

# A list of Ballistics and Weapons for Savage Worlds

By

Erron "Bo" Whitten © 2003 [lorgryt@softhome.com](mailto:lorgryt@softhome.com)

## Introduction

The following data is compiled from a ballistics formula used by various organizations to determine data for a "rounds comparison." I am using the data and the statistics from Savage Worlds to create this Ballistics List. It is as accurate as possible. To use it simply find data about the weapon in question and compare it to this information. The ballistics are for most rounds on the market.

Type is the type of round in question. RF = Rimfire; CFP = Center Fire Pistol; CFR = Center Fire Rifle; CFAC = Center Fire Auto Cannon (I only included the 20mm American round); CFRP = Center Fire Rifle in a Pistol; CFPR = Center Fire Pistol in a Rifle; SG = Shot Gun; BP = Black Powder; BPSG = Black Powder Shot Gun.

A rifle round used in a pistol reduces its damage due to lack of a barrel of sufficient length to allow the full expansion of the gases produced by the powder charge. A pistol round in a rifle has an increase of damage due to the increase of gas pressures due to the increase of chamber area in a lengthened barrel.

## Cartridges - Pistol

Caliber	Type	Dam		
.22 CB Long	RF	2D6-1	.41 Action Express	CFP 2D6; AP 2
.22 CB Short	RF	2D6-1	.41 Remington Mag.	CFP 2D8; AP 1
.22 Long High Vel.	RF	2D6-1; AP 1	.41 RM (Medium Vel.)	CFP 2D6; AP 2
.22 Long Standard Vel.	RF	2D6-1	.44 Remington Mag.	CFP 2D8; AP 2
.22 LR High Vel.	RF	2D6-1; AP 1	.44 RM (Jacketed)	CFP 2D8; AP 1
.22 LR HV HP	RF	2D6-1; AP 1	.44 RM (Lead)	CFP 2D8; AP 2
.22 LR HV Sil.	RF	2D6-1; AP 1	.44 RM (Medium Vel.)	CFP 2D6; AP 2
.22 LR Hyper HP	RF	2D6-1; AP 1	.44 S&W Russian	CFP 2D6; AP 1
.22 LR Hyper Vel.	RF	2D6-1; AP 1	.44 S&W Special	CFP 2D6; AP 2
.22 LR Shot	RF	2D6-1	.44-40 Winchester	CFRP 2D6; AP 1
.22 LR Standard Vel.	RF	2D6-1	.45 Auto (Match)	CFP 2D6; AP 1
.22 LR Sub Sonic	RF	2D6-1	.45 Automatic	CFP 2D6; AP 2
.22 Short High Vel.	RF	2D6-1	.45 Automatic +P	CFP 2D6+1; AP 1
.22 Short HV HP	RF	2D6-1	.45 Colt	CFP 2D6; AP 2
.22 Short Match	RF	2D6-1	.45 Winchester Mag.	CFP 2D8; AP 2
.22 Short Standard Vel.	RF	2D6-1	.450 Short Colt	CFP 2D6; AP 1
.22 Win. Mag. Shot	RF	2D6; AP 1	.455 Webley MKII	CFP 2D6; AP 2
.22 Winchester Mag.	RF	2D6; AP 1	.458 Winchester Mag.	CFRP 2D8+1; AP 3
.22 WRF	RF	2D6-1; AP 1	.50 Action Express	CFP 2D8+1; AP 2
.221 Rem. Fireball	CFP	2D6+1; AP 1	.500 A-Square	CFRP 2D10; AP 2
.25 Auto	CFP	2D6-1	.500 BMG PMC	CFRP 2D10+1; AP 2
.30 Carbine	CFRP	2D6+1; AP 1	10.4mm Italian	CFP 2D6; AP 1
.30 Luger	CFP	2D6; AP 1	10mm Auto	CFP 2D6; AP 2
.32 Auto	CFP	2D6-1; AP 1	10mm Auto (FBI)	CFP 2D6; AP 1
.32 H&R Mag.	CFP	2D6-1; AP 1	10mm Auto HV	CFP 2D6+1; AP 1
.32 S&W	CFP	2D6-1	5.45 x 18mm Russian	CFP 2D6-1
.32 S&W Long	CFP	2D6-1	5.7 x 28 mm Ball	CFP 2D6+1; AP 1
.32 Short Colt	CFP	2D6-1	5.7 x 28 mm Subsonic	CFP 2D6-1
.356 TSW	CFP	2D6; AP 2	7.5mm Swiss	CFP 2D6-1; AP 1
.357 Mag.	CFP	2D6; AP 2	7.62mm Nagant	CFP 2D6; AP 1
.357 Mag. (Medium Vel.)	CFP	2D6; AP 2	7.62mm Tokarev	CFP 2D6; AP 1
.357 Mag. (Multi-Ball)	CFP	2D6; AP 2	7.63mm Mauser	CFP 2D6; AP 2
.357 Remington Mag.	CFP	2D8; AP 2	8mm Gasser	CFP 2D6-1; AP 1
.357 SIG	CFP	2D6; AP 2	8mm Lebel Pistol	CFP 2D6-1; AP 1
.38 S&W	CFP	2D6-1; AP 1	8mm Steyr	CFP 2D6; AP 1
.38 Short Colt	CFP	2D6-1; AP 1	9 x 18mm Marakov	CFP 2D6; AP 1
.38 Special	CFP	2D6-1; AP 1	9 x 18mm Ultra	CFP 2D6; AP 1
.38 Special (Multi-Ball)	CFP	2D6-1; AP 1	9 x 23mm Largo	CFP 2D6; AP 2
.38 Special +P	CFP	2D6; AP 1	9mm Federal	CFP 2D6; AP 2
.38 Super Auto +P	CFP	2D6; AP 2	9mm Luger	CFP 2D6; AP 1
.380 Auto	CFP	2D6; AP 1	9mm Luger +P	CFP 2D6; AP 2
.40 S&W	CFP	2D6; AP 2	9mm Luger Vector	CFP 2D6; AP 1
			9mm Steyr	CFP 2D6; AP 1
			9mm Tres Houte Vitesse	CFP 2D8+1; AP 4

## Cartridges - Rifle

Caliber	Type	Dam
.17 Remington	CFR	2D8; AP 1
.218 Bee	CFR	2D6+1; AP 1
.22 CB Long	RF	2D6-1
.22 CB Short	RF	2D6-1
.22 Hornet	CFR	2D6+1; AP 1
.22 Long High Vel.	RF	2D6; AP 1
.22 Long Standard Vel.	RF	2D6-1; AP 1
.22 LR High Vel.	RF	2D6; AP 1
.22 LR HV HP	RF	2D6; AP 1
.22 LR HV Sil.	RF	2D6; AP 1
.22 LR Hyper HP	RF	2D6; AP 1
.22 LR Hyper Vel.	RF	2D6; AP 1
.22 LR Shot	RF	2D6-1; AP 1
.22 LR Standard Vel.	RF	2D6-1; AP 1
.22 LR Sub Sonic	RF	2D6-1; AP 1
.22 Savage HP	CFR	2D8; AP 1
.22 Short High Vel.	RF	2D6-1; AP 1
.22 Short HV HP	RF	2D6-1; AP 1
.22 Short Match	RF	2D6-1
.22 Short Standard Vel.	RF	2D6-1; AP 1
.22 Winchester Mag.	RF	2D6+1; AP 1
.22 Win. Mag. Shot	RF	2D6; AP 1
.22 WRF	RF	2D6; AP 1
.220 Swift	CFR	2D8+1; AP 1
.221 Fireball	CFR	2D6+1; AP 1
.222 Remington	CFR	2D8; AP 2
.222 Remington Mag.	CFR	2D8; AP 2
.22-250 Remington	CFR	2D8+1; AP 1
.223 Remington	CFR	2D8; AP 2
.224 Weatherby Mag.	CFR	2D8+1; AP 1
.225 Winchester	CFR	2D8+1; AP 1
.240 Weatherby Mag.	CFR	2D8+1; AP 2
.243 Light Mag.	CFR	2D8+1; AP 1
.243 Winchester	CFR	2D8+1; AP 1
.25 Stevens	CFR	2D6-1; AP 1
.250 Savage	CFR	2D8+1; AP 1
.25-06 Remington	CFR	2D8+1; AP 2
.25-20 Winchester	CFR	2D6; AP 1
.25-20 Winchester HS	CFR	2D6+1; AP 1
.25-35 Winchester	CFR	2D8; AP 1
.256 Winchester Mag.	CFR	2D8; AP 2
.257 Light Mag.	CFR	2D8+1; AP 2
.257 Roberts	CFR	2D8+1; AP 1
.257 Roberts +P	CFR	2D8+1; AP 1
.257 Scramjet	CFR	2D10; AP 1
.257 Weatherby Mag.	CFR	2D8+1; AP 3
.264 Winchester Mag.	CFR	2D8+1; AP 2
.270 Weatherby Mag.	CFR	2D10; AP 1
.270 Winchester	CFR	2D8+1; AP 2
.270 Winchester HS	CFR	2D8+1; AP 3
.270 Winchester Light Mag.	CFR	2D8+1; AP 3
.280 Remington	CFR	2D8+1; AP 3
.284 Winchester	CFR	2D8+1; AP 2
.30 Carbine	CFR	2D8; AP 1
.30 Remington	CFR	2D8+1; AP 1
.300 Dakota	CFR	2D10; AP 1
.300 H&H Mag.	CFR	2D10; AP 1
.300 Pegasus	CFR	2D10; AP 2
.300 Peterson	CFR	2D10; AP 2
.300 Savage	CFR	2D8+1; AP 2
.300 Warbird	CFR	2D10; AP 1
.300 Weatherby Mag.	CFR	2D10; AP 1
.300 Winchester Mag.	CFR	2D10; AP 1
.300 WM High Energy	CFR	2D10; AP 1
.300 WM Light Mag.	CFR	2D10; AP 1
.30-06 High Energy	CFR	2D10; AP 1
.30-06 Light Mag.	CFR	2D10; AP 1
.30-06 Springfield	CFR	2D8+1; AP 3
.303 British	CFR	2D8+1; AP 2
.303 Light Mag.	CFR	2D8+1; AP 3
.303 Savage	CFR	2D8; AP 2
.30-30 Winchester	CFR	2D8+1; AP 1
.30-40 Krag	CFR	2D8+1; AP 2
.307 Winchester	CFR	2D8+1; AP 3
.308 High Energy	CFR	2D8+1; AP 3
.308 Light Mag.	CFR	2D10; AP 1
.308 Norma Mag.	CFR	2D10; AP 1
.308 Winchester	CFR	2D8+1; AP 3
.32 Long	CFPR	2D6-1; AP 1
.32 Remington Express	CFR	2D8+1; AP 1
.32 Short	CFPR	2D6-1; AP 1
.32 Win. Spec Express	CFR	2D8+1; AP 2
.32 Winchester Special	CFR	2D8+1; AP 1
.32-20 Winchester	CFR	2D6; AP 1
.330 Dakota	CFR	2D10; AP 1
.338 A-Square	CFR	2D10; AP 2
.338 Excalibur	CFR	2D10; AP 1
.338 Lapua	CFR	2D10; AP 2
.338 Titan	CFR	2D10; AP 3
.338 Winchester Mag.	CFR	2D10; AP 1
.338 WM Heavy Mag.	CFR	2D10; AP 1
.338 WM High Energy	CFR	2D10; AP 2
.338-06	CFR	2D10; AP 1
.340 Weatherby Mag.	CFR	2D10; AP 2
.348 Winchester	CFR	2D10; AP 1
.35 Remington	CFR	2D8+1; AP 3
.35 Whelen	CFR	2D10; AP 1
.350 Remington Mag.	CFR	2D10; AP 1
.356 Winchester	CFR	2D10; AP 1
.357 Mag.	CFPR	2D8+1; AP 2
.358 Mag.	CFR	2D10; AP 2
.358 Norma Mag.	CFR	2D10; AP 2
.358 STA	CFR	2D10; AP 2
.358 Winchester	CFR	2D10; AP 1
.375 A-Square	CFR	2D10; AP 3
.375 Dakota	CFR	2D10; AP 2
.375 Flanged	CFR	2D10; AP 1
.375 H&H Mag.	CFR	2D10; AP 2
.375 NE 2 1/2"	CFR	2D8+1; AP 3
.375 Weatherby Mag.	CFR	2D10; AP 3
.375 Winchester	CFR	2D8+1; AP 2
.378 Weatherby Mag.	CFR	2D10; AP 3
.38-40 Winchester	CFR	2D6; AP 2
.38-55 Winchester	CFR	2D8; AP 1
.404 Jeffrey	CFR	2D10; AP 2
.416 Dakota	CFR	2D10; AP 3
.416 Hoffman	CFR	2D10; AP 2
.416 Remington Mag.	CFR	2D10; AP 2
.416 Rigby	CFR	2D10; AP 2
.416 Taylor	CFR	2D10; AP 2
.416 Weatherby Mag.	CFR	2D10+1; AP 2

