ACC	C Parry	DM	Base I	Range	RoF	' Notes		
-1	0	AD+18	Melee		N/A	2-handed, Min +1 STR		
0	-1/0	AD+11/13	Melee N/A		N/A	1-handed/2-handed		
0	-1	AD+13	Melee		N/A	2-handed		
0	0	AD+9	Melee		N/A	2-handed		
-1	-2	AD+15	Me	lee	N/A	Fuel/batteries; run for 1d3 hours		
0	-1	AD+16	Me	lee	N/A	2-handed, Min +1 STR		
0	-1	AD+3	Me	lee	N/A	Any large stick-like item		
0	-1	AD+3	Thr	ow	0	-1 ACC when thrown		
0	+1	AD+4	Me	lee	N/A	Can be used to Parry		
-1	-2	AD+10	Me	lee	N/A			
0	0	AD+7	Thr	ow	0	Can be thrown		
0	0	AD+6	7+S	TR	0/1	Can be thrown		
-1	+1							
0	-1							
0	0							
						· · · · · · · · · · · · · · · · · · ·		
						Piercing damage		
						*		
-						Can be thrown		
					Turr Enturgies. Thes. – Woo T to get nee			
ACC	DM	Base Range	RoF	Amm	no Notes			
0	3	4	0	30	Int	ensity 5 Elec. attack, bruise damage		
0	7	5	0	6	.22	caliber		
0	14	6	0	6	.38	caliber		
0	23	7	0	5	.45	+ caliber		
0	10	6	0	10	6mm			
-					9mm			
0	15	6	0	9	9n	im		
0 0	15 24	6 7	0	9 8		m + caliber		
			-		.45			
0	24	7	0	8	.45	+ caliber 2mm		
0 0	24 18	7 45	0	8 1	.45 7.6 9n	+ caliber 2mm		
0 0 0	24 18 24	7 45 50	0 0 0	8 1 20	.45 7.6 9n .50	+ caliber 2mm m		
0 0 0 0	24 18 24 28	7 45 50 60	0 0 0 0	8 1 20 10	.45 7.6 9m .50 7.5	+ caliber 2mm m caliber		
0 0 0 0 0	24 18 24 28 28	7 45 50 60 65	0 0 0 0 1	8 1 20 10 40	.45 7.6 9n .50 7.5 12	+ caliber 2mm m caliber mm+		
0 0 0 0 0 0	24 18 24 28 28 28 28	7 45 50 60 65 7/6	0 0 0 1 0/1	8 1 20 10 40 10	.45 7.6 9n .50 7.5 12 Af	+ caliber 2mm m caliber mm+ Gauge		
0 0 0 0 0 0 +1	24 18 24 28 28 28 28 40	7 45 50 60 65 7/6 100/200	0 0 0 1 0/1 0	8 1 20 10 40 10 5	.45 7.6 9n .50 7.5 12 Af	+ caliber 2mm m caliber mm+ Gauge fected by smoke 2 mm		
0 0 0 0 0 +1 0	24 18 24 28 28 28 28 40 12	7 45 50 60 65 7/6 100/200 22	0 0 0 1 0/1 0 2	8 1 20 10 40 10 5 40	.45 7.6 9n .50 7.5 12 Aff 7.6 9n	+ caliber 2mm m caliber mm+ Gauge fected by smoke 2 mm		
0 0 0 0 0 +1 0 0	24 18 24 28 28 28 28 40 12 18	7 45 50 60 65 7/6 100/200 22 25	0 0 0 1 0/1 0 2 2	8 1 20 10 40 10 5 40 30	.45 7.6 9n .50 7.5 12 Af 7.6 9n 11	+ caliber 2mm 2mm caliber mm+ Gauge fected by smoke 2 mm m		
	-1 0 0 0 -1 0 0 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 0 -1 0 0 0 0 0 0 0 0 0 0 0 0 0	-1 0 0 -1/0 0 -1/0 0 0 -1 -2 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 0 0 0 -1 -2 0 0 0 0 -1 -1 0 0 -1 -1 0 0 -1 -1 0 1 -1 -1 0 0 0 -2 0 -1 0 0 0 -2 0 -2 0 -2 0 -2 0 -1 0	-1 0 AD+18 0 -1/0 AD+11/13 0 -1 AD+13 0 0 AD+13 0 0 AD+13 0 0 AD+13 0 0 AD+13 0 -1 AD+15 0 -1 AD+3 0 -1 AD+4 -1 -2 AD+10 0 0 AD+7 0 0 AD+7 0 0 AD+7 0 0 AD+11 0 0 AD+7 0 -1 AD+14 -1 -1 AD+14 0	-1 0 AD+18 Me 0 -1/0 AD+11/13 Me 0 -1 AD+13 Me 0 0 AD+13 Me 0 0 AD+13 Me 0 0 AD+15 Me 0 -1 AD+16 Me 0 -1 AD+3 Thr 0 0 AD+7 Me -1 -2 AD+10 Me 0 0 AD+6 7+S -1 +1 AD+12 Me 0 0 AD+7 Me 0 0 AD+7 Me 0 0 AD+14 Me 0 0 AD+7 Me 0	-1 0 AD+18 Melee 0 -1/0 AD+11/13 Melee 0 -1 AD+13 Melee 0 0 AD+13 Melee 0 0 AD+13 Melee 0 -1 AD+16 Melee 0 -1 AD+3 Throw 0 +1 AD+4 Melee -1 -2 AD+10 Melee 0 0 AD+7 Throw 0 0 AD+7 Melee 0 -1 AD+11 Melee 0 -1 AD+14 Melee 0 +1 AD+15 Melee 0 +1 AD+14 Melee 0 -2 AD+4	-1 0 AD+18 Melee N/A 0 -1/0 AD+11/13 Melee N/A 0 -1 AD+13 Melee N/A 0 -1 AD+13 Melee N/A 0 0 AD+9 Melee N/A 0 0 AD+3 Melee N/A 0 -1 AD+16 Melee N/A 0 -1 AD+3 Throw 0 0 +1 AD+4 Melee N/A 0 0 AD+7 Throw 0 0 0 AD+6 7+STR 0/1 -1 +1 AD+11 Melee N/A 0 -1 AD+14 Melee N/A 0 +1		

