing a -4 penalty.

Against incoming critical hits, the bunker shield, if properly used, provides protection for the heady, arms, torso and legs.

The bunker shield is not designed for melee combat, so when performing shield parries and intercepts, it suffers a -4 penalty. This penalty applies to shield bash attacks as well (the bunker shield is NOT a light off-hand weapon).

When used to block missile attacks, the bunker shield suffers one-half the normal penalties.

Large shield

This represents the standard "kite shield" of the 10th – 12th centuries, as well as the round shields that predate the kite shield design. This also represents the Roman *scuta*, Hoplite *aspis*, and the *pavise* of middle ages crossbowmen.

Against incoming critical hits, the large shield protects the carrying arm, torso, and leg on the same side as the shield.

When performing shield parries and intercepts, the large shield provides a +2 bonus.

However, the large shield is unwieldy as a weapon (it is NOT a light off-hand weapon). When used to block missile attacks, the large shield suffers only one-half the normal penalty.

The *pavise* style of large shield can be set into the ground with a spike, allowing it to stand freely (much like a tower shield).

Large shields typically include a strap allowing them to be carried on the back, or slung from the shoulder when not in use.

In almost all cases, the large shield is composed of wood (often several layers) and leather or hide. You can possibly find versions made of steel, using the statistics in parenthesis.

Riot shield

This is essentially a modern large shield composed of polycarbonate materials. Typically, riot shields are transparent, allowing a full view of opposing forces.

If used in a shield-like fashion, these provide critical protection for the carrying arm, torso, and same side leg; however, these are usually carried in front, providing protection for both arms, torso, and both legs.

When performing shield parries and intercepts, the riot shield provides a +2 bonus.

However, the riot shield is unwieldy as a weapon (it is NOT a light off-hand weapon). When used to block missile attacks, the riot shield suffers only one-half the normal penalty.

Riot shields *are not* electrically conductive – any electrical damage against the shield does not pass to the wielder.

Small shield

This represents the "heater shield" style of design that evolved from the kite shield, as well as some of the smaller shields found in use throughout history.

Against incoming critical hits, the small shield protects the carrying arm, and torso.

When performing shield parries and intercepts, the small shield provides a +1 bonus.

However, the small shield is unwieldy as a weapon (it is NOT a light off-hand weapon). When used to block missile attacks, the small shield suffers the normal penalties.

In almost all cases, the small shield is composed of wood (often several layers) and leather or hide. You can possibly find versions made of steel, using the statistics in parenthesis.

Tower shield

The "tower shield" is somewhere in size between a large shield and a mantlet (essentially a small wall designed to stop arrows and other projectiles during a siege situation). For our purposes, a tower shield is basically a larger large shield, and is similar to those used by soldiers who specialized in Phalanx-style tactics.

Against incoming critical hits, the tower shield protects the carrying arm, torso, and leg on the same side as the shield.

When performing shield parries and intercepts, the tower shield provides a +3 bonus.

However, the large shield is unwieldy as a weapon (it is NOT a light off-hand weapon; in fact, it takes an additional -2 penalty to attack rolls for shield bash maneuvers). When used to block missile attacks, the large shield suffers only one-quarter the normal penalty.

The tower shield can be set into the ground with a spike, allowing it to stand freely.

Tower shields typically include a strap allowing them to be carried on the back, or slung from the shoulder when not in use.

In almost all cases, the tower shield is composed of wood (often several layers) and leather or hide. You can possibly find versions made of steel, using the statistics in parenthesis.