.425 Express	CFR	2D10; AP 3
.44 Mag.	CFPR	2D8+1; AP 2
.44 Remington Mag.	CFR	2D8+1; AP 2
.444 Marlin	CFR	2D10; AP 1
.44-40 Winchester	CFR	2D8; AP 1
.45 Automatic	CFPR	2D8; AP 1
.45 Colt	CFPR	2D8; AP 1
.450 Ackley Mag.	CFR	2D10; AP 3
.450 Dakota	CFR	2D10+1; AP 2
.450 NE-3 1/4"	CFR	2D10; AP 3
.450 No. 2	CFR	2D10; AP 3
.450/400-3"	CFR	2D10; AP 2
.45-70 Government	CFR	2D8+1; AP 2
.458 Lott	CFR	2D10; AP 3
.458 Winchester Mag.	CFR	2D10; AP 3
.460 Short A-Square	CFR	2D10+1; AP 2
.460 Weatherby Mag.	CFR	2D10+1; AP 3
.470 Nitro Express	CFR	2D10; AP 3
.470 Rigby	CFR	2D10; AP 3
.475 No. 2	CFR	2D10; AP 3
.495 A-Square	CFR	2D10+1; AP 3
.50 Gatling	CFR	2D10; AP 1
.500 A-Square	CFR	2D10+1; AP 3
.500 BMG PMC	CFR	2D10+2; AP 3; **
.500 NE-3"	CFR	2D10+1; AP 2
.500/465 NE	CFR	2D10; AP 3
.505 Gibbs	CFR	2D10+1; AP 3
.55 Boys	CFR	2D10+2; AP 2
.577 Nitro Express	CFR	2D10+1; AP 3
.577 Tyrannosaur	CFR	2D10+2; AP 2
.600 NE	CFR	2D10+1; AP 3
.700 NE	CFR	2D10+2; AP 2
12.7 x 108mm (T BZ)	CFR	2D10+2; AP 2
13 x 71mm Gyrojet	CFR	2D10; AP 1
14.5 x 114mm (KPV)	CFR	2D10+2; AP 3; **
20mm M56A1 HEI	CFAC	3D8+2; AP 4; *
20mm MT221E3 API	CFAC	3D8+2; AP 4; *
4.73 x 33mm Caseless	CFR	2D6+1; AP 1
5.45 x 39mm Soviet	CFR	2D6+1; AP 1
5.56 x 56mm NATO	CFR	2D8; AP 2
5.7 x 28 mm Ball	CFR	2D8; AP 2
5.7 x 28 mm Subsonic	CFR	2D6-1
6.5 x 50mm Japanese	CFR	2D8; AP 2
6.5 x 50mm Japanese	CFR	2D8+1; AP 1
6.5 x 52mm Carbine	CFR	2D8+1; AP 1
6.5 x 54mm MS	CFR	2D8+1; AP 1
6.5 x 55mm	CFR	2D8+1; AP 1
6.5 x 55mm Light Mag.	CFR	2D8+1; AP 1
6.5 x 55mm Swedish	CFR	2D8+1; AP 1
6.5mm Remington	CFR	2D8+1; AP 2
6mm BR Remington	CFR	2D8; AP 2
6mm Norma BR	CFR	2D8+1; AP 1
6mm PPC	CFR	2D8+1; AP 1
6mm Remington	CFR	2D8+1; AP 2
7 x 30mm Walters	CFR	2D8+1; AP 1
7 x 57mm	CFR	2D8+1; AP 2
7 x 61mm S&H	CFR	2D10; AP 1
7 x 61mm S&H Super	CFR	2D10; AP 1
7 x 64mm Bren	CFR	2D8+1; AP 2
7.5 x 55mm Swiss	CFR	2D8+1; AP 3
7.5mm M1929 Fr. Rimless	CFR	2D8+1; AP 2
7.62 x 39mm Russian	CFR	2D8+1; AP 1

7.62 x 51mm NATO	CFR	2D8+1; AP 3
7.62 x 54mm Russian	CFR	2D8+1; AP 3
7.65 x 53mm Argentina	CFR	2D8+1; AP 3
7.7 x 58mm Japanese	CFR	2D8+1; AP 2
7mm BR	CFR	2D8; AP 2
7mm Dakota	CFR	2D10; AP 1
7mm Firehawk	CFR	2D10; AP 1
7mm Light Mag.	CFR	2D8+1; AP 2
7mm Mauser	CFR	2D8+1; AP 2
7mm Remington Mag.	CFR	2D10; AP 1
7mm STW	CFR	2D10; AP 1
7mm Weatherby Mag.	CFR	2D10; AP 1
7mm-08 Light Mag.	CFR	2D8+1; AP 2
7mm-08 Remington	CFR	2D8+1; AP 2
8 x 57mm J	CFR	2D8+1; AP 3
8 x 57mm JS Mauser	CFR	2D10; AP 1
8mm Lebel HS	CFR	2D8+1; AP 3
8mm Mauser	CFR	2D8+1; AP 2
8mm Remington Mag.	CFR	2D10; AP 1
9.3 x 57mm Mauser	CFR	2D10; AP 1
9.3 x 62mm Mauser	CFR	2D10; AP 1
9.3 x 64mm	CFR	2D10; AP 2
9.3 x 74Rmm	CFR	2D10; AP 1
9mm Federal	CFPR	2D8; AP 2

\* Heavy Weapon

\*\* Heavy Weapon at ½ damage

## Blackpowder

Caliber	Type	Dam
.36 Paterson Navy Revolver	BP	2D6; AP 1
.36 Pistol 40gr	BP	2D6; AP 1
.40 Lincoln Derringer Pistol	BP	2D6-1; AP 1
.40 Pistol 20gr	BP	2D6-1; AP 1
.40 Pistol 30gr	BP	2D6-1; AP 1
.40 Pistol 35gr	BP	2D6; AP 1
.40 Pistol 40gr	BP	2D6; AP 1
.45 Common Rifle-100gr	BP	2D8+1; AP 2
.45 Common Rifle-30gr	BP	2D6+1; AP 1
.45 Common Rifle-40gr	BP	2D8; AP 2
.45 Common Rifle-50gr	BP	2D8+1; AP 1
.45 Common Rifle-60gr	BP	2D8+1; AP 1
.45 Common Rifle-70gr	BP	2D8+1; AP 2
.45 Common Rifle-90gr	BP	2D8+1; AP 2
.45 Dragoon Revolver	BP	2D6; AP 2
.45 Dueling Pistol	BP	2D6; AP 1
.45 Hawkins Rifle	BP	2D8+1; AP 2
.45 Pistol 40gr	BP	2D6; AP 2
.50 Hawkins Rifle	BP	2D8+1; AP 3
.52 Hall's Rifle-1826	BP	2D8+1; AP 2
.52 Perc. Breach-1844	BP	2D8+1; AP 3
.525 Hall's Carbine-1840	BP	2D8; AP 2
.54 Common Rifle-1841	BP	2D10; AP 1
.54 Common Rifle-1841a	BP	2D10; AP 1
.57 Cadet's Musket	BP	2D8; AP 2
.58 Kentucky Rifle	BP	2D8+1; AP 1
.69 Flintlock Musket	BP	2D10; AP 1
10 Gauge Slug	BPSG	2D10+1; AP 3
12 Gauge Shot	BPSG	4D6\3D6\2D6; AP 1
12 Gauge Slug	BPSG	2D10+1; AP 3
16 Gauge Slug	BPSG	2D10; AP 2
20 Gauge Slug	BPSG	2D10; AP 2

## Shotgun Rounds

Caliber	Type	Damage
.410 Gauge Shot	SG	4D6-3\3D6-2\2D6-1
.410 Gauge Slug	SG	2D10; AP 1
10 Gauge 00 Buck	SG	5D6\3D8\2D6; AP 1
10 Gauge Flechette	SG	5D6\3D8\2D6; AP 3
10 Gauge Shot	SG	5D6-3\3D8-1\2D6
10 Gauge Slug	SG	2D10+1; AP 3
12 Gauge 00 Buck	SG	4D6\3D6\2D6; AP 1
12 Gauge Flechette	SG	4D6\3D6\2D6; AP 3
12 Gauge Shot	SG	4D6-3\3D6-2\2D6-1
12 Gauge Slug	SG	2D10+1; AP 3
16 Gauge 00 Buck	SG	4D6\3D6\2D6; AP 1
16 Gauge Shot	SG	4D6-3\3D6-2\2D6-1
16 Gauge Slug	SG	2D10; AP 3
20 Gauge 00 Buck	SG	4D6\3D6\2D6; AP 1
20 Gauge Shot	SG	4D6-3\3D6-2\2D6-1
20 Gauge Slug	SG	2D10; AP 3

Shotgun rounds are the most controversial and misunderstood rounds ever modeled in a role-playing game. To do them justice and to give the Shotgun his due we must first understand that the shotgun is a smooth bore rifle with an odd shell. The shell holds shot, Flechettes, or a slug.

### Shot

Shot rounds are a collection of small bullets packed into a single cartridge. Each individual bullet is from .17 to .33 caliber. A shotgun round holds several of these bullets in it. So, a target is hit by not a single round but by several at a time (up to 54 in some rounds). The larger the caliber of these bullets the fewer can be held in a shotgun round. The result is that a number of bullets hits, each one doing its own damage. This is why the round is so devastating to an unarmored creature. To model this in a role-playing game there is the real way and the poetic way. While neither is better than the other (just that one is more to the liking of a certain mind set than the other), in **Savage Worlds** it is best to use the simple one, which is the Romantic one. While less realistic it is very fast and effective.

You will notice that there are 2 shot classes listed; Shot and 00 Buck. Shot is basic shotgun ammo used for bird and varmint hunting. It is the kind that is most likely in a gun in a rural setting where trouble is not expected. 00 Buck is used to kill large game, like deer. It is also used by law enforcement and the military. It would be loaded into a shotgun in a rural setting if trouble were expected.

As a side note the realistic way to model shotgun rounds is to assess the damage of each round that strikes the target as an individual bullet. It has its damage rolled, and has armor affect it, on its own. The range at which a target is struck will determine the number of rounds hitting it. If a 12 Gauge 00 buck round (which has 14 .32 caliber bullets) is fired it will have 2D6+2/1D6+2/1D6 rounds hit the target at Close/Medium/Long range. This adds to the work that must be done, but it is very realistic. The damage for each bullet would be consistent; 2D6 for 00 Buck, 2D6-1

### Equivalent Round for Each Bullet

.22 Long Rifle (there are 24 in this round)  
.300 Winchester Magnum (1)  
.22 Long Rifle (there are 22 in this round)  
.357 Magnum (there are 18 in this round)  
.357 Magnum (there are 11 in this round)  
.500 A-Square (1)  
.22 Long Rifle (there are 20 in this round)  
.357 Magnum (there are 14 in this round)  
.357 Magnum (there are 9 in this round)  
.500 A-Square (1)  
.22 Long Rifle (there are 16 in this round)  
.357 Magnum (there are 12 in this round)  
.500 A-Square (1)  
.22 Long Rifle (there are 16 in this round)  
.357 Magnum (there are 12 in this round)  
.500 A-Square (1)

for shot. A small amount of armor would stop the shot from doing any damage, but no armor (or even light armor) would prove fatal with an average roll. It is very complicated to explain, and to model. If you are interested please take a course in Ballistic Forensics or Ballistic Design. Either would help you understand it, as would any good book on Ballistics and/or Forensics. Hydrostatic Shock is what kills the person, not the bullet. The bullet just delivers its energy.

### Flechette

Flechette rounds are military rounds that are starting to find its way into some large SWAT units in the US. It is a brass cartridge that is almost always in 12 Gauge that contains 9 fin-stabilized needles that fly together in a very stable pattern. The only other caliber found normally is the 10 Gauge, and this is rare. In 10 Gauge there are 11 fin-stabilized needles. By the nature of the design these needles are Armor Piercing rounds that are usually made of Tungsten Carbide Steel.

The net result of this technology is to give the shotgun ranges rivaling a rifle, and bringing the shotgun back into the arena of an effective combat weapon on the battlefield. In general you will get just over double the range (210% is about right). So, for the average shotgun you would get a range of 25/50/100 instead of 12/24/48.

### Slug

A Slug is a large mass of lead or other heavy metal with a ball shaped head, and a series of ridges on its sides to give a rifling effect to the round, thus increasing both its accuracy and range. It is like any other lead bullet from any other rifle. So, over its range (which is approximately twice that of a shotgun using shot, so I used 2 times the shot range, or 24/48/96) it has a fairly consistent level of damage, as only one bullet is going to hit the target, and it will have all the energy of the round in it.

### Duplex Sabot Munitions

This is a smaller round (usually .357) placed into a sabot that is in a sabot inside the shell. It has the simple

function of allowing a shotgun to fire like a rifle. It has a range of 24/48/96 and a damage of 2D8.

### Contact Damage

The one aspect of a shotgun that must be discussed is the level of damage it causes in what is referred to as "Contact." In fact it is not in contact, but is very close. If a shotgun using Shot (Buck or normal Shot) is within 1 meter (1/2") of a target it causes 2 wounds than the number rolled, even if the damage rolled was not enough to cause a wound. In the case of a roll of 4D6 resulting in a 4 against an average PC (Toughness 5) it would still cause 2 wounds damage, and if a 15 were rolled there would be  $(15 - 5 = 10, 10 / 4 = 2.5, \text{ or } 2 \text{ wounds} + \text{ the } 2 \text{ for contact} = ) 4 \text{ wounds}.$

This ONLY applies to Contact from a shotgun using Shot or 00 Buck rounds.

### Equivalent Round for Each Bullet

The "Equivalent Round for Each Bullet" heading is provided just for reference. It is based strictly on the Ballistic Value of the round, and not interpreted at all. While I realize it does not support the romantic view of a particular round, the fact is most of the opinions of the stopping power of a round as held by the general public are highly inaccurate, and much romanticized. The data presented here, as in the rest of the list, is based on the math and physics of the rounds in question, not on a biased opinion.

### Conclusion

So, it should be obvious by now that the Shotgun is the most devastating firearm available to the public. Savage Worlds used a simplistic reference to the damage that is inadequate to the task of description and modeling. I hope this is of help to you, and I appreciate you taking to time to peruse it.

