

Weapons Table

	base chance, or starting skill	damage done	base range	attacks per round	bullets in gun	HPs resistance	era \$ cost	mal	common in era
HAND—TO—HAND WEAPONS									
Fencing Foil*, sharpened	20	1D6+1+db	touch	1	—	10	4/6/70	—	all
Sword Cane*	20	1D6+db	touch	1	—	10	10/25/100	—	all
Rapier / Heavy Epee*	10	1D6+1+db	touch	1	—	15	6/20/150	—	all
Cavalier Sabre	15	1D8+1+db	touch	1	—	20	15/30/75	—	all
Cavalry Lance*	10	1D8+1+1D6**	touch	1	—	15	15/25/150	—	all
Wood Axe	20	1D8+2+db	touch	1	—	15	3/5/10	—	all
Hatchet / Sickle	20	1D6+1+db	touch	1	—	12	2/3/9	—	all
Fighting Knife* (dirk, etc.)	25	1D4+2+db	touch	1	—	15	1/2/15	—	all
Butcher Knife*	25	1D6+db	touch	1	—	12	1/2/7	—	all
Small Knife* (switchblade, etc.)	25	1D4+db	touch	1	—	9	.50/2/6	—	all
Blackjack (cosh, life-preserver)	40	1D8+db	touch	1	—	4	.60/2/15	—	all
Laroe Club / Cricket Bat / Poker	25	1D8+db	touch	1	—	20	1/3/35	—	all
Small Club / Nightstick	25	1D6+db	touch	1	—	15	1/3/35	—	all
Garrote	15	strangle***	touch	1	—	1	.20/.50/3	—	all
Bullwhip	05	1D3 or grapple	10 feet	1	—	4	2/5/50	—	1890s, 1920s
War Boomerang	Throw %	1D8	see Throw rule	1/2	—	8	1/2/40	—	rare
Thrown Rock	Throw %	1D4	see Throw rule	1	—	—	—	—	all
Thrown Spear	Throw %	1D8+1	see Throw rule	1/2	—	15	1/1/25	—	rare
Quoit	25	1D6+1+1/2 db	Throw%	1	—	15	.05	—	all
Burning Torch	10+cloth. fire %	1D6	touch	1	—	15	.05	—	all
Taser (dart)*	20	stun	DEX in feet (max 14)	1	varies	8	400	95	present
Taser (contact)	Fist / Punch %	stun	touch	1	varies	7	200	97	present
Mace*	DEX x5	stun 2D10 mins	1/2 DEX in feet	1	25 squirts	4	10	00	present
Live Wire, 110-Volt Charge	Elec. Repair %	1D8 + stun	touch	1	—	6, fuse box	—	—	1920s, present
Live Wire, 220-Volt Charge	Elec. Repair %	2D8 + stun	touch	1	—	6, fuse box	—	—	present
Chainsaw*	20%	2D8	touch	1	—	20	\$300	97	present
HANDGUNS*									
Flintlock Pistol	20	1D6+1	10 yards	1/4	1	8	15/30/300	95	rare
.22 Short Automatic	20	1D6	10 yards	3	6	6	25/190	00	1920s, present
.25 Derringer (1B)	20	1D6	3 yards	1	1	5	4/12/55	00	1890s, 1920s
.32 or 7.65mm Revolver	20	1D8	15 yards	3	6	10	6/15/200	00	all
.32 or 7.65mm Automatic	20	1D8	15 yards	3	8	8	20/350	99	1920s, present
.357 Magnum Revolver	20	1D8+1D4	20 yards	1	6	11	425	00	present
.38 or 9mm Revolver	20	1D10	15 yards	2	6	10	8/25/200	00	all
.38 Automatic	20	1D10	15 yards	2	6	8	30/375	99	1920s, present
Clock 17 9mm Auto	20	1D10	20 yards	3	17	8	500	98	present
Model P08 Luger	20	1D10	20 yards	2	8	9	75/600	99	1920s, present
.41 Revolver	20	1D10	15 yards	1	6	10	20	00	1890s
.44 Magnum Revolver	15	2D6+2	30 yards	1	6	12	475	00	present
.45 Revolver	20	1D10+2	15 yards	1	6	10	10/30/300	00	all
.45 Automatic	20	1D10+2	15 yards	1	7	8	40/375	00	1920s, present
IMI Desert Eagle	20	3D6+3	30 yards	1	7	9	650	94	present
RIFLES, see also assault rifles*									
.58 Springfield Rifle Musket	25	1D10+4	60 yards	1/4	1	12	10/25/325	95	rare
.22 Bolt-Action Rifle	25	1D6+2	30 yards	1	6	9	10/13/70	99	all
.30 Lever-Action Carbine	25	2D6	50 yards	1	6	8	12/19/150	98	all
.45 Martini-Henry Rifle	25	1D8+1D6+3	80 yards	1/3	1	12	15/5/275	00	1890s
Col. Moran's Air Rifle	15	2D6+1	20 yards	1/3	1	7	200	88	1890s
Garand M1, M2 Rifle	25	2D6+2	110 yards	1/2	8	11	400	00	WW2, later
SKS Carbine	25	2D6+1	90 yards	2	10	10	500	97	present
.303 Lee-Enfield	25	2D6+4	110 yards	1/2	10	12	25/50/300	00	all
.30-06 Bolt-Action Rifle	25	2D6+4	110 yards	1/2	5	12	30/75/175	00	all
.30-06 Semi-Automatic Rifle	25	2D6+4	130 yards	1	5	12	275	00	present
.444 Marlin Rifle	25	1D8+1D6+4	90 yards	1	5	12	400	98	present
Elephant Gun (2B)	15	3D6+4	100 yards	1 or 2	2	12	100/400/1800	00	all
SHOTGUNS*									
20-gauge Shotgun (2B)	30	2D6/1D6/1D3	10/20/50 yds	1 or 2	2	12	25/35/rare	00	1890s, 1920s
16-gauge Shotgun (2B)	30	2D6+2/1D6+1/1D4	10/20/50 yds	1 or 2	2	12	30/40/rare	00	1890s, 1920s
12-gauge Shotgun (2B)	30	4D6/2D6/1D6	10/20/50 yds	1 or 2	2	12	30/40/rare	00	1890s, 1920s
12-gauge Shotgun (pump)	30	4D6/2D6/1D6	10/20/50 yds	1	5	10	75/45/100	00	1920s, present
12-gauge Shotgun (semi-auto)	30	4D6/2D6/1D6	10/20/50 yds	2	5	10	75/45/100	00	present
12-gauge Shotgun (2B, sawed off)	30	4D6/1D6	5/10 yds	1 or 2	2	14	15/NA/NA	00	1920s
10-gauge Shotgun (2B)	30	4D6+2/2D6+1/1D6	10/20/50 yds	1 or 2	2	12	35/rare/rare	00	1890s
12-gauge Bellini M3 (folding stock)	30	4D6/2D6/1D6	10/20/50 yds	2	7	14	895	00	present
12-gauge SPAS (folding stock)	30	4D6/2D6/1D6	10/20/50 yds	1	8	6	600	98	present

