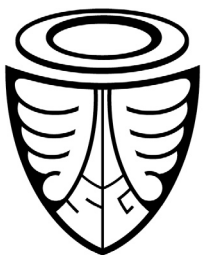


MODULE 00

GUNS AND MONEY



SERAPHIM
GUARD

A rule Extension for the Open Core Quick System

BATTLEFIELD
PRESS
Inc.

GUNS AND MONEY CREDITS

DESIGNED BY
Christopher Helton

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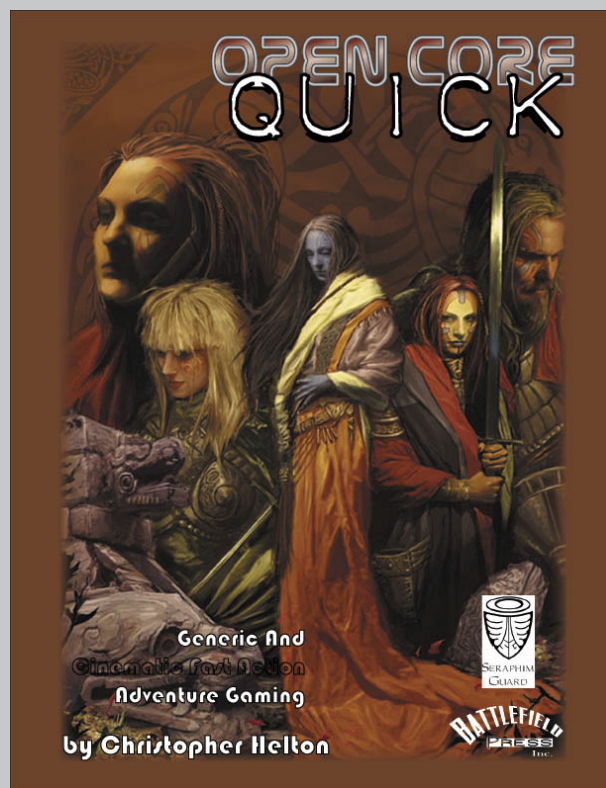
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Closed
under
Gaming

Can a document released in a bundle with the Core Rules really be a supplement? Well, something that you have probably noticed after reading the Open Core Quick Core Rules is that there aren't any lists of weapons, armor and related items in the rules. That was an intentional "mistake," and one that is fixed with this document. Send for **Guns and Money**.

OPEN CORE QUICK



Guns and Money is the first Module for the Open Core Quick Adventure Game. An Open Core Quick Module is either an expansion to the rules of the game, a setting for campaign play, genre guidelines for playing Open Core Quick in a particular genre, or an adventure that can be used for play during a session.

The Open Core Quick Adventure Game is required to use this module.

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WEALTH RULES

The cost or value for Wealth depends on the level a character takes (see the table below). The default level is 4 for starting characters. Characters may purchase additional levels using the costs listed in the table below. Some suggested annual income levels (as well as alternate costs/values for those levels) are listed below. GMs are encouraged to determine the “average income” for their own campaign.

Characters may substitute their Wealth level for an attribute or skill in appropriate situations, at the GM’s discretion. Such skill rolls could include those in social situations where the character’s wealth is likely to influence the outcome or the opposing character’s attitude or decision.

GMs may also use a simple skill roll to determine a character’s ability to purchase an item, treating the character’s Wealth as a sort of “credit rating” or “financial resource meter,” of sorts. To make the roll, use the character’s Wealth level in place of the normal Attribute + Skill. The GM should set the difficulty of the roll based on the value or cost of the item being sought, using the following guideline.

Value (up to)	Difficulty (TN)	Example
\$500	Average (12)	Stereo, suit
\$5,000	Tricky (15)	Computer, furniture, wardrobe
\$50,000	Challenging (18)	Car, trailer home
\$500,000	Difficult (21)	Single-family home, small jet/yacht
\$5,000,000	Demanding (24)	Estate/manor, large jet/yacht
\$50,000,000	Extreme (27)	Small island, priceless artifact
\$500 million +	Legendary (30)	Ocean liner, crown jewels

Jake Lockley is the majority shareholder of a multi-national corporation and has a Wealth level of 9. Jake’s player tells the GM that Jake wants to buy a new small private jet. Using the guide above, the GM sets the difficulty of the roll at Difficult. Jake’s player rolls 3d6 (he rolls 13) and adds Jake’s Wealth of 9, for a total of 22. After a few phone calls and signing and faxing a few forms, Jake is the proud owner of a new jet, which will be delivered to his private hangar in a few days.