## Barrels and Range

Range is based loosely on the barrel length of a weapon. Those ranges can be broken into the following:

Class	Range	Barrel Length
Snub	5/10/20	Less than 3"
Short	10/20/40	3-4"
Standard	12/24/48	4.1-7"
Long	15/30/60	7.1-9"
Extra-Long	20/40/80	9.1" or more
Carbine	24/48/96	20" or Less
Rifle	30/60/120	20.1" or More
Shot	12/24/48	12.1" or more
Sawed Off	6/12/24	12" or less

## Rat of Fire

Rate of Fire is based on the action of the weapon. For clarity's sake here is a description of the weapon actions.

The Weapon Action is the internal mechanism of the weapon, controlling how often it fires, the manner in which it clears the spent cartridge casing, prepares a new cartridge, cocks, and fires again.

There are three major classes of Weapon Action:

## Single Shot Actions

These actions use a manual operation to place a round in the chamber. There are 5 types of Single Shot Action.

**Single Shot (SS):** This action holds one round at a time and must be reloaded after each shot.

**Single Action (SA):** This action cocks and loads a round under the hammer. It is the classic "Old West" style pistol action. In a pistol it allows a shooting action referred to as "fanning the hammer."

**Bolt Action (BA):** A bolt at the back of the barrel is worked to eject a spent round, load a new round, and set the firing pin to ready the weapon in one action (known as the "eject-chamber-cock" cycle). This is the most accurate type of firing mechanism. It is usually a rifle mechanism, and is often found in SS weapons as an easy method of loading.

**Lever Action (LA):** A lever at the trigger is pulled down and slammed back into place to perform the "eject-chamber-cock" cycle. The Henry Rifle (later the Winchester Carbine) was the one of the first weapons to use this action.

**Pump Action (PA):** A sleeve under the barrel is pulled back and pushed forward to perform the "eject-chamber-cock" cycle. It is also called the "Slide Action," and was even called the "Trombone Action" in the 1930s.

## Multi-Shot Actions

By pulling the trigger the recoil or gas operation of the weapon performs the "eject-chamber-cock" cycle. There are several forms of Multi-Shot action.

**Double Action (DA):** This action is used in pistols almost exclusively. By pulling the trigger the weapon cocks the hammer and fires (rotating a cylinder if necessary). This weapon action was used in handguns toward the end of the 19<sup>th</sup> century, and started the process of "Double-Tapping" the trigger to fire two rapid shots at the same target.

**Autoloading (AL):** Also called "Semi-Automatic." Although many supposed experts refer to this as an "Automatic" mechanism, this misnomer is a hold over from advertisements of the late 19<sup>th</sup> century. Any of the normal pistols used today are good examples of an AL pistol (Glock 19 and Colt M1911A1 are examples). Pulling the trigger fires a round in the chamber, which ejects the case and cycles a new round from a spring fed clip into the chamber while cocking the hammer. The first round still needs to be loaded into the chamber by manually cocking the weapon by pulling the slide back and releasing it.

**AUTOMATIC WEAPONS:** An Automatic Mechanism allows the weapon to fire either a continuous stream of bullets (in all early versions) or a set number of rounds called a "Burst" (in many later versions) which consists of 3 or more rounds, 3 being the norm. Thus the two types of action listed.

**Full Automatic (FA):** This allows the firing of a number of bullets to be determined by the firer. Called a "Burst," it is in fact a stream of rounds that stops when the trigger is released or the feed mechanism is empty. Short, Medium and Long Bursts were trained for by professionals. A Short burst is usually 4 rounds, a Medium is usually 8 rounds, and a Long is usually 12 rounds. The advantages to the FA are Area Effect and Suppressive Fire. By unloading into an area or spraying around an area the weapon is able to saturate an area so as to injure or frighten a number of people in the area.

**Auto-Burst (AB):** This mechanism is a more recent development in Auto-Fire. By firing a burst instead of a continuous stream of bullets the weapon wastes less ammo in shots that can not hit the target due to recoil, and limits the effects of panic is the user under fire. One pull of the trigger results in the discharge of a set number of bullets (usually 3). Most AB mechanisms are part of a weapon capable of FA fire as well. However, there are some weapons that use AB and AL only rather than all three firing styles.

## Gun Actions and Rates

Gun Action	Shots per Action
SS	1 Shot and reload for next shot
SA	1 Shot per Action
BA	1 Shot per Action
LA	1 Shot per Action
PA	1 Shot per Action
DA	1 or 2 Shots per Action. Firer's choice **
AL	1, 2, or 3 Shots per Action. Firer's choice
FA	Variable number of Bursts* per Action
AB	1, 2, or 3 Bursts* per Action

\* In automatic fire, Bursts are fired rather than individual rounds as with other Gun Actions. The majority of weapons fire Bursts of 3 rounds each. Some of the new "super-automatic" guns fire Bursts of 6.

\*\* This is the actual "double-tap" referred to in numerous discussions of handgun combat.

## Magazines

There are several ways to keep ammo ready for use by the weapon. Each one is unique to a weapon and is not normally interchangeable. Even the same Magazine in the same caliber is seldom interchangeable.

## Cylinder

A Cylinder is a series of chambers that hold rounds in the weapon. Normally the cylinder will rotate as the weapon operates allowing a fresh round to come to rest in the firing position. The revolver uses this mechanism. While not limited to hand guns it is rare in rifles. It is slow to operate, and is not used in Automatics Weapons.

## Integral Magazine

This is magazine that is a part of the weapon, usually a tube in the weapon (usually under the barrel) than holds the ammunition. It is the normal magazine of the Lever Action and Pump Action rifle and shotgun. It is not removable and must be loaded one round at a time under normal circumstances.

## Clip

A clip is a detachable magazine that is removed when empty and replaced with a full one in a single action. Pistols, Assault Rifles and SMGs normally use this type of magazine.

## Hopper

The Gatling Gun of the 19<sup>th</sup> Century used a Hopper feed. It is a large bin that is filled, and it allows the rounds to slide into the gun for firing. It is very prone to jamming.

## Belt

A belt is a metal or cloth linking system that ties rounds together so that they may be fed into a gun through a slot. This is the common method of feeding a Machine Gun. The metal type disintegrates as it is used producing a hail of links and empty cases out one side of the weapon.

## Chain Feed

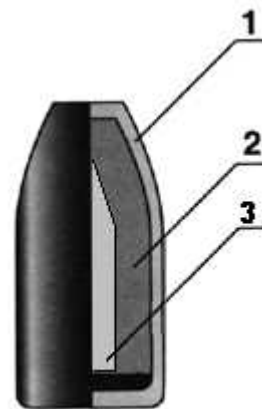
A Chain Feed is a mechanical feed that combines the Hopper and Belt together. It is almost "Jam Free" if kept in good order, and much faster loading than a Belt is capable of. The use of this type of feed is the source of the term "Chain Gun." These are multi-barreled weapons that fire at extremely high rates of fire, often in the thousands of rounds a minute. A normal medium Machine Gun has a rate of fire of approximately 650 rounds per minute.

## Ammo Types

The effects of various types of rounds in game terms can be minor, and in some cases it is just a flavor issue. However, to give a complete list of data it should be included.

### Armor Piercing (AP)

AP rounds are composed of lead around some harder substance, like Tungsten Carbide Steel alloys. The round fires like a normal bullet, but on impact the hardened core punches through harder substances.



In game terms this makes the round work as a Heavy Weapon, but at ½ damage, against a Heavy Armor target, and adds +2 to the AP for a non-Heavy Armored target. So a 9mm pistol using it would do 2D6 (AP 4) to a non-Heavy Armored target and 1D6 (AP 2) to a Heavy Armored target.

(1 = Metal Jacket; 2 = Lead; 3 = Hardened Core)

### Ball Ammo

This is the normal ammo of the late 19<sup>th</sup> Century. It is a conical ball of lead. The damage for the charts is based on this as well as some other rounds.



### Full Metal Jacket (FMJ)

This is a lead bullet surrounded by brass. It is better at penetrating than Ball ammo. It is also used in the charts by default, so there are no special rules for it. But, if a FMJ is used on a round that doesn't normally use one add +2 to AP, but reduce the damage by -1.

### Jacketed Soft Point (JSP)

Also known as a Semi-Jacketed round this is a halfway point between FMJ and Ball ammo. It is also used in the charts where appropriate. In game terms it does little to the bullet outside of adding a +1 to the AP. As a side note it was developed at the Indian Army Arsenal near Calcutta in a town called Dum Dum. This is where it gets its nickname from... Dumdum round.

### Jacketed Hollow Point (JHP)

Developed in Great Britain after the introduction of the JSP this round is a JSP with a hole in the tip. This hole adds to the damage the round does on impact. It is, however nearly useless against armor. It adds 1D6 to the damage of the round, but will not damage anyone wearing armor with a value greater than the AP of the round (treat the armor as Heavy Armor if the AP is not enough to get through it). Hydrashock is a commercial version of this that adds a small, but insignificant change to the round.



So, a 9mm does 3D6 (AP 2), but will not get through any armor with an Armor of +3 or more.

### Lead Wadcutter (LWC)

This round is a barrel of lead with a flat nose. It is intended to cut a perfect circle in a paper target for scoring clarity. As a combat round it is not very efficient. In effect triple all armor before applying the damage of the round due to the soft lead and flat nose of the round.



The flat nose also causes a -1 to the attack roll as friction has a real effect on the flat nose.

It does have a fantasy effect in reputation, but this is an "urban legend" started by people who are ignorant of the nature of the round, physics, and ballistics. In reality it only adds a small amount of damage to the target, a +1.

So a 9mm would do 2D6+1 (AP 2), but if shot at a Kevlar vest the vest would add a +12 to toughness rather than the +4 it usually does.

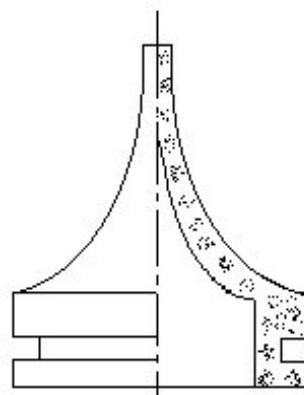
### Lead Semi-Wadcutter (LSWC)

As a LWC, but the nose is more aerodynamic. As a result it does not have the -1 to hit. In all other respects it is the same as the LWC.



### Tres Haute Vitesse (THS)

This round is a 9mm round developed in France (the name means "very high speed"). It is a solid brass round with a reverse ogive spire at the point. It leaves the pistol at 2600 fps instead of the 1191 fps of a standard Luger round. The nose design forces the energy of the round at 90 degrees to the track of the bullet. This has the effect of penetrating a Level II Body Armor, but the energy is lost in the first few inches of penetration. It adds +2 AP, and +2 Damage. It will not, however penetrate any object thicker than a few inches with enough power to do any damage. So shooting through a door or wall to hit a target behind it is not possible.

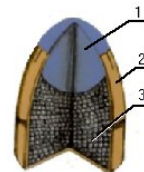


The design does have one flaw, though. The shape is unreliable on older guns, tending to jam as it is fed into the chamber. Since only a very new gun seems to be immune to this assume that it jams in all guns. If a 1 or 2 is rolled on any die during the attack the gun jams requiring a Repair roll to clear it.

South Africa has developed a round called the MONAD that uses a plastic cap on the round to overcome this flaw. It is more expensive, but works fine.

### Glaser Prefragmented Safety Round

This round was invented in the 70s by Colonel Jack Cannon (not kidding) and named for his friend Armin Glaser. It is a round that is either modified by the user or manufactured (since the mid 1980s) so as to fragment upon impact. Contrary to the desire of more devastating firepower, this round was developed to break apart even if it hit drywall sheathing at less than 90 degrees, thus the "Safety Round."



In game terms all it does is get rid of ricochets and will not penetrate any secondary targets. It stops in the first thing it hits that has Armor greater than its AP.

(1 = Metal Tip; 2 = Metal Jacket; 3 = Shot Load. Typical .38sp Glaser is filled with ~30 pieces of #6 shot or ~200 pieces of #12 shot.)

### Semi-Jacketed Exposed Steel Core

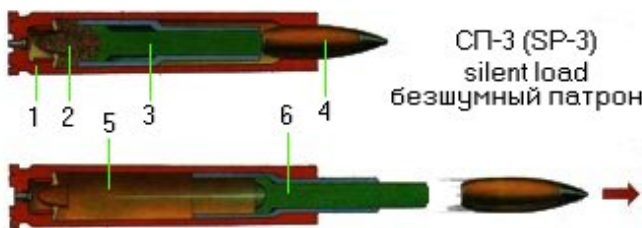
This is a new Russian "Assault Round" that has come out since the fall of Communism. A steel penetrator is wrapped in a lead core, and the entire round is then wrapped in aluminum. The result is a round that can pierce a PASGT vest at 30 yards (15") with ease, and still expands as a hollow point. The aluminum shell keeps the mushrooming pullet integrated to assist in damaging the target.



It has the result of having a dual nature in game terms; If the target is wearing armor it has its AP raised by +3, if not add 1D6 damage.

### Silent Rounds

These are rounds designed to fire with little or no noise. They were originally designed by the Soviets, but OSS and CIA developed them further. The result is that these rounds contain a chamber inside the cartridge shell that expands, but does not let the gas of the powder charge escape... no "BOOM" when the gun fires. It also keeps the round under the speed of sound, so no "BOOM" when it goes by. The net result of this is that the round loses 25% of its range in each range step, and -2 damage on impact, but it requires a Notice roll if within 4 yards of the shooter to hear it go off. Remember that any noise reduces the chance of doing so as if listening to someone sneak up.



