

# Weapons Notes

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For game play ease, some liberties were taken with ammo and weapon types and qualities, and may not reflect REAL WORLD equivalents.

## Legend

<b>S = Soviet</b>	<b>N = NATO</b>	<b>C = caseless</b>
<b>s = special</b>	<b>l = long</b>	<b>j = jet</b>
<b>sh = short</b>	<b>lc = long colt</b>	<b>rf = rimfire</b>
<b>m = magnum</b>	<b>mm = millimeter</b>	<b>p = parabolic</b>
<b>* = full auto</b>	<b>~ = easily conveyable</b>	
<b>^ = burst capable</b>		<b>RK=Rocket</b>

## Conditions Range Modifiers

### Magazines

- 1- Snap-out cylinder
- 2- Swing-out cylinder
- 3- Portal cylinder
- 4- Falling block
- 5- Break loading
- 6- Clip
- 7- Expendable clip
- 8- Manual load (powder, ball, etc..)
- 9- Calico rounds
- 10- Drum
- 11- Belt
- 12- Special
- 13-Tubular
- 14- Stripper clip (similar to 7 but re-usable)
- 15- Box Magazine

1-	Light Fog/pre-dusk ,dawn/Rain/heavy overcast	X.5
2-	Medium Fog/Dusk/Dawn	X.33
3-	Heavy Fog/Dark	X.25
4-	Dark + Heavy Overcast	Point Blank Only

## Scope Chart

d12      Scope Power

1-2	1X
3	2X
4	3X
5	4X
6	5X
7	6X
8	7X
9	8X
10	10X
11	20X
12	30X

etc.

## Missile/Rocket Targeting

FP = Fire and Pray (Direct Fire)  
 MCLOS = Manual Command To LOS  
 SACLOS = SemiAuto Command to LOS

### ShotGuns

- 1- Single shot
- 2- Double shot/double barreled
- 3- Pump
- 4- Auto
- 5- Hand load

Usage: Add to Base Range Adjust. Charts

I.e. Short Range= 2m-1X + 2X scope=short range 2m-3X

- A- Falling Block
- B- Break
- C- Portal Magazine
- D- Clip
- E- Barrel

## Site Enhancement Equipment

1-	OB-44 SOPELEM Binoculars	X2.5	40+hours	600/1200m	2.25kg
2-	CN2H Night Flying Goggles	X1	40+hours	-	560g/935g
3-	Baird GP Goggles	X1	40+hours	-	450g
4-	SS82 Pocket Scope	X2	50+hours	-	700g
5-	EuroScope H II	X3	30+hours	-	1.6kg
6-	MILOS LR TV viewer	-	needs pwr	40km/25miles	13kg
7-	KOT II Night Binoculars	X4.35	40+hours	-	2.kg
8-	SIMRAD KN200 Image Intensif.	X1	40+hours	-	1.4kg

**\* Ranges**

Weapon	Base
Energy Pistol	20
Energy Rifle	40
Revolver	15
ScatterGun/Shotgun	5
Rifle(bolt)	45
*Use Rifle(bolt) for Sniper Rifles +5 Range	
AutoPistol	10
AutoRifle	40
Musket	30
*Use Rifle(bolt) for LongGuns	
Submachine Guns	20
Assault Rifle	35
Machine Guns	55
Heavy Machine Guns	200

\* +/- Ammo Qualities Modifiers & Auto Fire Range Modifiers

**Distance RF Adjustment Charts**

Range	Times Base Range	Color Requi red	RF Adjust. (DMG)
Distant	4X-5X	Red	-4
Extreme	3X-4X	Orange	-3
Long	2X-3X	Yellow	-2
Medium	1X-2X	Green	-1
Short	2m-1X	Blue	-
PointBlank	- 2m	White	+1

**Random Weapon Selection Charts By Group Type**

1	Ultra Modern	1-5
2	Heavy Weapons	6-7
3	Sniper Rifles	8-10
4	Machine Guns	11-15
5	Sub-Machine Guns	16-20
6	Auto Rifles	21-25
7	Primitive Missile Weapons	26-30
8	Misc Melee Weapons	31-40
9	Bladed Weapons	41-45
10	Misc. Weapons	46-47
11	Assault Rifles	48-52
12	Auto Pistols	53-63
13	Sport Rifles	64-74
14	ShotGuns	75-85
15	Revolvers	86-96
16	Explosives	97-98
17	Heavy Machine Guns	99-100

**Primitive Missile Weapon Ammo**

- 1- Blowgun Darts
- 2- Arrow
- 3- Bolt
- 4- Bolt, hand
- 5- Sling Bullets
- 6- Sling Stones(-5Range)

**Arrow/Bolt Head Adjustment**

- A- Hunting
- B- Target (-1 base dam. mod.)
- C- Stone (-1 base dam. mod.)
- D- Special (DM option) ---- Exploding Gas BluntForce

**\*Auto Fire Adjustment Table**

Firing Modifiers	+/-	Base Range Mod
Single shot	0	0
Burst	-1RF	-5R
-3rounds/Xd3[0-2hits]		
FullAuto	-2RF	-10R
-clip/Xd5[0-4hits]	+1Column	

\* Skill Level 5 before you can simulate bursts with a FA weapon.  
"TRIGGER CONTROL"

## Natural Attacks

#	Attack Form	*Damage	Notes
	Hands	2	-
	Feet	3	-
	Head	2(stun)	-
	Horns/Antlers	4	-
	Teeth	4	-
	Claws	3	-
	Misc.Spikes	4	-