Wealth Table

Level	Cost	Description	Annual Income*	2005 U.S.	1940s U.S.	Roaring ‘20s	Victorian Era	Feudal Japan
1	-10	Destitute	<1/10 average	<\$5,000	<\$500	<\$37.50	<£7.5	<1 koku
2	-5	Poor	1/5 average	\$10,000	\$1,000	\$150	£30	2 koku
3	-2	Below average	½ average	\$25,000	\$2,500	\$375	£ 75	5 koku
4	0	Middle class	1x average	\$50,000	\$5,000	\$750	£150	2.5 ryô (10 koku)
5	1	Above average	2x average	\$100,000	\$10,000	\$1,500	£300	5 ryô (20 koku)
6	2	Upper-middle	5x average	\$250,000	\$25,000	\$3,750	£750	7.5 ryô (30 koku)
7	4	Well to do	10x average	\$500,000	\$50,000	\$7,500	£1,500	25 ryô (100 koku)
8	6	Upper class	20x average	\$1 Million	\$100,000	\$15,000	£3,000	50 ryô (200 koku)
9	8	Rich	100x average	\$10 Million	\$500,000	\$75,000	£15,000	250 ryô (1,000 koku)
10	10	Filthy rich	1,000x average	\$100 Billion	\$5 Million	\$750,000	£150,000	2,500 ryô (10,000 koku)

Any one of the sample average incomes can as easily be used as an example for “future” or science fiction settings where abstract units of currency, commonly called Credits in such settings, are used in place of more old fashioned forms of currency. The annual income substituted for the Credits would just depend on how strong, or how weak, the GM wants the economy to be in their setting.

15. COPYRIGHT NOTICE

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GUNS AND MONEY

There are two important things to characters in most role-playing game campaigns: guns and money (lawyers can be optional in modern settings). Money is often a prime motivator for player characters, it is what they receive at the end of a mission and it is what allows them to pay their bills, and keep them in drinks and food. Guns, as well as the many, many other types of weapons that are available to characters, are also something that requires money.

WEAPONS

Weapon Attributes

Each weapon has several attributes that describe and rate its performance within the rules.

The attributes that describe melee weapons are Damage (abbreviated “Dmg”), Type, Size, Initiative modifier (abbreviated as “Init”—note that this is not the same as the INI derived attribute for characters), Accuracy modifier (abbreviated “Acc”), Strength minimum (abbreviated “STR”—note that this is not the same as the STR derived attribute for characters), Weight (abbreviated “Wt”), Cost, and Notes.

The attributes that describe ranged weapons are Damage (abbreviated “Dmg”), Type, Size, Accuracy modifier (abbreviated “Acc”), Strength minimum (abbreviated “STR Min”—note that this is not the same as the STR derived attribute for characters), Maximum effective range (abbreviated “Max”), Rate of fire (abbreviated “RoF”), Ammunition capacity (abbreviated “Amm”), Weight (abbreviated “Wt”), Cost, and Notes.

Damage (Dmg)

The damage rating for the weapon indicates the number of dice of damage the weapon inflicts when used by a character with STR equal to the minimum STR score required for the weapon.

Ray's character, Spike, has a STR of 3. Spike picks up a chain during a fight. The chain has a damage rating of 3d6 and a STR minimum of 3. Because Spike's STR is equal to the minimum STR required for the chain, Spike will inflict 3d6 when he strikes an opponent.

GMs wishing to use the “flat rate” method of determining damage can convert the listed weapon damage by multiplying the number of dice times 3 and then adding any bonuses

Spike normally does 3d6 of damage with his chain. To convert the damage to flat rate damage, Ray simply multiplies the number of dice times three. Spike does 9 points of damage when using the flat rate method.

Characters with more STR than the listed minimum strength for the a weapon will do extra damage with that weapon.

Characters with less STR than the listed minimum strength for a weapon may do less damage with that weapon. (See *STR Min*, page 76).