- 1 - metallic cartridge case
- 2 - powder charge
- 3 - piston & piston rod (initial position)
- 4 - bullet (same as 7.62mm M43)
- 5 - burning powder gases
- 6 - piston & piston rod (extended)



- 1 - metallic cartridge case
- 2 - powder charge
- 3 - piston (initial position)
- 4 - bullet (steel cylinder)
- 5 - burning powder gases
- 6 - piston (fired position)
- 7 - copper belt (to follow barrel rifling grooves)

### Hot and Cold Loads

These terms refer to over or under charging a round at the time of creation.

Hot Loading is adding more powder. It adds +2 to the damage and 25% to the range, but the chamber of the weapon is damaged or explodes if a 1 is rolled. It also adds one dice step to the STR for the weapon (1D6 to 1D8).

Cold Loading is adding less powder. It takes -2 from the damage and 25% from the range, but requires a

Notice to be aware a gun was fired. The difference between this and a Silent Round is that the sound of the gun is about 130 Db (a loud car radio) instead of 165 Db. A Silent Round is about 80 Db (loud talker). It also lowers the STR for the weapon by 1 dice step (1D6 to -).

### GECO BAT

GECO (a division of Dynamit Nobel) produced the BLITZ AKTION TRAUMA ("Fast incapacitation") round. Marketed in the US as the BAT, it is known in German police use as Aktion-ein. The bullet is copper, with a PE plastic nose cap. This nose cap maintains the profile of a regular FMJ round, and thus feeds well through auto/semi-auto actions. A small hole down the centre of the bullet vents gasses upon ignition. The cap blasts off before the bullet leaves the case, and being asymmetrical, spins off and falls to the ground. Without the cap the bullet has an aggressive hollow point and expands reliably.

The Germans consider BAT conforms to the Geneva/Hague Conventions. Hollow point ammunition is illegal in Germany, even for the police, but BAT is permitted. Thus it may be a good choice for those who live in places like Canada and New Jersey where hollow points are banned. (Check out the legalities thoroughly)

Regular patrol officers issued BAT only for special cases. SWAT Teams, known as Spezial Einsatz Kommando (SEK) can use it as their issue load.

The pure copper BAT bullet weighs 86gr, and goes at 1400 fps from a pistol. It shoots to different points of aim in different pistols, and will shoot to a different point of aim than the regular police duty FMJ load. The MP-5 had to be modified to suit the BAT pressure curve. (-1 to hit)

Despite these drawbacks the BAT had one positive advantage...it worked. It produced an impressive wound channel, and the humans shot with it were generally incapacitated.

It is the same as a 9mm except the -1 to hit if the weapon is not designed for it.

### Equalloy

This is one of the AET (Accelerated Energy Transfer) rounds to come out in the last few years. It is an aluminum bullet that has no real effect on ballistics, but due to its low mass delivers its damage in the first few inches of penetration. The Equalloy has no special traits like the BAT or THS. Rather it just stops in the first target it hits.

### Incendiary Rounds

These are larger rounds (rifle rounds) that contain an incendiary chemical in them that will cause combustion in a target. There isn't really much damage caused to a living target by these, but flammable items (gasoline or gun powder) hit with these will ignite on a 1 or 2 on a D6. It also works as a tracer round.

### Tracer Rounds

These rounds have a small chemical charge in them to aid in night fire. It also scares the hell out of the target.



In sustained fire with an MG the Suppressive Fire aspect gets a situation bonus of -1 to the target's Spirit roll.

During night fire the firer gets a +2 to hit bonus after he hits the target the first time.

The down side is that a Notice roll will pinpoint the MG to the enemy.

### Explosive Rounds

These are hollow point bullets filled with an explosive substance and capped with a detonating device of some kind. These rounds are not as effective as most people believe. They will add a 1D6 to damage in a pistol, or a 1D8 to a rifle, but if any die in the attack roll is a 1 the round explodes in the barrel. Make a Spirit roll. If character makes she is Shaken, if not roll 1D8 damage for pistols and 1D10 for rifles due to the chamber pieces striking the firer.

### Multiball

This round was developed Olin for an advanced weapons program in the 1980s and is known as the M198 5.56mm Duplex Round. It consists of a one bullet set behind the first in a standard 5.56mm round. There have been others over the years beginning before World War I. They were in a number of calibers, and some had 3 bullets and were referred to as a "Triplex" round.

In game terms the duplex has the effect of reducing range by 25%, but giving a +1/+2/+2 to hit at short/medium/long range. The triplex reduces range by 25% and gives a +2/+3/+3 to hit.

## Some Weapons

What follows is a collection of weapons that will help with the design or conversion of weapons for **Savage Worlds** by comparing the data given here and the list of data for each known weapon.

It is not an exhaustive list, but rather strives to give examples of several eras and types of weapons so there is a good base for comparison.

There are two weapons I would like to address here and now.

### F2000 IWS

The FN Herstal F2000 Integrated Weapon System.

This is one of the most effective Combat Infantry Weapon Systems crated to date. It is a bullpup configured assault rifle that is designed to be modular. It comes with a 20mm LV NATO GL as well as a 4x scope. However, both can be replaced with modules to give the weapon more versatility.



There is a Generation IV Night Sight system that eliminates the effects of darkness out to medium range while still giving a 4x scope, and there are iron sights built into the weapon.

On the underside there is a basic fore grip, a laser sight fore grip (which adds +2 to hit at short and medium range), a flashlight fore grip that is used for urban combat to illuminate the target zone for the weapon, a 3-round 40mm Grenade Launcher, a 5 round 12 gauge shotgun module, and a module that allows the weapon to fire the 20mm AC round.

This is the future of Infantry Weapons.



### Heckler and Koch G11

This weapon has been in development since 1977, and has gone through more than 20 prototypes. It is available once in a while as a finished product, and needs some addressing here.



The reason is its operation. It is a casless rifle with an excellent rate of fire and accuracy. It is an Auto-Burst type weapon and fires so fast in AB that the last of the 3 rounds in the burst has left the barrel before the recoil affects aim. As a result all 3 rounds will strike the target within a 36mm circle over 300 meters. In game terms it is fair to assign the damage to a 3-round burst to 4D6 (AP 1). If you want to work it as individual rounds then the first round hits as normal, and 1 more hits for each 1 point over the target number (first hits on 4, second on 5 and third on 6 of an attack roll). In either case, this works at all ranges.

Now on to the other weapons data.

<b><u>Pistols - Civ</u></b>									<b>Mag</b>		<b>Range</b>
<b>Weapon</b>	<b>Cal</b>	<b>Wt (L)</b>	<b>BBL</b>	<b>HP</b>	<b>Act</b>	<b>ROF</b>	<b>DAM</b>	<b>Mag</b>	<b>ENC</b>	<b>STR</b>	<b>SHT / EFF / LNG</b>
Accu-Tek Model AT-380SS	.380 Auto	0.57	SNUB	12	AL	3	2D6; AP 1	5	0.26	D6	5 / 10 / 20
Accu-Tek Model AT-9SS	9mm Federal	0.79	SHT	12	AL	3	2D6; AP 2	8	0.28	D6	10 / 20 / 40
American Arms Aussie Pistol	.40 S&W	0.65	STD	12	AL	2	2D6; AP 2	10	0.37	D8	12 / 24 / 48
American Arms Aussie Pistol	9mm Federal	0.65	STD	12	AL	3	2D6; AP 2	10	0.37	D8	12 / 24 / 48
American Arms Model P-98	.22 LR High Vel.	0.71	STD	12	AL	3	2D6-1; AP 1	8	0.37	D6	12 / 24 / 48
American Arms Regulator	.357 Mag.	1.28	LNG	12	SA	1	2D6; AP 2	6r	0.43	D6	15 / 30 / 60
American Arms Regulator	.44-40 Winchester	1.28	LNG	12	SA	1	2D6; AP 1	6r	0.43	D6	15 / 30 / 60
American Arms Regulator	.45 Automatic +P	1.28	LNG	12	SA	1	2D6+1; AP 1	6r	0.43	D6	15 / 30 / 60
AMT Automag III Pistol	.30 Carbine	1.22	STD	16	AL	2	2D6+1; AP 1	8	0.42	D8	12 / 24 / 48
AMT Automag IV Pistol	.458 Winchester Mag.	1.30	STD	16	AL	1	2D8+1; AP 3	6	0.43	D10	12 / 24 / 48
Baby Eagle Auto Pistol	.40 S&W	0.99	STD	16	AL	2	2D6; AP 2	10	0.40	D6	12 / 24 / 48
Baby Eagle Auto Pistol	.41 Action Express	0.99	STD	16	AL	2	2D6; AP 2	10	0.40	D6	12 / 24 / 48
Baby Eagle Auto Pistol	9mm Federal	0.99	STD	16	AL	3	2D6; AP 2	10	0.40	D6	12 / 24 / 48
Calico M-100	9mm Federal	2.27	STD	16	AL	3	2D6; AP 2	100	0.53	D6	12 / 24 / 48
Calico M-110	.22 LR High Vel.	1.68	STD	16	AL	3	2D6-1; AP 1	100	0.47	-	12 / 24 / 48
Calico M-50	9mm Federal	1.75	STD	16	AL	3	2D6; AP 2	50	0.48	D6	12 / 24 / 48
Colt Anaconda Revolver	.44 RM (Lead)	1.36	SHT	16	DA	1	2D8; AP 2	6r	0.34	D8	10 / 20 / 40
Colt Anaconda Revolver	.44 RM (Lead)	1.50	STD	16	DA	1	2D8; AP 2	6r	0.45	D8	12 / 24 / 48
Colt Anaconda Revolver	.44 RM (Lead)	1.79	LNG	16	DA	1	2D8; AP 2	6r	0.48	D6	15 / 30 / 60
Colt SA Army Revolver	.44-40 Winchester	1.39	LNG	16	SA	1	2D6; AP 1	6r	0.44	D6	15 / 30 / 60
Colt SA Army Revolver	.45 ACP	1.39	LNG	16	SA	1	2D6; AP 1	6r	0.44	D6	15 / 30 / 60
H&R 929 Sidekick	.22 LR High Vel.	0.85	STD	16	DA	3	2D6-1; AP 1	9r	0.39	D6	12 / 24 / 48
H&R 949 Western Revolver	.22 LR High Vel.	1.02	LNG	16	DA	3	2D6-1; AP 1	9r	0.40	-	15 / 30 / 60
HK P7K3	.22 LR High Vel.	0.85	SHT	16	AL	3	2D6-1; AP 1	8	0.29	D6	10 / 20 / 40
HK P7K3	.32 Auto	0.85	SHT	16	AL	3	2D6-1; AP 1	8	0.28	-	10 / 20 / 40
HK P7K3	.380 Auto	0.85	SHT	16	AL	3	2D6; AP 1	8	0.29	D6	10 / 20 / 40
Intratec Protec-22	.22 LR High Vel.	0.40	SHT	12	AL	3	2D6-1; AP 1	10	0.24	D6	10 / 20 / 40
Intratec Protec-25	.25 Auto	0.40	SHT	12	AL	3	2D6-1	8	0.24	-	10 / 20 / 40
L.A.R. Grizzly Mag Mk 3	.500 BMG PMC	2.25	STD	16	AL	1/2	2D10+1; AP 2	3i	3.50	D12	12 / 24 / 48
L.A.R. Grizzly Win Mag Mk 1	.357 Mag.	1.45	STD	16	AL	1	2D6; AP 2	7	0.44	D6	12 / 24 / 48
L.A.R. Grizzly Win Mag Mk 1	.44 RM (Lead)	1.45	STD	16	AL	1	2D8; AP 2	7	0.44	D8	12 / 24 / 48
L.A.R. Grizzly Win Mag Mk 1	.45 Automatic +P	1.45	STD	16	AL	1	2D6+1; AP 1	7	0.44	D6	12 / 24 / 48
L.A.R. Grizzly Win Mag Mk 1	.45 Winchester Mag.	1.45	STD	16	AL	1	2D8; AP 2	7	0.44	D8	12 / 24 / 48
L.A.R. Grizzly Win Mag Mk 1	10mm Auto	1.45	STD	16	AL	1	2D6; AP 2	7	0.44	D6	12 / 24 / 48
New England Lady Ultra	.32 H&R Mag.	1.02	SHT	12	DA	3	2D6-1; AP 1	5r	0.30	D6	10 / 20 / 40
PSA-25	.25 Auto	0.27	SNUB	12	AL	3	2D6-1	6	0.23	D6	5 / 10 / 20
Ruger Blackhawk	.30 Carbine	1.19	STD	16	SA	2	2D6+1; AP 1	6r	0.42	D8	12 / 24 / 48
Ruger Blackhawk	.357 Mag.	1.19	STD	16	SA	1	2D6; AP 2	6r	0.42	D6	12 / 24 / 48
Ruger Blackhawk	.41 Remington Mag.	1.19	STD	16	SA	1	2D8; AP 1	6r	0.42	D8	12 / 24 / 48
Ruger GP-100 Revolver	.357 Mag.	0.99	SHT	16	DA	1	2D6; AP 2	6r	0.30	D6	10 / 20 / 40
Ruger GP-100 Revolver	.357 Mag.	1.05	STD	16	DA	1	2D6; AP 2	6r	0.40	D6	12 / 24 / 48
Ruger GP-100 Revolver	.357 Mag.	1.11	LNG	16	DA	1	2D6; AP 2	6r	0.41	D6	15 / 30 / 60
Ruger Mark II Standard	.22 LR High Vel.	0.40	STD	16	AL	3	2D6-1; AP 1	10	0.34	D6	12 / 24 / 48
S&W 410 DA	.40 S&W	0.81	STD	16	AL	2	2D6; AP 2	10	0.38	D6	12 / 24 / 48
S&W 457 DA	.45 Automatic +P	0.82	SHT	16	AL	1	2D6+1; AP 1	7	0.28	D8	10 / 20 / 40
S&W 622	.22 LR High Vel.	0.79	STD	16	AL	3	2D6-1; AP 1	10	0.38	D6	12 / 24 / 48