Silhouette CORE Generic Weapon & Armor List -- Game Stats

Heavy Weapons	ACC	DM	Base Range	RoF	Ammo	Notes	
Anti-Armor Guided Missile	+1	150	150	0	1	Guided, Indirect Fire	
Anti-Armor gun	+1	70	150	0	5	.50 caliber+	
Chaingun	0	30	50	4	Belt	9mm or similar	
Aux. Grenade Launcher	-1	Grenade	40	0	1	Indirect fire, fits on rifle	
Grenade Rifle	0	Grenade	50	0	5	Indirect fire	
Light Mortar	-1	120	150	0	5	Indirect fire, Min Range 150	
Light Machine Gun	0	30	100	2	Belt	7.62mm	
Medium Machine Gun	0	32	125	3	Belt	7.5mm+	
Heavy Machine Gun	0	42	130	3	Belt	.50 caliber+	
Rocket Launcher	0	140	50	0	1	Bazooka-type launcher	
SAM Launcher	+1	70	250	0	1	Guided, Indirect Fire	

Grenades	ACC	DM	Base Range	RoF	Area	The second number under 'Area' is the
Concussion	0	30	Throw	0		secondary damage area. Those within
Fragmentation	0	26/14	Throw	0		the primary damage area suffer both
Incendiary	0	24/8	Throw	0	8/12	damages, those outside suffer only the second DM. Use the Drug/Disease rules
Gas	0	5/Gas	Throw	0	11/20	for Gas effects.
Smoke	0	2/Smoke	Throw	0	1/30	

Ranged Weapons	ACC	DM	Base Range	RoF	Ammo	Notes
Sling	-1	7	Throw	0	N/A	Needs a quick wind-up time
Bola	-1	7	6	0	N/A	Entangles. Thresh. = MoS to get free
Short Bow	0	7	5	0/1	N/A	Small bow
Recurve Bow	0	10	8	0/1	N/A	Standard bow
Long Bow	0	12	10	0/1	N/A	Min +1 STR
Modern Compound Bow	0	13	8	0/1	N/A	Powerful but needs maintenance
Crossbow	0	14	7	0/3	N/A	Powerful but slow to reload
Hand Crossbow	0	6	4	0/1	N/A	Useful secondary weapon
Repeating Crossbow	-1	8	7	0	6	Cumbersome

Armor	Value	Enc	Conceal
Light Flak Vest	15	0	Yes
Light Flak Suit	20	0	Yes
Medium Flak Vest	25	0	Somewhat
Leather Armor	5	0	Somewhat
Studded Leather	8	0	Somewhat
Chain Mail	14	-1	No
Plate	22	-2	No
Futuristic Composite	32	-1	No

Shield	ACC	Parry	DM	Armor	Enc				
Buckler	-1	+1	AD+1	11	0				
Round	-2	+2	AD+3	13	0				
Heater/Kite	-2	+2	AD+4	15	-1				
Tower	-3	+3	AD+5	18	-1				
Modern Riot	-2	+3	AD+5	20	0				
If the parry fails by the parry bonus or less, the attack hit the shield. Subtract the shield's armor from the attack. If using the Armor Degradation optional rules, apply this to the shield as well.									

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