Type

This describes the type of damage that the weapon inflicts. The letter before the slash represents:

B = Blunt (TGH & armor apply)

P = Penetrating (only armor applies)

Sp = Special (TGH and armor may not apply; see notes).

The letter after the slash represents:

S = Stunning damage

L = Lethal damage

Sp = Special damage (see notes for effect).

For example, “P/L” indicates the weapon does penetrating lethal damage, so armor but not TGH is subtracted from the damage before applying it to the character's LIF.

See *Damage* for more information about types and forms of damage and their effects in the game.

Size

Each weapon has an “optimal distance.” This is the distance that the user must be from his opponent in order to effectively and properly wield the weapon.

The optimal distance is 1 meter for short weapons (such as knives, short swords, punches and grappling maneuvers), 2 meters for medium weapons (such as swords, clubs and kicks), and 3 meters for long weapons (such as most pole-arms).

When both characters are fighting with the same sized weapons, neither character receives a bonus, even if they are at the optimal distance for their weapon.

When characters are using weapons of different sizes, however, the character with the longer weapon receives a +3 INI and +3 DEF bonus. If the opponent successfully strikes with the shorter weapon, then the bonus is reversed, to simulate that the character with the shorter weapon “got inside” the other's defenses to his own optimal distance. If the character with the longer weapon retreats back to his optimal striking distance, he regains the advantage and respective bonuses.

Jim's character is a gladiator fighting in the coliseum. He is using a spear and his opponent is using a short sword. Because Jim's spear is a Long weapon, his weapon's optimal distance is 3 meters, while his opponent's is 1 meter because he is using a Short weapon. As long as Jim's character remains 3 meters away from his opponent, he will receive a +3 bonus to both his INI

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and his DEF. If his opponent successfully strike Jim's character; however, that means he has slipped into his own optimal distance—1 meter—and gains the +3 bonus to his own INI and DEF, and Jim loses the bonuses.

Initiative Modifier (Init)

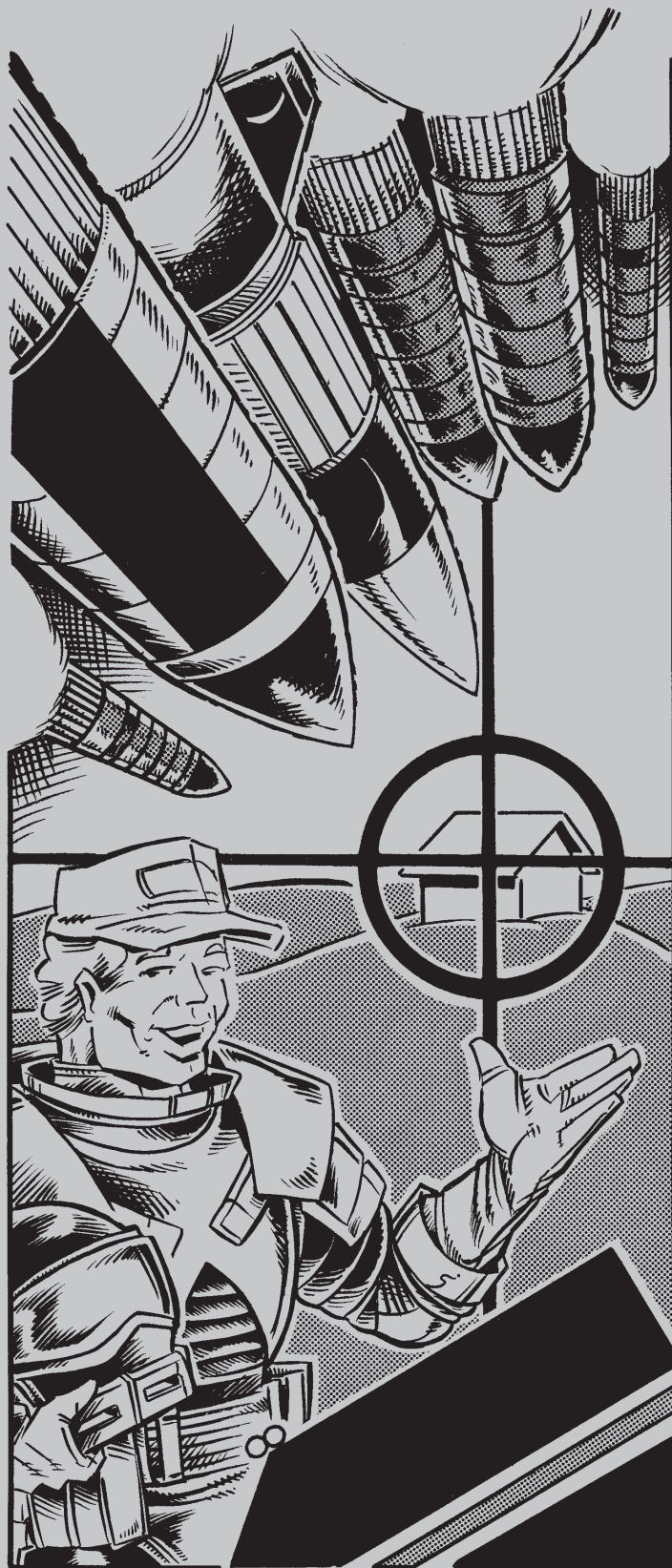
Some weapons are bulkier and more awkward to wield than others, and some are smaller or better balanced and easier to use. To reflect these differences in weapon design, weight and balance, each weapon has a base Initiative Modifier (abbreviated "Init"). This modifier is applied as a temporary modifier to the INI score of the character using the weapon. The Initiative Modifier may be a positive number (e.g., +1), a negative number (e.g., -1), or zero.