<b><u>Pistols - Mil</u></b>									<b>Mag</b>		<b>Range</b>
<b>Weapon</b>	<b>Cal</b>	<b>Wt (L)</b>	<b>BBL</b>	<b>HP</b>	<b>Act</b>	<b>ROF</b>	<b>DAM</b>	<b>Mag</b>	<b>ENC</b>	<b>STR</b>	<b>SHT / EFF / LNG</b>
Beretta M92F	9mm Federal	1.15	STD	16	AL	3	2D6; AP 2	15	0.41	D6	12 / 24 / 48
Beretta M92SB	9mm Federal	1.16	STD	16	AL	3	2D6; AP 2	15	0.42	D6	12 / 24 / 48
Beretta Model 81	.32 Auto	0.77	SHT	16	AL	3	2D6-1; AP 1	12	0.28	-	10 / 20 / 40
Beretta Model 84	.380 Auto	0.79	SHT	16	AL	3	2D6; AP 1	13	0.28	D6	10 / 20 / 40
Browning BDA-9C	9mm Federal	0.85	SHT	16	AL	3	2D6; AP 2	7	0.28	D6	10 / 20 / 40
Browning BDA-9S	9mm Federal	1.09	STD	16	AL	3	2D6; AP 2	14	0.41	D6	12 / 24 / 48
Browning HP-35	9mm Federal	0.99	STD	16	AL	3	2D6; AP 2	13	0.40	D6	12 / 24 / 48
CZ-75	9 x 18mm Marakov	1.18	STD	12	AL	3	2D6; AP 1	15	0.42	D6	12 / 24 / 48
Detonics Combat Master	.45 Automatic +P	1.01	SHT	12	AL	2	2D6+1; AP 1	6	0.30	D6	10 / 20 / 40
Five-seveN® Pistol	5.7 x 28 mm Ball	0.744	STD	16	DOA	3	2D6+1; AP 1	20	0.40	D10	12 / 24 / 48
Glock 17	9mm Federal	0.87	STD	16	AL	3	2D6; AP 2	17	0.39	D6	12 / 24 / 48
HK P7M13	9mm Federal	1.13	STD	16	AL	3	2D6; AP 2	13	0.41	D6	12 / 24 / 48
HK P7M8	9mm Federal	0.96	STD	16	AL	3	2D6; AP 2	8	0.40	D6	12 / 24 / 48
HK P9S	.45 Automatic +P	1.01	STD	16	AL	2	2D6+1; AP 1	7	0.40	D6	12 / 24 / 48
HK P9S	9mm Federal	1.03	STD	16	AL	3	2D6; AP 2	9	0.40	D6	12 / 24 / 48
M1911A1	.45 Automatic +P	1.27	STD	16	AL	2	2D6+1; AP 1	7	0.43	D6	12 / 24 / 48
MAB PA-15	9mm Federal	1.37	STD	16	AL	3	2D6; AP 2	15	0.44	D6	12 / 24 / 48
PSM	5.45 x 18mm Russian	0.50	SHT	12	AL	3	2D6-1	8	0.25	D6	10 / 20 / 40
Ruger GS-32N	9 x 18mm Marakov	1.06	SNUB	16	AL	3	2D6; AP 1	6	0.31	D6	5 / 10 / 20
S&W ASP	9mm Federal	0.77	SHT	16	AL	3	2D6; AP 2	7	0.28	D6	10 / 20 / 40
S&W Model 10	.38 Special	0.91	SNUB	16	DA	3	2D6-1; AP 1	6r	0.29	D6	5 / 10 / 20
S&W Model 10	.38 Special	0.96	SHT	16	DA	3	2D6-1; AP 1	6r	0.30	D6	10 / 20 / 40
S&W Model 10	.38 Special	0.98	STD	16	DA	3	2D6-1; AP 1	6r	0.40	D6	12 / 24 / 48
S&W Model 19	.357 Mag.	0.98	SNUB	16	DA	2	2D6; AP 2	6r	0.30	D6	5 / 10 / 20
S&W Model 19	.357 Mag.	1.09	SHT	16	DA	2	2D6; AP 2	6r	0.31	D6	10 / 20 / 40
S&W Model 19	.357 Mag.	1.25	STD	16	DA	2	2D6; AP 2	6r	0.42	D6	12 / 24 / 48
S&W Model 29	.44 RM (Lead)	1.37	SHT	16	DA	2	2D8; AP 2	6r	0.34	D8	10 / 20 / 40
S&W Model 29	.44 RM (Lead)	1.48	STD	16	DA	2	2D8; AP 2	6r	0.45	D8	12 / 24 / 48
S&W Model 29	.44 RM (Lead)	1.61	LNG	16	DA	2	2D8; AP 2	6r	0.46	D8	15 / 30 / 60
S&W Model 29	.44 RM (Lead)	1.79	XLNG	16	DA	2	2D8; AP 2	6r	0.68	D6	20 / 40 / 80
S&W Model 469	9mm Federal	0.88	SHT	16	AL	3	2D6; AP 2	12	0.29	D6	10 / 20 / 40
S&W Model 645	.45 Automatic +P	1.24	STD	16	AL	2	2D6+1; AP 1	8	0.42	D6	12 / 24 / 48
SIG P220	.32 Auto	0.94	STD	16	AL	3	2D6-1; AP 1	9	0.39	-	12 / 24 / 48
SIG P220	.45 Automatic +P	0.95	STD	16	AL	2	2D6+1; AP 1	7	0.40	D6	12 / 24 / 48
SIG P220	9mm Federal	0.92	STD	16	AL	3	2D6; AP 2	9	0.39	D6	12 / 24 / 48
SIG P226	9mm Federal	1.03	STD	16	AL	3	2D6; AP 2	15	0.40	D6	12 / 24 / 48
Steyr GB	9mm Federal	1.19	STD	16	AL	3	2D6; AP 2	18	0.42	D6	12 / 24 / 48
Uzi Pistol	9mm Federal	2.29	STD	12	AL	3	2D6; AP 2	20	0.53	D6	12 / 24 / 48
VP70Z	9mm Federal	1.13	STD	16	AL	3	2D6; AP 2	18	0.41	D6	12 / 24 / 48
Wealthier P38	9mm Federal	0.97	STD	16	AL	3	2D6; AP 2	8	0.40	D6	12 / 24 / 48
Wealthier P5	9mm Federal	0.99	SHT	16	AL	3	2D6; AP 2	8	0.30	D6	10 / 20 / 40
Wealthier PP	.32 Auto	0.81	SHT	16	AL	3	2D6-1; AP 1	7	0.28	-	10 / 20 / 40
Wealthier PP	.380 Auto	0.81	SHT	16	AL	3	2D6; AP 1	8	0.28	D6	10 / 20 / 40
Wealthier PPK	.32 Auto	0.79	SHT	16	AL	3	2D6-1; AP 1	6	0.28	-	10 / 20 / 40
Wealthier PPK/S	.380 Auto	0.78	SHT	16	AL	3	2D6; AP 1	7	0.28	D6	10 / 20 / 40

<b>SMG</b>									<b>Mag</b>		<b>Range</b>
<b>Weapon</b>	<b>Cal</b>	<b>Wt (L)</b>	<b>BBL</b>	<b>HP</b>	<b>Act</b>	<b>ROF</b>	<b>DAM</b>	<b>Mag</b>	<b>ENC</b>	<b>STR</b>	<b>SHT / EFF / LNG</b>
180 M-2	.22 LR High Vel.	4.70	CAR	12	FA	3 or Burst	2D6; AP 1	177	1.27	-/D6	24 / 48 / 96
AKM-S	7.62 x 39mm Russian	4.28	CAR	12	FA	2 or Burst	2D8+1; AP 1	30	1.23	D6/D12	24 / 48 / 96
AKR	5.45 x39mm Soviet	3.05	CAR	12	FA	2 or Burst	2D6+1; AP 1	30	1.11	D6/D10	24 / 48 / 96
AUG 9mm	9mm Federal	3.92	CAR	16	FA	3 or Burst	2D8; AP 2	32	1.19	-/D8	24 / 48 / 96
Beretta 93R	9mm Federal	1.45	STD	16	AB	3 or **	2D6; AP 2	15	0.44	D6/D10	12 / 24 / 48
Bushmaster	5.56 x 56mm NATO	2.82	CAR	16	FA	2 or Burst	2D8; AP 2	30	1.08	D6/D12	24 / 48 / 96
Calico MP-100	9mm Federal	2.27	STD	16	FA	3 or Burst	2D6; AP 2	100	0.53	D6/D10	12 / 24 / 48
Calico MP-100 LT	.22 LR High Vel.	1.68	STD	16	FA	3 or Burst	2D6-1; AP 1	100	0.47	-/D8	12 / 24 / 48
Calico MP-50	9mm Federal	1.75	STD	16	FA	3 or Burst	2D6; AP 2	50	0.48	D6/D10	12 / 24 / 48
Colt 9mm	9mm Federal	3.22	CAR	16	FA	3 or Burst	2D8; AP 2	32	1.12	D6/D10	24 / 48 / 96
Colt 9mm Suppressed	9mm Federal	3.63	CAR	16	FA	3 or Burst	2D8; AP 2	32	1.16	-/D8	24 / 48 / 96
Colt M177/CAR-15	5.56 x 56mm NATO	3.25	CAR	16	FA	2 or Burst	2D8; AP 2	30	1.13	D6/D12	24 / 48 / 96
FN P90	5.7 x 28 mm Ball	3.00	STD	16	FA	3 or Burst	2D6+1; AP 1	50	0.72	D6/D12	12 / 24 / 48
HK MP5 SD2	9mm Federal	3.63	STD	16	FA	3 or Burst	2D6; AP 2	30	0.66	-/D8	12 / 24 / 48
HK MP5A2	9mm Federal	3.07	STD	16	FA	3 or Burst	2D6; AP 2	30	0.61	-/D8	12 / 24 / 48
HK MP5A5	9mm Federal	3.41	STD	16	FA	3 or Burst	2D6; AP 2	30	0.64	-/D8	12 / 24 / 48
HK MP5K	9mm Federal	2.30	STD	16	FA	3 or Burst	2D6; AP 2	15	0.53	D6/D10	12 / 24 / 48
HM-3 (Mexico)	9mm Federal	3.60	LNG	12	FA	2 or Burst	2D6; AP 2	32	0.66	-/D8	15 / 30 / 60
Ingram M10	.45 Automatic	4.37	STD	12	FA	2 or Burst	2D6; AP 2	30	0.74	-/D8	12 / 24 / 48
Ingram M10	9mm Federal	3.97	STD	12	FA	3 or Burst	2D6; AP 2	32	0.70	-/D8	12 / 24 / 48
Ingram M10 w/o Silencer	.45 Automatic	3.83	STD	12	FA	2 or Burst	2D6; AP 2	30	0.68	-/D8	12 / 24 / 48
Ingram M10 w/o Silencer	9mm Federal	3.42	STD	12	FA	3 or Burst	2D6; AP 2	32	0.64	-/D8	12 / 24 / 48
Ingram M11	.380 Auto	2.56	STD	12	FA	3 or Burst	2D6; AP 1	32	0.56	-/D8	12 / 24 / 48
Ingram M11 w/o Silencer	.380 Auto	2.10	STD	12	FA	3 or Burst	2D6; AP 1	32	0.51	-/D8	12 / 24 / 48
JATI MATIC	9mm Federal	2.28	LNG	16	FA	3 or Burst	2D6; AP 2	40	0.53	D6/D10	15 / 30 / 60
M231	5.56 x 56mm NATO	3.00	CAR	16	FA	2 or Burst	2D8; AP 2	30	1.10	D6/D12	24 / 48 / 96
M3A1 'Greasegun'	.45 Automatic	4.46	XLNG	12	FA	2 or Burst	2D6; AP 2	30	0.95	-/D8	20 / 40 / 80
Mauser M32	7.62mm Tokarev	1.33	STD	12	FA	3 or Burst	2D6; AP 1	20	0.43	D6/D10	12 / 24 / 48
Mauser M32 w/ Stock	7.62mm Tokorev	1.78	STD	12	FA	3 or Burst	2D6; AP 1	20	0.48	D6/D10	12 / 24 / 48
Micro Uzi	9mm Federal	2.35	SNUB	16	FA	3 or Burst	2D6; AP 2	20	0.44	D6/D10	5 / 10 / 20
Mini Uzi	9mm Federal	3.10	SHT	16	FA	3 or Burst	2D6; AP 2	20	0.51	-/D8	10 / 20 / 40
MP2000	9mm Federal	3.22	STD	16	AB	3 or **	2D6; AP 2	30	0.62	-/D8	12 / 24 / 48
MP2000 w/ Suppresor	9mm Federal	4.01	STD	16	AB	3 or **	2D6; AP 2	30	0.70	-/D8	12 / 24 / 48
MPi 81	9mm Federal	3.55	XLNG	16	FA	3 or Burst	2D6; AP 2	32	0.86	-/D8	20 / 40 / 80
PM-12S	9mm Federal	3.85	LNG	16	FA	3 or Burst	2D6; AP 2	32	0.69	-/D8	15 / 30 / 60
Sidewinder SS-1	9mm Federal	3.20	CAR	16	FA	2 or Burst	2D8; AP 2	32	1.12	D6/D10	24 / 48 / 96
Spectre M-4	9mm Federal	3.79	STD	16	FA	3 or Burst	2D6; AP 2	50	0.68	-/D8	12 / 24 / 48
Stechkin	9 x 18mm Marakov	1.80	SNUB	12	FA	3 or Burst	2D6; AP 1	20	0.38	-/D8	5 / 10 / 20
Sterling L2A3	9mm Federal	3.44	LNG	16	FA	2 or Burst	2D6; AP 2	34	0.64	-/D8	15 / 30 / 60
Sterling L34A1	9mm Federal	4.32	LNG	16	FA	2 or Burst	2D6; AP 2	34	0.73	-/D8	15 / 30 / 60
Sterling Mark 7A8	9mm Federal	2.55	LNG	16	FA	2 or Burst	2D6; AP 2	10	0.56	-/D8	15 / 30 / 60
Thompson M1928	.45 Automatic	7.00	CAR	16	FA	2 or Burst	2D8; AP 1	100	1.50	-/D8	24 / 48 / 96
Uzi	9mm Federal	4.10	STD	16	FA	3 or Burst	2D6; AP 2	32	0.71	-/D8	12 / 24 / 48
Viking	9mm Federal	3.35	LNG	16	FA	3 or Burst	2D6; AP 2	36	0.64	-/D8	15 / 30 / 60
Vz-24	7.62mm Tokorev	4.00	STD	12	FA	3 or Burst	2D6; AP 1	32	0.70	-/D8	12 / 24 / 48
Vz-61/62 Skorpion	.32 Auto	1.60	SNUB	8	FA	3 or Burst	2D6-1; AP 1	20	0.36	-/D8	5 / 10 / 20
Wealther MP-K	9mm Federal	3.38	STD	16	FA	3 or Burst	2D6; AP 2	32	0.64	-/D8	12 / 24 / 48
Wealther MP-L	9mm Federal	3.58	XLNG	16	FA	3 or Burst	2D6; AP 2	32	0.86	-/D8	20 / 40 / 80