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	base chance	damage	range	attacks	bullets	HPs	cost	mal	eras
ASSAULT RIFLES									
AK-47 or AKM	25	2D6+1	90 yards	2 or burst	30	12	200	00	present
AK-74	25	2D8	120 yards	2 or burst	30	12	1000	97	present
Barrett Model 82	25	2D10+4	210 yards	1	11	12	3000	96	present
FN FAL	25	2D6+3	100 yards	1 or burst	20	11	1500	97	present
Galil AR	25	2D6+3	110 yards	1 or burst	20	12	2000	98	present
M16A2	25	2D8	130 yards	1 or burst of 3	30	11	NA	97	present
Steyer AUG	25	2D6	120 yards	1 or burst	30	12	1100	99	present
Beretta M70/90	25	2D6	120 yards	1/3/burst	30	12	2800	99	present
SUBMACHINE GUNS									
Thompson	15	1D10+2	20 yards	1 or burst	20/30/50	8	NA/NA	96	1920s
Heckler & Koch MP5	15	1D10	45 yards	2 or burst	15/30	10	NA	97	present
Ingram MAC-11	15	1D8	20 yards	3 or burst	32	6	750	96	present
Skorpion SMG	15	1D8	20 yards	3 or burst	20	6	NA	96	present
Uzi SMG	15	1D10	40 yards	2 or burst	32	8	1000	98	present
MACHINE GUNS									
Model 1882 Gatling Gun	15	2D6+4	100 yards	burst	200	20	1000/200/6500	96	1890s
Browning Aut. Rifle M1918	15	2D6+4	90 yards	1/2 or burst	20	11	NA/800	00	1920s
.30 Browning M1917A1, belt-fed	15	2D6+3	150 yards	burst	250	12	—/3000/NA	96	1920s
Maschinengewehr-42 7.92mm, belt-fed	15	2D6+4	200 yards	burst	300	18	rare	00	WWII
FN Minimi, 5.56mm, clip/belt	15	2D8	130 yards	burst	30/200	11	NA	99	present
EXPLOSIVES, HEAVY WEAPONS, MISC.									
Molotov Cocktail	Throw %	2D6 + luck to burn	thrown	1/2	1 only	1	NA/NA	95	1920s, present
Signal Pistol (Flare Gun)	25	1D10+1D3 burn	10	1/2	1	11	10/15/75	00	all
M79 Grenade Launcher	25	3D6 / 2y	20	1/3	1	12	NA	99	present
Dynamite Stick	Throw %	5D6 / 2v	thrown	1/2	1 only	1	1/2/5	99	all
Blasting Cap	Elec. Repair %	2D6 / 1y	NA	NA	one use	3	\$20/box	00	all
Pipe Bomb	Elec. Repair %	D6 / 3v	in place	one use	1 only	3	NA/NA/NA	95	all
Plastique (C-4), 4 oz.	Elec. Repair %	6D6 / 3y	in place	one use	1 only	15	NA	99	present
Hand Grenade	Throw %	4D6 / 4y	thrown	1/2	1 only	8	NA/NA	99	1920s, present
81mm Mortar	01	6D6 / 6y	500 yards	2	separate	10	NA	00	present
75mm Field Gun	01	10D6 / 2v	500 yards	1/4	separate	40	3000/1500/—	99	1920s, present
120mm Tank Gun, stabilized	01	15D6 / 4y	2000 yards	1	separate	35	NA	00	present
Ship-mounted 5-inch Rifle, stblzd.	01%	12D6/4v	3000 yards	2	auto-mqzn	50	NA	98	present
AP Mine	Conceal% + Luck roll	4D6 / 5y	in place	in place	one use	9	NA/NA	99	1920s, present
Claymore Mine	luck roll	6D6+6/3D6+2/1D6	10/25/50 yds	in place	one use	12	NA	99	present
Flamethrower	05	2D6 + shock	25 yards	1	at least 10	6	NA/NA	93	1920s, present
GE Mini-Gun****	15	2D6+4	400 yards	33	4000	14	NA	98	present
LAW*****	15	8D6/1y	150 yards	1	1	10	NA	98	present
Jungle Hunting Bow	01	1D6 + db	30 yards	1	1	6	NA	90	1890s