If the character stops using the weapon the modifier no longer applies. If the character switches to a different weapon, then the new weapon's Initiative Modifier is used.

The Initiative Modifier is in addition to any INI modifiers for STR (see *STR Minimum*, below) or any other INI modifiers that may be available in your game, such as from supernatural abilities, special traits, and so on.

Range Modifier (RMod)

The Range Modifier reflects the inherent accuracy of the weapon at longer ranges. The Range Modifier (abbreviated "RMod") is a bonus usable only to offset or cancel negative modifiers due to range. For example, a



Range Modifier of +2 means that a character using the weapon treats a -4 penalty for distance as only a -2 penalty. A weapon's Range Modifier may not decrease modifiers for distance below 0.

Accuracy (Acc)

Accuracy reflects the inherent accuracy of the weapon. The Accuracy modifier (abbreviated "Acc") is added to the character's skill roll (not the TN) when using the weapon.

Gail is playing Elissa Longstreet, a spy for the Colonial Army, in a game set in the U.S. Revolutionary War. Elissa has a Black Powder Weapons skill of 5. During the game she is spotted trying to sneak through British-held territory. As two armed British soldiers approach her, she draws a musket pistol she had hidden in her bag and fires at one of the soldiers. Because black powder weapons are inherently less accurate than modern guns, they have an Acc of -1. When making a skill roll for Elissa to hit the British soldier, Gail subtracts 1 from her character's skill of 5, making her effective score a 4.

STR Minimum (STR Min)

Most weapons have a minimum STR score. This is the minimum STR score required to wield the weapon effectively. Large, bulky or unbalanced weapons will have a higher STR minimum than small, balanced weapons. A weapon with "Crew" listed in the STR Min. column requires two or more people working together to operate

the weapon, and no bonus or penalty is afforded regardless of their STR scores.

If a character has a STR score lower than the listed STR minimum for the weapon he is using, the character will incur a penalty to both INI and to any skill rolls made for using the weapon. For every point below the STR minimum, the character suffers a -1 INI and -1 to all skill rolls involving that weapon. In the case of melee weapons and bows, the character also does 1d6 less than the listed damage for the weapon.

These penalties are in addition to any initiative (Init) and accuracy (Acc) modifiers listed for the weapon. If damage for a melee weapon is reduced to "0d6" due to insufficient STR, then the character cannot wield the weapon well enough to inflict damage with it in a fight.

Bob has a STR 4, REF 5, and Machine-guns 5. Bob picks up a B.A.G. 92 machine-gun that has ACC -2, Init. -1, and STR Min 6. Bob's STR is 4 (2 less than the listed STR Min of 6), so he incurs a -2 to his Initiative and to his skill rolls. The total modifier to his skill rolls is -4, and the total modifier to his Initiative is -3. Bob's skill roll formula would look like this: REF (5) + Skill (5) + ACC (-2) + STR penalty (-2) + 3d6... or 3d6 + 6.