<b>Battle/Assault Rifles</b>									<b>Mag</b>		<b>Range</b>
<b>Weapon</b>	<b>Cal</b>	<b>Wt (L)</b>	<b>BBL</b>	<b>HP</b>	<b>Act</b>	<b>ROF</b>	<b>DAM</b>	<b>Mag</b>	<b>ENC</b>	<b>STR</b>	<b>SHT / EFF / LNG</b>
AIWS	5.56 x 56mm NATO	3.99	RIFLE	16	FA	2 or Burst	2D8; AP 2	60	1.40	D6/D12	30 / 60 / 120
AK-47	7.62 x 39mm Russian	3.97	RIFLE	12	FA	2 or Burst	2D8+1; AP 1	30	1.40	D6/D12	30 / 60 / 120
AK-74	5.45 x39mm Soviet	4.15	RIFLE	12	FA	2 or Burst	2D6+1; AP 1	30	1.42	D6/D10	30 / 60 / 120
AKMR	5.45 x39mm Soviet	4.15	RIFLE	12	FA	2 or Burst	2D6+1; AP 1	30	1.42	D6/D10	30 / 60 / 120
AR-18 / AR-70	5.56 x 56mm NATO	3.65	RIFLE	12	FA	2 or Burst	2D8; AP 2	40	1.37	D6/D12	30 / 60 / 120
AUG	5.56 x 56mm NATO	4.09	RIFLE	16	FA	2 or Burst	2D8; AP 2	30	1.41	D6/D12	30 / 60 / 120
Beretta AR 70	5.56 x 56mm NATO	4.17	RIFLE	16	FA	2 or Burst	2D8; AP 2	30	1.42	D6/D12	30 / 60 / 120
Beretta SC 70	5.56 x 56mm NATO	4.17	RIFLE	16	FA	2 or Burst	2D8; AP 2	30	1.42	D6/D12	30 / 60 / 120
Beretta SC 70 Short	5.56 x 56mm NATO	4.07	CAR	16	FA	2 or Burst	2D8; AP 2	30	1.21	D6/D12	24 / 48 / 96
Browning BAR	.30-06 Springfield	9.50	RIFLE	12	FA	1 or Burst	2D8+1; AP 3	20	1.95	D6/D10	30 / 60 / 120
CETMI C	7.62 x 51mm NATO	4.99	RIFLE	16	FA	1 or Burst	2D8+1; AP 3	20	1.50	D6/D12	30 / 60 / 120
CETMI L / LC	5.56 x 56mm NATO	3.88	RIFLE	16	FA	2 or Burst	2D8; AP 2	30	1.39	D6/D12	30 / 60 / 120
F2000 IWS (w/40mm GL)	5.56 x 56mm NATO	5.03	RIFLE	12	FA	2 or Burst	2D8; AP 2	30	1.36	D6/D10	30 / 60 / 120
FA-MAS	5.56 x 56mm NATO	4.24	RIFLE	16	FA	2 or Burst	2D8; AP 2	25	1.42	D6/D12	30 / 60 / 120
FG-42	8mm Mauser	5.00	RIFLE	16	FA	2 or Burst	2D8+1; AP 2	20	1.50	D6/D12	30 / 60 / 120
FN-CAL	5.56 x 56mm NATO	3.60	RIFLE	16	AB	2 or **	2D8; AP 2	30	1.36	D6/D12	30 / 60 / 120
FN-FAL / FN-LAR / L1A1	7.62 x 51mm NATO	5.01	RIFLE	16	FA	1 or Burst	2D8+1; AP 3	20	1.50	D6/D12	30 / 60 / 120
FN-FNC	5.56 x 56mm NATO	4.41	RIFLE	16	AB	2 or **	2D8; AP 2	30	1.44	D6/D10	30 / 60 / 120
Galil AR	7.62 x 51mm NATO	5.23	RIFLE	16	FA	1 or Burst	2D8+1; AP 3	25	1.52	D6/D12	30 / 60 / 120
Galil ARM	5.56 x 56mm NATO	5.12	RIFLE	16	FA	2 or Burst	2D8; AP 2	35	1.51	D6/D10	30 / 60 / 120
Galil SAR	7.62 x 51mm NATO	4.47	RIFLE	16	FA	1 or Burst	2D8+1; AP 3	25	1.45	D8/D12	30 / 60 / 120
Galil SARM	5.56 x 56mm NATO	4.47	RIFLE	16	FA	2 or Burst	2D8; AP 2	35	1.45	D6/D10	30 / 60 / 120
HK G11	4.73 x 33mm Caseless	4.18	RIFLE	20	AB	3, 3x** or Burst	2D6+1; AP 1	50	1.42	D6/D10	30 / 60 / 120
HK G3	7.62 x 51mm NATO	5.00	RIFLE	20	FA	1 or Burst	2D8+1; AP 3	20	1.50	D6/D12	30 / 60 / 120
HK G41	5.56 x 56mm NATO	4.58	RIFLE	20	AB	2 or **	2D8; AP 2	30	1.46	D6/D10	30 / 60 / 120
HK G41A2	5.56 x 56mm NATO	4.88	RIFLE	20	AB	2 or **	2D8; AP 2	30	1.49	D6/D10	30 / 60 / 120
HK G41K	5.56 x 56mm NATO	4.79	RIFLE	20	AB	2 or **	2D8; AP 2	30	1.48	D6/D10	30 / 60 / 120
HK33A1	5.56 x 56mm NATO	4.52	RIFLE	20	FA	2 or Burst	2D8; AP 2	25	1.45	D6/D10	30 / 60 / 120
HK53	5.56 x 56mm NATO	3.60	RIFLE	20	FA	2 or Burst	2D8; AP 2	25	1.36	D6/D12	30 / 60 / 120
L85 IWS	5.56 x 56mm NATO	5.08	RIFLE	20	FA	2 or Burst	2D8; AP 2	20	1.51	D6/D10	30 / 60 / 120
M14/Ruger Mini-14	7.62 x 51mm NATO	3.48	RIFLE	12	FA	1 or Burst	2D8+1; AP 3	20	1.35	D8/D12	30 / 60 / 120
M16A1 / CAR-15	5.56 x 56mm NATO	3.65	RIFLE	12	FA	2 or Burst	2D8; AP 2	30	1.36	D6/D12	30 / 60 / 120
M16A1 Carbine	5.56 x 56mm NATO	3.11	RIFLE	12	FA	2 or Burst	2D8; AP 2	30	1.36	D6/D12	30 / 60 / 120
M16A2	5.56 x 56mm NATO	4.07	RIFLE	12	AB	2 or **	2D8; AP 2	30	1.36	D6/D12	30 / 60 / 120
M2 Carbine	.30-06 Springfield HS	2.50	CAR	12	FA	2 or Burst	2D8+1; AP 3	15	1.25	D8/D12	24 / 48 / 96
MKS	5.56 x 56mm NATO	3.40	RIFLE	12	FA	2 or Burst	2D8; AP 2	30	1.34	D6/D12	30 / 60 / 120
MP-44	8mm Mauser	5.20	RIFLE	8	FA	2 or Burst	2D8+1; AP 2	30	1.52	D6/D12	30 / 60 / 120
SIG 510-4	7.62 x 51mm NATO	5.27	RIFLE	16	FA	1 or Burst	2D8+1; AP 3	20	1.53	D6/D12	30 / 60 / 120
SIG 540	5.56 x 56mm NATO	4.20	RIFLE	16	AB	2 or **	2D8; AP 2	30	1.42	D6/D12	30 / 60 / 120
SIG 542	7.62 x 51mm NATO	4.11	RIFLE	16	AB	1 or **	2D8+1; AP 3	20	1.41	D8/D12	30 / 60 / 120
SIG 543	5.56 x 56mm NATO	3.61	RIFLE	16	AB	2 or **	2D8; AP 2	30	1.36	D6/D12	30 / 60 / 120
SIG 550	5.56 x 56mm NATO	4.48	RIFLE	16	AB	2 or **	2D8; AP 2	30	1.45	D6/D10	30 / 60 / 120
SIG 551	5.56 x 56mm NATO	3.88	RIFLE	16	AB	2 or **	2D8; AP 2	30	1.39	D6/D12	30 / 60 / 120
Steyr AUG	5.56 x 56mm NATO	3.77	RIFLE	20	FA	2 or Burst	2D8; AP 2	30	1.38	D6/D12	30 / 60 / 120
Stoner M22 Rifle	5.56 x 56mm NATO	4.16	RIFLE	16	FA	2 or Burst	2D8; AP 2	30	1.42	D6/D12	30 / 60 / 120
Stoner M23 Carbine	5.56 x 56mm NATO	4.16	RIFLE	16	FA	2 or Burst	2D8; AP 2	30	1.42	D6/D12	30 / 60 / 120
Valmet M71	5.56 x 56mm NATO	3.90	RIFLE	16	FA	2 or Burst	2D8; AP 2	30	1.39	D6/D12	30 / 60 / 120
Vz-58V	7.62 x 39mm Russian	3.80	RIFLE	12	FA	2 or Burst	2D8+1; AP 1	30	1.38	D6/D12	30 / 60 / 120