+db—plus damage bonus, which varies by individual.

special—see the grapple rules in the skills section for the possibilities.

stun—may parry, but may not act for 1 or 1D6 rounds, or as the keeper indicates; POW x1 not to be temporarily blinded.

Col. Moran's Air Rifle—uses compressed air rather than explosive propellant, achieving relatively silent operation.

1B, 2B—1 barrel, 2 barrels.

1/2, 1/3—can be accurately fired every second/third round.

1 or 2—one or both barrels fireable in same round.

*—this weapon or class of weapon can impale.

**—the listed damage bonus assumes the impetus of the horse.

***—use rulesbook drowning procedure to determine hit point loss or death.

****—gatling style heavy machine gun, often mounted in helicopters. Hand-firing such a weapon takes minimum STR 16 and SIZ 16.

*****—Light Anti-tank Weapon, disposable.

†—do not use the point-blank range rule for this weapon.

††—An impale severs a random limb.

Burst—burst capability unavailable to civilians; prices reflect gray-market.

NA—unavailable in auto-fire configuration or at all. Autofire is illegal to own. Converter kit may be available.

mal—Malfunction Number—with any attack die roll result equal to or higher than the firing weapon's malfunction number, the shooter does not merely miss—his or her weapon does not fire. If the weapon is a revolver, break-open gun, or bolt-action rifle, the problem is merely a dud round. If the weapon is lever-action, the malfunction is a jam. Fixing a jam takes 1D6 combat rounds plus a successful Mechanical Repair roll or appropriate firearm skill roll (e.g., one's Rifle skill could fix a jammed rifle). The user can keep trying until succeeding or else destroying the mechanism on a Mechanical Repair result of 96-00.