If a character has a STR score higher than the listed STR minimum for a melee weapon he is using, the character does extra damage. For every point of STR the character possesses above the listed STR minimum of the weapon, the character does an extra 1d6 of damage, up to a total maximum of twice the listed damage for the weapon. Having a high STR does not allow a character to do extra damage with a bow, crossbow, firearm or energy weapon.

Bob's machine gun has run out of ammo, but the bad guys are still coming, so Bob pulls out his trusty fighting knife. A knife has a listed STR Min of 2 and a base damage of 1d6. Because Bob's STR of 4 is two points above a STR Min of 2, Bob can inflict as much as +2d6 damage when he hits with the weapon. Unfortunately for Bob, 3d6 is more than two times the base damage for a knife, so Bob does only 2d6 points of damage with the knife. But that's still better than normal damage, and Bob's feeling pretty mean...

Rate of Fire (RoF)

A weapon's rate of fire (abbreviated "RoF") indicates how often a ranged weapon may be fired and how many rounds are expended each turn. A whole number indicates the maximum number of rounds that may be fired per turn. A fraction indicates the number of turns required to reload the weapon between shots (e.g., "1/3" means the weapon can be fired once every three turns). More than one number separated by a colon indicates the weapon is capable of multiple rates of fire (e.g., 3:20 indicates the weapon is capable of firing either 3 shots per turn or 20 shots per turn). In such cases the player selects which rate of fire to use at the beginning of his character's action.

Ammunition (Amm)

Ammunition capacity (abbreviated "Amm") indicates how many rounds of ammunition or are contained in a ranged weapon or in an attached supply, such as a battery or magazine.

Simple missile weapons, such as crossbows and slings, have an Amm. Rating of 1 because they can't "hold ammo" (they can only fire a single arrow or stone that is loaded and readied for use).

Weight (Wt)

The weight of the weapon, listed in kilograms.

For players wishing to convert to pounds, simply multiply the listed number by two. The actual conversion is 2.2 pounds to a kilogram, but multiplying by 2 is easier and still provides a good approximate conversion.

If you are not keeping track of the weight of equipment or other items carried by the characters in your game, then you can ignore this number.

Notes

Notes contain additional information about a weapon, such as examples of the type of weapon, special effects, and special uses of or exceptions to the basic rules.

The following annotations are used in the core rules:

AB: Auto-burst (the weapon may be fired using the autofire rules for Burst only; no Stream or Spray attacks are allowed with this weapon)

AF: Autofire (the weapon may be fired using the rules for autofire)

AP: Armor piercing (on a successful attack using this weapon, the AV of the target is halved before subtracting it from the damage caused by the attack)

BA: Bolt action

EX: Explosion (attacks using this weapon are made using the rules for Explosions)

PA: Pump action

LA: Lever action

SA: Semi-automatic

RD: Revolver, double-action

RS: Revolver, single-action

Extensions and Variants may include special rules that apply to weapons. These will be listed under "Notes" for weapons that use rules presented in those Extensions and Variants.

Steve is running a sci-fi game in which needler pistols are able to penetrate armor better than most weapons. Steve decides that the "armor piercing" ability effectively halves the armor value of the target, and notes "AP" for needlers on the weapon list under "Notes."