Rifles									Mag		Range
Weapon	Cal	Wt (L)	BBL	AP	Act	ROF	DAM	Mag	ENC	STR	SHT / EFF / LNG
AR-7 Explorer	.22 LR High Vel.	1.20	CAR	12	AL	3	2D6; AP 1	7	0.92	-	24 / 48 / 96
AR-15	5.56 x 56mm NATO	3.65	CAR	16	AL	2	2D8; AP 2	30	1.16	D6	24 / 48 / 96
AR-180	5.56 x 56mm NATO	3.60	CAR	16	AL	2	2D8; AP 2	20	1.16	D6	24 / 48 / 96
Barret M82A1 SA Rifle	.500 BMG PMC	12.93	RIFLE	20	AL	1	2D10+2; AP 3;**	5	2.29	D10	53 / 105 / 210
Barrett Model 95	.500 BMG PMC	9.98	RIFLE	16	BA	1	2D10+2; AP 3;**	5	2.00	D12	55 / 110 / 220
Blaser R93 BA Rifle	.375 H&H Mag.	3.18	RIFLE	8	BA	1	2D10; AP 2	3	1.32	D12	33 / 65 / 130
Blaser R93 BA Rifle	.416 Weatherby Mag.	3.18	RIFLE	8	BA	1	2D10+1; AP 2	3	1.32	D12	33 / 65 / 130
Calico Liberty 100 Carbine	9mm Federal	3.18	CAR	12	AL	3	2D8; AP 2	100	1.12	-	24 / 48 / 96
Calico Liberty 50 Carbine	9mm Federal	3.18	CAR	12	AL	3	2D8; AP 2	50	1.12	-	24 / 48 / 96
Cimerron 1873 30" Exp	.22 LR High Vel.	3.86	RIFLE	16	LA	1	2D6; AP 1	16i	1.39	-	30 / 60 / 120
Cimerron 1873 30" Exp	.22 Winchester Mag.	3.86	RIFLE	16	LA	1	2D6+1; AP 1	12i	1.39	-	30 / 60 / 120
Cimerron 1873 30" Exp	.357 Mag.	3.86	RIFLE	16	LA	1	2D8+1; AP 2	10i	1.39	D8	28 / 55 / 110
Cimerron 1873 30" Exp	.45 Colt	3.86	RIFLE	16	LA	1	2D8; AP 1	10i	1.39	-	28 / 55 / 110
De Lisle Carbine	.45 Automatic	3.50	CAR	12	BA	1	2D8; AP 1	10	1.15	-	24 / 48 / 96
Enfield No. 4, Mk I	.303 British	4.60	RIFLE	16	BA	1	2D8+1; AP 2	5	1.46	D8	30 / 60 / 120
FN-LAR	7.62 x 51mm NATO	5.01	RIFLE	16	AL	1	2D8+1; AP 3	20	1.50	D8	28 / 55 / 110
FR-F2	7.62 x 51mm NATO	5.80	RIFLE	16	BA	1	2D8+1; AP 3	10	1.58	D8	33 / 65 / 130
H&H .600 Nitro	.600 NE	7.90	RIFLE	20	SS	1/2	2D10+1; AP 3	2i	1.79	D10	33 / 65 / 130
LAR Grizzly 50 Big Boar	.500 BMG PMC	12.88	RIFLE	16	SS	1/2	2D10+2; AP 3;**	1i	2.29	D10	53 / 105 / 210
M1 Carbine	.30 Carbine	2.50	CAR	12	AL	3	2D8; AP 1	15	1.05	D6	24 / 48 / 96
M1 Garand	.30-06 Springfield	4.30	RIFLE	16	AL	2	2D8+1; AP 3	8	1.43	D8	28 / 55 / 110
M21	7.62 x 51mm NATO	5.78	RIFLE	16	AL	2	2D8+1; AP 3	20	1.58	D8	38 / 75 / 150
M42A1	7.62 x 51mm NATO	4.43	RIFLE	16	BA	1	2D8+1; AP 3	10	1.43	D8	35 / 70 / 140
Marlin Model 1895SS	.45-70 Government	3.40	RIFLE	16	LA	1	2D8+1; AP 2	4i	1.34	D8	30 / 60 / 120
Mini-14	7.62 x 51mm NATO	3.48	RIFLE	16	AL	2	2D8+1; AP 3	30	1.35	D10	30 / 60 / 120
Navy Arms Mil Henry Rif	.44-40 Winchester	4.20	RIFLE	12	LA	1	2D8; AP 1	12i	1.42	-	30 / 60 / 120
Parker Hale (C3)	7.62 x 51mm NATO	6.45	RIFLE	20	BA	1	2D8+1; AP 3	3i	1.65	D6	33 / 65 / 130
PSG-1	7.62 x 51mm NATO	8.89	RIFLE	16	AL	2	2D8+1; AP 3	20	1.89	D6	33 / 65 / 130
PTRS-41	14.5 x 114mm (KPV)	22.00	RIFLE	12	AL	1	2D10+2; AP 3;**	5	3.20	D8	53 / 105 / 210
Remington 7600 SA	.243 Winchester	3.40	RIFLE	16	PA	1	2D8+1; AP 1	4	1.34	D8	30 / 60 / 120
Remington 7600 SA	.270 Winchester HS	3.40	RIFLE	16	PA	1	2D8+1; AP 3	4	1.34	D10	30 / 60 / 120
Remington 7600 SA	.280 Remington	3.40	RIFLE	16	PA	1	2D8+1; AP 3	4	1.34	D10	30 / 60 / 120
Remington 7600 SA	.30-06 Springfield	3.40	RIFLE	16	PA	1	2D8+1; AP 3	4	1.34	D10	30 / 60 / 120
Remington 7600 SA	.30-06 Springfield	3.29	CAR	16	PA	1	2D8+1; AP 3	4	1.13	D10	24 / 48 / 96
Remington 7600 SA	.308 Winchester	3.40	RIFLE	16	PA	1	2D8+1; AP 3	4	1.34	D10	30 / 60 / 120
Remington M700	7.62 x 51mm NATO	3.20	RIFLE	16	AL	2	2D8+1; AP 3	5i	1.32	D10	35 / 70 / 140
Ruger 10/22	.22 LR High Vel.	2.61	RIFLE	16	AL	3	2D6; AP 1	10	1.26	-	28 / 55 / 110
SKS	7.62 x 54mm Russian	4.00	RIFLE	12	AL	2	2D8+1; AP 3	10	1.40	D8	28 / 55 / 110
Springfield 1873	.45-70 Government	4.50	RIFLE	8	SS	1/2	2D8+1; AP 2	1i	1.45	D6	33 / 65 / 130
Springfield 1903	.30-06 Springfield	4.20	RIFLE	12	BA	1	2D8+1; AP 3	5	1.42	D8	30 / 60 / 120
Stoner SR-25 Sporter	7.62 x 51mm NATO	3.97	RIFLE	16	AL	2	2D8+1; AP 3	10	1.40	D8	28 / 55 / 110
SVD	7.62 x 54mm Russian	4.61	RIFLE	16	SA	2	2D8+1; AP 3	10	1.46	D8	35 / 70 / 140
Vz-54	8mm Mauser	4.50	RIFLE	12	BA	1	2D8+1; AP 2	5i	1.45	D8	30 / 60 / 120
WA-2000	.300 Winchester Mag.	8.31	RIFLE	20	AL	1	2D10; AP 1	6	1.83	D6	38 / 75 / 150
Weatherby	.460 Weatherby Mag.	5.00	RIFLE	20	BA	1	2D10+1; AP 3	5i	1.50	D12	33 / 65 / 130
Winchester 1873	.44-40 Winchester	4.40	RIFLE	12	LA	1	2D8; AP 1	15i	1.44	-	30 / 60 / 120
Winchester 1894	.30-30 Winchester	3.10	RIFLE	12	LA	1	2D8+1; AP 1	6i	1.31	D8	30 / 60 / 120
Winchester M70 African	.458 Winchester Mag.	4.00	RIFLE	20	BA	1	2D10; AP 3	3i	1.40	D12	33 / 65 / 130



<b>Shotguns</b>									<b>Mag</b>		<b>Range</b>
<b>Weapon</b>	<b>Cal</b>	<b>Wt (L)</b>	<b>BBL</b>	<b>HP</b>	<b>Act</b>	<b>ROF</b>	<b>DAM</b>	<b>Mag</b>	<b>ENC</b>	<b>STR</b>	<b>SHT / EFF / LNG</b>
High Standard M10B	12 Gauge Slug	4.00	STD	16	SA	1	2D10+1; AP 3	5i	0.70	D8	12 / 24 / 48
Ithaca Autoburglar**	12 Gauge Slug	2.30	STD	12	SA	2	2D10+1; AP 3	2i	0.53	D8	12 / 24 / 48
	12 Gauge Shot						4D6-3\3D6-2\2D6-1				6 / 12 / 24
	12 Gauge 00 Buck						4D6\3D6\2D6; AP 1				6 / 12 / 24
	12 Gauge Flechette						4D6\3D6\2D6; AP 3				13 / 25 / 50
Ithaca Stakeout	20 Gauge Slug	1.76	SAW	16	PA	1	2D10; AP 3	4i	0.98	D8	12 / 24 / 48
	20 Gauge Shot						4D6-3\3D6-2\2D6-1				6 / 12 / 24
	20 Gauge 00 Buck						4D6\3D6\2D6; AP 1				6 / 12 / 24
Beretta M3P*	12 Gauge Slug	3.86	SHOT	16	PA	1	2D10+1; AP 3	5	1.59	D8	24 / 48 / 96
Bernadelli B4/B*	12 Gauge Slug	4.30	SHOT	16	PA	1	2D10+1; AP 3	8	1.63	D8	24 / 48 / 96
Browning Autoriot	12 Gauge Slug	4.00	SHOT	12	SA	1	2D10+1; AP 3	5i	1.60	D8	24 / 48 / 96
HK 512	12 Gauge Slug	3.55	SHOT	16	SA	1	2D10+1; AP 3	7i	1.55	D8	24 / 48 / 96
Ithaca Model 37 M&P	12 Gauge Slug	3.45	SHOT	16	PA	1	2D10+1; AP 3	7i	1.54	D8	24 / 48 / 96
Ithaca Stakeout	12 Gauge Slug	2.52	SHOT	16	PA	1	2D10+1; AP 3	4i	1.45	D8	24 / 48 / 96
Mossberg M500	12 Gauge Slug	3.51	SHOT	16	PA	1	2D10+1; AP 3	8i	1.55	D8	24 / 48 / 96
Mossberg M500 ATP6C	12 Gauge Slug	2.92	SHOT	16	PA	1	2D10+1; AP 3	5i	1.49	D8	24 / 48 / 96
Mossberg M500 ATP8C	12 Gauge Slug	3.17	SHOT	16	PA	1	2D10+1; AP 3	7i	1.52	D8	24 / 48 / 96
Remington 1100	12 Gauge Slug	3.38	SHOT	16	SA	1	2D10+1; AP 3	4i	1.54	D8	24 / 48 / 96
Remington 870 P	12 Gauge Slug	3.85	SHOT	16	PA	1	2D10+1; AP 3	8i	1.58	D8	24 / 48 / 96
Savage 311-R	12 Gauge Slug	3.50	SHOT	16	SA	2	2D10+1; AP 3	2i	1.55	D8	24 / 48 / 96
Sidewinder Model SW-PC	12 Gauge Slug	3.20	SHOT	12	SA	1	2D10+1; AP 3	4i	1.52	D8	24 / 48 / 96
SPAS-12*	12 Gauge Slug	4.87	SHOT	16	PA	1	2D10+1; AP 3	8i	1.69	D6	24 / 48 / 96
SPAS-15*	12 Gauge Slug	4.41	SHOT	16	PA	1	2D10+1; AP 3	6	1.64	D8	24 / 48 / 96
Striker	12 Gauge Slug	4.97	SHOT	12	SA	1	2D10+1; AP 3	12	1.70	D6	24 / 48 / 96
Winchester Trenchgun	12 Gauge Slug	4.00	SHOT	12	PA	1	2D10+1; AP 3	5i	1.60	D8	22 / 44 / 88
	12 Gauge Shot						4D6-3\3D6-2\2D6-1				11 / 22 / 44
	12 Gauge 00 Buck						4D6\3D6\2D6; AP 1				12 / 24 / 48
	12 Gauge Flechette						4D6\3D6\2D6; AP 3				25 / 50 / 100
Mossberg M500	20 Gauge Slug	3.48	SHOT	16	PA	1	2D10; AP 3	8i	1.55	D8	24 / 48 / 96
	20 Gauge Shot						4D6-3\3D6-2\2D6-1				10 / 20 / 40
	20 Gauge 00 Buck						4D6\3D6\2D6; AP 1				12 / 24 / 48
Single Barreled	.410 Gauge Slug	2.50	SHOT	12	SS	1	2D10; AP 1	1i	1.45	D8	22 / 44 / 88
Double Barreled	.410 Gauge Slug	3.00	SHOT	12	SA	2	2D10; AP 1	2i	1.50	D6	22 / 44 / 88
Pumb Action	.410 Gauge Slug	3.00	SHOT	12	PA	1	2D10; AP 1	6i	1.50	D6	22 / 44 / 88
	.410 Gauge Shot						4D6-3\3D6-2\2D6-1				11 / 22 / 44
Double Barreled	16 Gauge Slug	3.00	SHOT	12	SA	2	2D10; AP 3	2i	1.50	D8	23 / 46 / 92
	16 Gauge Shot						4D6-3\3D6-2\2D6-1				12 / 23 / 46
	16 Gauge 00 Buck						4D6\3D6\2D6; AP 1				12 / 23 / 46
Ithaca Roadblocker	10 Gauge Slug	5.14	SHOT	16	SA	1	2D10+1; AP 3	3i	1.71	D8	25 / 50 / 100
	10 Gauge Shot						5D6-3\3D8-1\2D6				13 / 25 / 50
	10 Gauge 00 Buck						5D6\3D8\2D6; AP 1				13 / 25 / 50
	10 Gauge Flechette						5D6\3D8\2D6; AP 3				27 / 53 / 106