Shotgun solid slugs—10-gauge 1D10+8, 12-gauge 1D10+6, 16-gauge 1D10+5, 20-gauge 1D10+4; base ranges 50 yards; slugs can impale.

Rare—perhaps obsolete, a fine specimen for collectors, or perhaps illegal.

Era Cost—present-day prices reflect collectors' market, 1920s prices do not.

2yds, 3yds, etc.—damage radius of explosion in yards; damage done in each yard beyond radius decreases by 1D6 per yard.

Claymore Mine—the weapon has a cone of fire; allow nominal 120-degree effect.

By implication, use this skill in any negotiation which features an exchange of value. Combination rolls with Credit Rating, Fast Talk, or Persuade might help in bargaining.

A simple bargain may be struck in a few minutes. A complex contract might take weeks, and Bargain might then work in combination with Law.

Biology (01%)

The science of life, including botany, cytology, ecology, genetics, histology, microbiology, physiology, zoology, and so on. The investigator's understanding reflects the era of play. With this skill one might develop a vaccine against some hideous Mythos bacterium, or isolate the hallucinogenic properties of some jungle plant.

Chemistry (01%)

A study of the composition of substances, the effects of temperature, energy, and pressure upon them, and how they affect one another. With chemistry, one might create or extract complex chemical compounds, including simple explosives, poisons, gases, and acids, requiring at least a day or so with the proper equipment and chemicals. The user could also analyze an unknown substance, given proper equipment and reagents.

Climb (40%)

A Climb roll must be attempted every 10 to 30 vertical feet, depending on the difficulty of the climb as the keeper perceives it. Conditions such as firmness of surface, wind, visibility, rain, etc., may be factors.

If an investigator needs to climb quietly, match the player's D100 roll against both Climb and Sneak. If succeeding in Climb but failing in Sneak, he or she climbed successfully, but made noise. If the Climb failed but the Sneak succeeded, he or she fell, but did not attract attention.

Computer Use (01%)

This skill is not needed to use microcomputers nor to run ordinary commercial software. Special manipulations of a microcomputer system may require this roll.

A skill for the present day, Computer Use allows the investigator to program in various computer languages to achieve his or her end: perhaps write new programs, retrieve and analyze obscure data, break into a secured system, explore a complicated network, or detect or exploit intrusions, back doors, and viruses.

Each application of the skill takes half a day or more, and perhaps more than one successful roll. The keeper must judge the actual requirements and results, and should probably make secret Computer Use rolls at times. Once inside a network, Library Use might be employed also.

Conceal (15%)

Allows the visual covering up, secreting, or masking of an object or objects, perhaps with debris, cloth, or other intervening or illusion-promoting materials, perhaps by making a secret panel or false compartment, or perhaps by repainting or otherwise changing an item's characteristics to escape detection.

With it, a person might be secreted from sight, but could not be disguised to evade even a cursory inspection. Larger objects of any sort should be increasingly hard to conceal. Things larger than elephants should not be concealed by one person, though they might be by a group.

Compare with the Hide skill.

Craft (05%)

A craft is a specialized skill for making and repairing practical things or for creating pleasing effects. It requires manual dexterity or artful application. As an occupation, a craft typically provides more income than laboring, but not as much as a profession.

A multitude of crafts exist, from house painter to lion-tamer to safecracker. Particularize a craft on the investigator sheet, in the same general fashion as for Art: for instance, *Craft (Cobbler)*, *Craft (Barber)*, or *Craft (Blow Vacuum Tube)*.

Making or repairing something typically requires equipment and time, to be determined by the keeper if necessary. With a very low result, a craftsman might make an exceptionally fine item. With a failing roll, the item might break on its first use, or fail to fit into some larger whole. A successful Craft roll might provide information about an item, such as where or when it might have been made, reveal some point of history or technique concerning it, or who might have made it.

Credit Rating (15%)

Narrowly, how prosperous and confident the investigator seems to be. This is the investigator's chance to panhandle or get a loan from a bank or business, and it is also the chance for the investigator to pass a bad check or to bluff past a demand for credentials.

In small towns, or in narrow societies such as Edwardian England, everyone knows everyone, and Credit Rating amounts to an index of personal reputation as well as monetary worth. Thus Credit Rating might ebb and flow because of scandal or personal behavior, while the loss or accumulation of money effected minor change or no change. As appropriate, the keeper may cause a character to make clear such distinctions.