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Sample Weapon Lists

Melee Weapons

Weapon	Dmg	Type	Size	Init	Acc	STR Min	Wt	Notes
Ax, battle	4d6	P/L	M	-2	-1	5	10	
Ax, hand	2d6	P/L	M	0	0	3	1	
Bat, aluminum	3d6	B/L	M	-1	0	3	1	
Bat, wood	3d6	B/L	M	-1	0	3	2	
Baton, police	2d6	B/L	M	0	0	2	.5	
Bayonet	2d6	P/L	M	-2	0	3	.5	Adds to rifle weight
Broadsword	4d6	P/L	M	-1	0	4	6	
Cane sword	2d6	P/L	M	0	0	3	.5	
Chain	3d6	B/L	M/L	-2	-1	3	1	
Club	3d6	B/L	M	-1	0	3	1	Tree limb, improvised weapon
Club, great/war	5d6	B/L	M	-2	-1	5	8	Japanese tetsubô
Fencing foil	2d6	P/L	M	0	0	3	.5	
Flail	3d6	P/L	M	-1	-1	3	5	
Glaive	5d6	P/L	L	-2	-1	5	6	Japanese naginata
Halberd	4d6	P/L	L	-2	-1	4	5	Japanese ôno
Katana	4d6	P/L	M	0	0	3	1.5	Samurai long sword
Kick	Special	B/S	M	0	0	0	0	Does dmg for STR+1 (see STR Table)
Knife	1d6	P/L	S	0	0	2	.25	
Lance	3d6	B/L	L	-2	-1	4	10	
Long sword	3d6	P/L	M	0	0	3	3	
Mace	3d6	B/L	M	0	0	3	4	
Nunchaku	3d6	B/L	M	0	0	3	1	
Pike	4d6	P/L	L	-2	-1	3	4	
Punch	Special	B/S	S	0	0	0	0	Does damage based on STR (see STR Table)
Rapier	3d6	P/L	M	0	0	3	3	
Short sword	2d6	P/L	S	0	0	3	2	Gladius
Spear	3d6	P/L	L	-1	0	3	3	
Staff, short	2d6	B/L	M	0	0	2	1	Japanese jô, cane
Staff, three-section	3d6	B/L	M/L	-1	-1	3	3	
Staff, quarter	3d6	B/L	L	-1	0	3	2	Japanese bô
Two-handed sword	5d6	P/L	M	-1	-1	4	7	Claymore, Japanese nodachi
Wakizashi	3d6	P/L	M	0	0	3	1	Japanese short sword
Whip	1d6	B/L	L	-2	-1	3	.5	

High-Tech/Sci-fi Melee Weapons

Weapon	Dmg	Type	Size	Init	Acc	STR Min	Wt	Notes
Energy sword	5d6	P/L	M	+1	-2	2	.5	All weight in handle; difficult to wield
Stun baton	4d6	B/S	M	0	0	2	.5	
Vibro-ax	5d6	P/L	M	-1	-1	4	6	
Vibro-knife	2d6	P/L	S	+1	0	2	.25	Tree limb, improvised weapon
Vibro-sword	4d6	P/L	M	0	0	3	4	

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Simple Missile Weapons

Weapon	Dmg	Type	Acc	Rmod	STR Min	Max	RoF	Amm	Wt	Notes
Atlatl	3d6	P/L	-2	0	3	x5	1/2	1	1	
Bola	3d6	B/L	-2	0	3	x5	—	1	.25	
Boomerang	3d6	B/L	-2	0	3	x10	—	1	.5	
Compound bow	4d6	P/L	0	+2	3	x20	1/2	1	2	
Crossbow, small	2d6	P/L	0	+2	3	50	1/3	1	2	
Crossbow, heavy	3d6	P/L	-1	+1	4	50	1/4	1	3.5	
Longbow	4d6	P/L	0	+2	4	150	1/2	1	3	
Short bow	3d6	P/L	0	+2	3	100	1/2	1	2	
Sling	2d6	B/L	-1	+1	3	100	1/3	1	.1	
Slingshot	1d6	B/L	0	+2	2	25	1	1	.1	
Speargun	4d6	P/L	0	+2	3	50	1/4	1	3	Stats for use out of water.