<b>Auto Shotguns</b>									Mag		Range
Weapon	Cal	Wt (L)	BBL	HP	Act	ROF	DAM	Mag	ENC	STR	SHT / EFF / LNG
AA-12	12 Gauge Slug	7.30	SHOT	16	FA	or Bur	2D10+1; AP 3	7/20	1.93	D6/D12	24 / 48 / 96
HK CAW	12 Gauge Slug	5.30	SHOT	20	FA	or Bur	2D10+1; AP 3	10	1.73	D6/D12	24 / 48 / 96
AAI CAW w/ Buttstock	12 Gauge Slug	4.89	SHOT	20	FA	or Bur	2D10+1; AP 3	12	1.69	D6/D12	28 / 55 / 110
AAI CAW w/o Buttstock	12 Gauge Slug	4.41	SHOT	20	FA	or Bur	2D10+1; AP 3	12	1.64	D8/D12	24 / 48 / 96
Jackhammer Mark 3-A2	12 Gauge Slug	4.70	SHOT	16	FA	or Bur	2D10+1; AP 3	10	1.67	D6/D12	24 / 48 / 96
Remington 7188 Mark I	12 Gauge Slug	4.30	SHOT	16	FA	or Bur	2D10+1; AP 3	7i	1.63	D8/D12	24 / 48 / 96
Atchisson Assault Shotgun	12 Gauge Slug	7.00	SHOT	16	FA	or Bur	2D10+1; AP 3	20	1.90	D6/D12	24 / 48 / 96
	12 Gauge Shot						4D6-3I3D6-2I2D6-1				12 / 24 / 48
	12 Gauge 00 Buck						4D6I3D6I2D6; AP 1				12 / 24 / 48
	12 Gauge Flechette						4D6I3D6I2D6; AP 3				25 / 50 / 100
Slaver Auto-Shotgun	12 Gauge 00 Buck	4.70	SHOT	8	FAO	Burst	4D6I3D6I2D6; AP 1	10i	1.67	D6/D12	12 / 23 / 46
<b>Black Powder Weapons</b>									Mag		Range
Weapon	Cal	Wt (L)	BBL	HP	Act	ROF	DAM	Mag	ENC	STR	SHT / EFF / LNG
Cadet's Musket	.57 Cadet's Musket	5.00	RIFLE	8	SS	1/5	2D8; AP 2	1i	1.50	D6	30 / 60 / 120
Common Rifle	.45 Common Rifle-70gr	4.00	RIFLE	12	SS	1/5	2D8+1; AP 2	1i	1.40	D6	43 / 85 / 170
Common Rifle-1841	.54 Common Rifle-1841	4.25	RIFLE	12	SS	1/5	2D10; AP 1	1i	1.43	D6	50 / 100 / 200
Hall's Carbine-1840	.525 Hall's Carbine-1840	4.00	CAR	12	SS	1/5	2D8; AP 2	1i	1.20	D6	34 / 68 / 136
Hall's Rifle-1826	.52 Hall's Rifle-1826	5.00	RIFLE	12	SS	1/5	2D8+1; AP 2	1i	1.50	D6	50 / 100 / 200
Hawken	.50 Hawken Rifle	4.00	RIFLE	16	SS	1/5	2D6; AP 2	1i	1.40	D6	60 / 120 / 240
Hawken	.45 Hawken Rifle	4.00	RIFLE	16	SS	1/5	2D6; AP 1	1i	1.40	D6	55 / 110 / 220
Kentucky Rifle	.58 Kentucky Rifle	3.25	RIFLE	20	SS	1/5	2D8+1; AP 1	1i	1.33	D6	60 / 120 / 240
Kodiak Double Rifle	.54 Kodiak Double Rifle	5.50	RIFLE	16	SA	2	2D10; AP 1	2i	1.55	D6	55 / 110 / 220
Percussion Breach-1844	.52 Per. Breach-1844	4.00	RIFLE	16	SS	1/5	2D8+1; AP 2	1i	1.40	D6	50 / 100 / 200
Shotgun	12 Gauge Shot	4.00	SHOT	12	SA	2	4D6I3D6I2D6; AP 1	2i	1.60	D8	12 / 24 / 48
Duelling Pistol	.45 Duelling Pistol	1.00	STD	20	SS	1/5	2D6; AP 1	1i	0.40	D10	9 / 18 / 36
Lincoln Derringer Pistol	.40 Lincoln Derringer Pistol	1.75	SNUB	12	SS	1/5	2D6-1; AP 1	1i	0.38		5 / 10 / 20
Dragoon Pistol	.45 Dragoon Revolver	1.50	STD	12	SA	1	2D6; AP 2	6i	0.45	D8	12 / 24 / 48
Paterson Navy Pistol	.36 Paterson Navy Revolver	1.25	STD	12	SA	1	2D6; AP 1	6i	0.43		11 / 22 / 44
Shotgun	12 Gauge Slug	4.00	SHOT	12	SA	2	2D10+1; AP 3	2i	1.60	D8	24 / 48 / 96
	12 Gauge Shot						4D6I3D6I2D6; AP 1				
Shotgun	10 Gauge Slug	4.00	SHOT	12	SA	2	2D10+1; AP 3	2i	1.60	D8	25 / 50 / 100
	10 Gauge Shot						5D6I3D8I2D6; AP 1				
Shotgun	16 Gauge Slug	4.00	SHOT	12	SA	2	2D10; AP 2	2i	1.60	D6	22 / 44 / 88
	16 Gauge Shot						4D6I3D6I2D6; AP 1				
Shotgun	20 Gauge Slug	4.00	SHOT	12	SA	2	2D10; AP 2	2i	1.60	D6	21 / 42 / 84
	20 Gauge Shot						4D6I3D6I2D6; AP 1				

<b><u>Machineguns</u></b>									<b>Mag</b>		<b>Range</b>
<b>Weapon</b>	<b>Cal</b>	<b>Wt (L)</b>	<b>BBL</b>	<b>HP</b>	<b>Act</b>	<b>ROF</b>	<b>Dam</b>	<b>Mag</b>	<b>ENC</b>	<b>STR</b>	<b>SHT / EFF / LNG</b>
Bren L2A4	7.62 x 51mm NATO	11.80	RIFLE	16	FA	Burst	2D8+1; AP 3	30	2.18	D10	35 / 70 / 140
Bren Mk II	.303 British	11.80	RIFLE	12	FA	Burst	2D8+1; AP 2	30	2.18	D10	30 / 60 / 120
Browning M1917A1	.30-06 Springfield	24.50	RIFLE	12	FA	Burst	2D8+1; AP 3	250b	3.45	D8	28 / 55 / 110
Browning M1919A4	.30-06 Springfield	21.90	RIFLE	12	FA	Burst	2D8+1; AP 3	250b	3.19	D8	28 / 55 / 110
CETMI Ameli	5.56x56mm NATO	9.62	RIFLE	16	FA	Burst	2D8; AP 2	200b	1.96	D8	28 / 55 / 110
Colt M1895/1914 w/o Tripod	.30-06 Springfield	22.80	RIFLE	8	FA	Burst	2D8+1; AP 3	250b	3.28	D8	23 / 45 / 90
Colt M1895/1914 w/Tripod	.30-06 Springfield	50.60	RIFLE	8	FA	Burst	2D8+1; AP 3	250b	6.06	N/A	28 / 55 / 110
DP	7.62 x 54mm Russian	11.90	RIFLE	12	FA	Burst	2D8+1; AP 3	47	2.19	D10	30 / 60 / 120
DShK w/ Carriage	12.7 x 108mm (T BZ)	52.66	RIFLE	12	FA	Burst	2D10+2; AP 2	50b	6.27	N/A	38 / 75 / 150
Gatling Gun Type II 'Lite'	.50 Gatling	35.00	RIFLE	8	FA	Burst	2D10; AP 1	150	4.50	N/A	25 / 50 / 100
Gatling Gun w/o carriage	.50 Gatling	130.00	RIFLE	8	FA	Burst	2D10; AP 1	240	14.00	N/A	28 / 55 / 110
HK 21E	5.56x56mm NATO	12.29	RIFLE	16	FA	Burst	2D8; AP 2	100b	2.23	D8	40 / 80 / 160
HK-21	7.62 x 51mm NATO	12.50	RIFLE	16	FA	Burst	2D8+1; AP 3	50b	2.25	D10	43 / 85 / 170
HK23E	5.56 x 56mm NATO	10.17	RIFLE	16	FA	Burst	2D8; AP 2	100b	2.02	D8	43 / 85 / 170
KPV	14.5 x 114mm (KPV)	50.00	RIFLE	12	FA	Burst	2D10+2; AP 3;**	100b	6.00	N/A	50 / 100 / 200
L86A1 LSW	5.56 x 56mm NATO	6.88	RIFLE	16	FA	Burst	2D8; AP 2	30/100b	1.69	D10	33 / 65 / 130
Lewis Mk I	.303 British	14.00	RIFLE	12	FA	Burst	2D8+1; AP 2	47	2.40	D10	25 / 50 / 100
M134 Minigun (mounted only)	7.62 x 51mm NATO	69.00	RIFLE	20	FA	Burst**	2D8+1; AP 3	1500b	7.90	N/A	43 / 85 / 170
M214 6-Pac w/ Tipod	5.56 x 56mm NATO	58.60	RIFLE	20	FA	Burst**	2D8; AP 2	1000	6.86	N/A	40 / 80 / 160
M214 6-Pac w/o Tipod	5.56 x 56mm NATO	32.30	RIFLE	20	FA	Burst**	2D8; AP 2	1000	4.23	D12	35 / 70 / 140
M249 SAW	5.56 x 56mm NATO	7.00	RIFLE	20	FA	Burst	2D8; AP 2	30/200b	1.70	D10	33 / 65 / 130
M2HB (w/ 19.96 kg Tripod)	.500 BMG PMC	72.62	RIFLE	20	FA	Burst	2D10+2; AP 3;**	105b	8.26	N/A	55 / 110 / 220
M60	7.62 x 51mm NATO	13.50	RIFLE	16	FA	Burst	2D8+1; AP 3	100b	2.35	D10	40 / 80 / 160
M60E3 (SB)	7.62 x 51mm NATO	11.39	RIFLE	20	FA	Burst	2D8+1; AP 3	100b	2.14	D10	40 / 80 / 160
MAG-58 (FN-MAG)	7.62 x 51mm NATO	13.85	RIFLE	16	FA	Burst	2D8+1; AP 3	100b	2.39	D10	43 / 85 / 170
MG-08	8mm Mauser	33.10	RIFLE	12	FA	Burst	2D8+1; AP 2	250b	4.31	N/A	35 / 70 / 140
MG-3	7.62 x 51mm NATO	12.00	RIFLE	16	FA	Burst	2D8+1; AP 3	50b	2.20	D10	35 / 70 / 140
MG-34	8mm Mauser	12.30	RIFLE	12	FA	Burst	2D8+1; AP 2	50b	2.23	D10	28 / 55 / 110
MG-42	8mm Mauser	12.00	RIFLE	12	FA	Burst	2D8+1; AP 2	50b	2.20	D10	30 / 60 / 120
Minimi	5.56 x 56mm NATO	10.00	RIFLE	20	FA	Burst	2D8; AP 2	30/200b	2.00	D8	30 / 60 / 120
Minimi-Para	5.56 x 56mm NATO	9.88	RIFLE	20	FA	Burst	2D8; AP 2	30/200b	1.99	D8	28 / 55 / 110
PK	7.62 x 54mm Russian	10.00	RIFLE	12	FA	Burst	2D8+1; AP 3	50b	2.00	D10	39 / 78 / 156
PKM	7.62 x 54mm Russian	10.00	RIFLE	12	FA	Burst	2D8+1; AP 3	50b	2.00	D10	33 / 65 / 130
RPD	7.62 x 39mm Russian	9.00	RIFLE	12	FA	Burst	2D8+1; AP 1	100b	1.90	D8	33 / 65 / 130
RPK	7.62 x 39mm Russian	5.00	RIFLE	12	FA	Burst	2D8+1; AP 1	30	1.50	D10	35 / 70 / 140
RPK-74	5.45 x39mm Soviet	4.50	RIFLE	16	FA	Burst	2D6+1; AP 1	30	1.45	D10	35 / 70 / 140
Stery AUG LMG	5.56 x 56mm NATO	6.11	RIFLE	16	FA	Burst	2D8; AP 2	42	1.61	D10	40 / 80 / 160
Stoner LMG	5.56 x 56mm NATO	8.04	RIFLE	16	FA	Burst	2D8; AP 2	30/200b	1.80	D8	30 / 60 / 120
Stoner M207	5.56 x 56mm NATO	6.45	RIFLE	16	FA	Burst	2D8; AP 2	100b	1.65	D10	30 / 60 / 120
Stoner Mk 23 Commando	5.56 x 56mm NATO	7.35	RIFLE	16	FA	Burst	2D8; AP 2	100b	1.74	D10	30 / 60 / 120
Ultimax 100 Mark III	5.56 x 56mm NATO	6.21	RIFLE	16	FA	Burst	2D8; AP 2	30/100b	1.62	D10	33 / 65 / 130
Vickers Mk I	.303 British	24.30	RIFLE	8	FA	Burst	2D8+1; AP 2	250b	3.43	D8	28 / 55 / 110
Vz-59	7.62 x 39mm Russian	9.00	RIFLE	12	FA	Burst	2D8+1; AP 1	50b	1.90	D8	40 / 80 / 160

<b><u>Grenade Launchers</u></b>	<b>Grenade Launchers</b>							<b>Mag</b>		<b>Range</b>
<b>Weapon</b>	<b>Cal</b>	<b>Wt (L)</b>	<b>HP</b>	<b>Act</b>	<b>ROF</b>	<b>DAM</b>	<b>Mag</b>	<b>ENC</b>	<b>STR</b>	<b>SHT / EFF / LNG</b>
HK69	40x46mmR	2.85	10	SS	1/3	**	1	-	-	35 / 48 / 96
M203	40x46mmR	1.59	10	SS	1/3	**	1	-	-	35 / 48 / 96
ARMSCOR 6rd 40mm	40x46mmR	6.67	16	AL	1	**	6	1.37	-	35 / 48 / 96
BG-15	40mm Soviet	1.16	10	AL	1/3	**	1	-	-	35 / 50 / 100
Mark 19 Model 3	40x53mmR	51.72	18	FA	2 or Burst	**	50b	17.72	-	57 / 132 / 264
AGS-17	30mm Soviet	28.00	18	FA	2 or Burst	**	30b	10.00	-	35 / 48 / 96

## Appendix A: Legends For The Charts

A brief explanation of the headings seems in order.

**Weapon** is the name of the weapon.

**Cal** is the Caliber of the round the weapon uses.

**Wt (L)** is the mass of the loaded weapon in kilograms.

**BBL** is the barrel length of the weapon by type.

**HP** is the Toughness of the weapon. Consider the weapon to be a non-wild card. A Shaken result requires the user to make a repair roll to get the weapon working; a wound means it is broken.

**Act** is the action the weapon uses. As a sub-note DAO means Double Action Only. It applies to pistols, and simply means if a round is not in the action one will be loaded when the trigger is squeezed, thus requiring no other action to use and keeping the chamber empty except when needed.

**ROF** is the Rate Of Fire. \*\* means 3-round burst. Burst means standard autofire.

**DAM** is the damage for that weapon.

**Mag** is the Magazine for the weapon. A number means a clip holding that many rounds. A number followed by an "r" (6r) means a cylinder (revolver style). A number with an "i" means an integral magazine. A number followed by a "b" means a belt holding that many rounds.

**Mag ENC** is the mass of the loaded magazine in kilograms.

**STR** is the minimum Strength for that weapon. Where there are two Strengths listed the first is for single fire the second for autofire.

**Range** is the Short, Effective (Medium) and Long range for the weapon (in inches, multiply by 2 for meters).