Modern Small Arms

Weapon	Dmg	Type	Acc	Rmod	STR Min	Max	RoF	Amm	Wt	Notes
<i>Pistols (by caliber)</i>										
.25 ACP semi-auto	1d6	P/L	-1	+1	2	50	4	6	.5	SA
.22 short semi-auto	1d6	P/L	-1	+2	2	50	4	6	.5	SA
.32 ACP snub-nose	2d6	P/L	-1	+1	3	50	3	6	1	RD
.32 ACP revolver	2d6	P/L	0	+2	3	50	3	6	1	RD
.22 LR semi-auto	2d6	P/L	-1	+1	2	50	4	12	1	SA
9mm short	2d6+2	P/L	0	+2	3	50	4	6	1.5	SA
.45 ACP (1865)	3d6	P/L	0	+2	3	50	2	6	2	Peacemaker, RS
.45 ACP (1980)	3d6	P/L	0	+2	3	50	4	7	2	M-1911A1, SA
9mm Para	4d6	P/L	0	+2	3	50	4	15	2	SA
.357 Mag. snub-nose	4d6	P/L	-1	+1	3	50	3	6	1.5	RD
.357 Mag. 6" barrel	4d6	P/L	0	+2	3	50	3	6	2	RD
10mm Auto	4d6	P/L	0	+2	3	50	4	10	2	SA
.41 Mag. snub-nose	5d6	P/L	-1	+1	4	50	3	6	2	RD
.41 Mag. 6" barrel	5d6	P/L	0	+2	4	50	3	6	2.5	RD
.44 Mag. 6" barrel	5d6	P/L	0	+2	4	50	3	6	2.5	RD
.50 Desert Eagle	6d6	P/L	0	+2	5	50	4	10	3	SA
<i>Rifles (by caliber)</i>										
.22 carbine	2d6	P/L	+1	+3	3	200	4	10	1.5	SA
9mm short	2d6+2	P/L	+1	+3	3	200	4	5	1	SA
12 gauge slug	6d6	P/L	+1	+4	5	100	2	5	3	PA; 5 or 8-rd magazine.
.30 carbine	5d6	P/L	+1	+3	4	200	4	5	3	BA or LA
5.56mm M-4	5d6+2	P/L	+1	+3	4	200	4:20	30	3	SA/AF/AB
5.56mm M-16A2	5d6+2	P/L	+1	+4	4	500	4:20	30	3.5	SA/AF/AB
7.62x39mm NATO	7d6	P/L	+1	+4	4	600	4:20	30	4	SA/AF/AB; FN-FAL
.50 cal. rifle	9d6	P/L	+1	+4	6	1000	3	5	6	SA; Barrett M82A1

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Sci-fi Small Arms

Weapon	Dmg	Type	Acc	Rmod	STR Min	Max	RoF	Amm	Wt	Notes
Blaster pistol	4d6	P/L	0	+2	2	100	1	30	1	
Blaster carbine	6d6	P/L	+1	+3	3	200	1:5	40	2	
Blaster rifle	8d6	P/L	+1	+4	5	400	1	30	4	
Holdout pistol	3d6	P/L	-1	+1	2	50	1	20	.5	
Laser pistol	4d6	P/L	0	+2	3	100	1	25	1	
Laser rifle	6d6	P/L	+1	+4	4	500	1	50	3	
Needler pistol	3d6	P/L	0	+2	3	50	1	20	1	AP

Heavy Weapons & Misc

Weapon	Dmg	Type	Acc	Rmod	STR Min	Max	RoF	Amm	Wt	Notes
<i>Machine-guns (by caliber)</i>										
7.62mm Light MG										
mounted	5d6+2	P/L	+2	+5	N/A	1000	20	100	15	Bipod/tripod; AF; M-60
carried	5d6+2	P/L	+1	+4	4	1000	20	100	9	Carried; AF; M-60
.50 cal. MG	9d6	P/L	+2	+5	Crew	1000	20	100	30	AF, mounted; M-2
<i>Cannons</i>										
Field cannon, small	12d6	B/L	+1	+3	Crew	1000	1/10	1	1000	“6-pounder” (18th cent.)
Field cannon, medium	15d6	B/L	+1	+3	Crew	1000	1/10	1	1000	“12-pounder” (19th cent.)
155mm	18d6	P/L	+2	+5	Crew	22 km	1/4	1	7154	M198 Howitzer
Ship’s gun, 16-in.	24d6	P/L	+3	+8	Crew	50 km	1/20	1	—	Ship’s guns
<i>Support weapons</i>										
Flame-thrower	4d6	B/L	+2	+2	4	40	1	50	32	M2-2
Grenade, frag.	6d6	P/L	0	0	3	STRx5	1/2	—	.4	M33A1, M57; EX
Grenade, tear gas	6d6	Sp/Sp	0	0	3	STRx5	1/2	—	.4	M47 (CS); EX
Grenade, stun	6d6	B/S	0	0	3	STRx5	1/2	—	.4	“flash-bang”; EX
M1 Rocket Launch.	10d6	P/L	+1	+3	4	110	1/5	1	6	WWII Bazooka
M72A2 LAW	10d6	P/L	+1	+2	2	350	1	—	2.4	Disposable weapon; EX
Mortar, 81mm	12d6	P/L	+1	+4	Crew	1000	1/2	1	18	EX
RPG	10d6	P/L	+1	+3	3	100	1/4	1	6	Rocket-propelled grenade; RPG-7; EX

ARMOR

Armor Attributes

Like weapons, armor has several attributes that describe its performance within the rules. These are not the same kinds of attributes that characters have, but they serve a similar function.

The attributes that describe armor are Armor Value (AV), Locations covered (Loc), Strength minimum (abbreviated “STR Min”), Weight (abbreviated “Wt”), Cost, and Notes.

Armor Value (AV)

The Armor Value indicates the amount of points of protection that the armor affords. Each point of AV reduces damage inflicted upon the character by 1 point. For example, an AV of 10 would reduce a 16 point attack to a 6 point attack. The armor’s AV protects from all forms of damage unless otherwise noted in the description (e.g., chainmail is flexible and does not protect as well against Blunt and piercing attacks as it does cutting attacks).

Locations Covered (Loc)

The numeric body locations (from the *Random Hit location Table*, on page 94) that the armor protects. The AV of the armor is applied to any attacks that strike one of the protected areas.

If the GM is not using Hit Locations in your game, you can ignore these numbers.

STR Minimum (STR Min)

The minimum STR score required to move about and fight unencumbered by the armor. Armor that is rigid, heavy and/or restricts air flow will have a higher STR Min than armor that is less cumbersome, allows air to circulate around the wearer’s body (to “breathe” and release heat) and doesn’t restrict the wearer’s range of motion.

If a character has a STR score lower than the listed STR minimum for the armor he is wearing, the character will incur a penalty to his REF. For every point below the STR minimum, the character suffers a -1 to REF and MOV. This temporary reduction in REF also affects the character’s INI, and of course any REF-based skill rolls.

Bob has a STR 4 and REF 5. Bob puts on a suit of full samurai armor, which has a STR Min of 4. Because Bob’s STR is 1 less than the STR Min of the armor, Bob suffers a temporary -1 to his REF and MOV for as long as he wears the armor.

If a character has a STR score higher than the listed STR minimum there is no bonus.

Weight (Wt)

The weight of the armor, listed in kilograms.

If you are not keeping track of the weight of equipment or other items carried by the characters in your game, then you can ignore this number.

Cost

Normally the cost of the armor will be listed here, in the currency appropriate to the setting and era in which your game is set. We have not provided prices for the armor in this book because it would be impossible to list accurate prices for all settings.

GMs are encouraged to create prices for armor in their game if they so choose. Prices appropriate to a particular setting, and in the proper currency for that setting, will be published in other products.

Notes

Notes contain additional information about the armor, such as “1/2 AV vs. Blunt damage.”

Guns And Money

Armor List

Item	AV	Loc	STR		Cost	Notes
			Min	Wt.		
Clothing, light	1	Varies	0	1		Typical spring/summer garb
Clothing, heavy	2	Varies	1	4		Typical fall/winter garb
Brigandine	8	7-15	4	4		½ AV vs. Blunt damage
Chainmail	12	3, 5-15	5	10		½ AV vs. Blunt damage
Football helmet	10	3-4	2	2		American football (e.g., NFL)
Football pads	10	7-8, 10-11, 13-15	4	8		American football (e.g., NFL)
Helmet, kevlar	14	3-4	2	1		Military/police helmet
Leather	6	7-15	3	2		½ AV vs. Blunt damage
Modern body armor						“Bullet proof vest”
Level IIA	10	7-12	3	1		½ AV vs. pointed weapons
Level II	12	7-12	3	1		½ AV vs. pointed weapons
Level IIIA	14	7-12	3	1.5		½ AV vs. pointed weapons
Level III	16	7-12	4	1.5		½ AV vs. pointed weapons
Tactical	18	6-13	5	2		½ AV vs. pointed weapons
Trauma plate	20	13	2	.5		
Plate armor, full	16	3-18	8	30		½ AV vs. Blunt damage
Plate armor, partial						
plate sections	16	3-4,7-13	6	20		½ AV vs. Blunt damage
chain sections	12	5-6,14-18	—	—		½ AV vs. Blunt damage
Samurai armor	14	3-18	5			½ AV vs. Blunt damage
Space suit, modern	6	3-18	5	125		20th cen., includes 7 hrs life suppt
Space suit, future	10	3-18	3	25		Sci-fi, includes 24 hrs life suppt
Trooper armor	15	3-18 3	6			Sci-fi; ½ AV vs. Blunt damage

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