\*add PS Mod to damage base

## Primitive Missile Weapons

#	Weapon	Damage	Range	Notes	Weight
1	Blowgun	2	10	-	
2	Bola	3	5	-	
3	Bow, Short	6	25	-	
4	Bow, Long	6+1(7)	35	-	
5	Bow, Compound	6+2(8)	30	-	
6	Crossbow, Light	6	25	-	
7	Crossbow, Heavy	6+2(8)	30	-	
8	Crossbow, Hand	4	10	-	
9	Crossbow, Modern	6+1(7)	30	-	
10	Crossbow, Modern Hand	4+1(5)	15	-	
11	Sling	4	15	-	
12	SlingShot	4	12	-	
13	Misc. Melee Weapon	As Weapon +PS mod	PS	-	

## Miscellaneous Melee Weapons

#	Weapon	Damage	Notes	Range	Weight
1	Axe, Hand	5	-		
2	Hatchet	4	-		
3	Brass Knuckles	2(stun)*	-		
4	War Hammer	7(stun)*	-		
5	Spear, Boar	5	-		
6	Nunchaku	3(stun)*	-		
7	Sai	3(disarm)	-		
8	Sap	2-knockout	-		
9	Shuriken	3	-		
10	Staff	6(stun)*	-		
11	Tonfa	6(stun)*	-		
12	Axe, Battle	8	-		

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### Misc. Melee Weapons Continued....

13	Flail	9(stun)*	-	
14	Mace	9(stun)*	-	
15	Morning Star	8(stun)*	-	
16	Pole Arm, Glave	10	-	
17	Pole Arm, Halberd	12	-	
18	Spear, Trident	6(disarm)	-	
19	Caltrops	1XD6	-	
20	Javelin	5	-	
21	Lance	6-(10)Charging Mounts-Dismount	-	
22	Net/Spiked Net	0-entangle/1(every turn)-entangle	-	2+PS Mod
23	Garrote	1-fatal	-	
24	Sickle, Battle	6	-	
25	Pole Arm, Bardiche	12	-	
26	Club/Cudgel	6(stun)*	-	
27	Rope	0-entangle	-	PSX1/2
28	Whip	1-entangle	-	2
29	Shield/Spiked Shield	2/3	-	

\*Helmets negate 'stun' effects

### Bladed Weapons

#	Weapon	Damage	Notes	Range	Weight
1	Bayonet	5	-		
2	Knife, Hunting/Combat	5	-		
3	Knife, SwitchBlade	3	-		
4	Knife, Folding	2	-		
5	Knife, Pocket	1	-		
6	Knife, Throwing	4	-	3+PS mod	
7	Sword, Machete	7	-		
8	Sword, Saber(Cutlass)	7	-		
9	Sword,Long (Bastard)	8	-		
10	Sword, Short	6	-		
11	Sword, 2-Handed	11	-		
12	Sword, Fencing	4	-		
13	Sword, Scimitar	7	-		
14	Sword, Broad	7	-		
15	Duo-Sword	6	-		

## ShotGuns

#	Weapon	Ammo/Dam	Shots	Notes	Weight
1	10G	10G	1/2/8/6-12	A/B/C/D	
2	12G	12G	1/2/8/6-12	A/B/C/D	3.4kg
3	20G	20G	1/2/8/6-12	A/B/C/D	
4	.410G	.410G	1/2/5	A/B/C	
5	HK Assault Weapon	12G	25/50	D/E/^*	
6	Pistol Grip	12/20/.410G	1/2	A/B	
7	Blunderbuss	Shot&Powder	1	F	
8	Sawed Off	10/12/20/.410G	1/2/5-8	A/B/C	2.26kg
9	USAS-12 Assault Weapon	12G	10/20	D/E/*	3.8kg
10	Lion Assault Weapon	12G	30/70	D/E/^*	
11	Pancor Jackhammer Mark3A2	12g	10	C/7/^	4.57kg
12	Striker	12g	12	D	4.2kg

## Revolvers

#	Weapon	Ammo/Dam	Shots	Notes	Weight
1	.38 Special	.38s/.38m	6	1/2/3/--stubie	
2	.44 Magnum	.44m	5-6	1/2/3	
3	.44 Special	.44s	5-6	1/2	
4	.45 Long Colt	.45LC	7	3	
5	.32 Special	.32s	6	1/2/3/--stubie	
6	.338 Magnum	.338m	6	1	
7	.357 Magnum	.357m	5-6	1	
8	.460 Magnum	.460m	6	1	
9	FlintLock Pistol	Ball&Shot	1	8	
10	Cap&Ball	Ball&Shot	1	8	
11	1-Shot Deringer	.32s/.22sh	1	5/~	
12	4-Shot Deringer	.32s/.22sh	4	4/~	
13	Turner Pepperbox	.38	6	5/~	
14	Colt Dragoon 1-Action	.44s	6	3	
15	Colt 1-Action Army	.45	6	3	
16	Palm Pistols	.22s/l/m	1-4	1/2/4/5/6/~	
17	Webley&Fosbery Self-Cocking	.455	6	3	
18	Taurus Magnum	.357m	6	1	
19	Taurus 686	.357m	8	2	

## Sport Rifles

#	Weapon	Ammo/Dam	Shots	Notes	Weight
1	.30-30 Lever	.30-30	8	3	
2	.30-06 Bolt	.30-06	8	6	
3	.22 Bolt	.22sh/.22L	10	3/6	
4	.22 Auto	.22sh/.22L	15	6	
5	Mauser Bolt	8mm	9	6	
6	.44-40 Bolt	.44-40	8	3	
7	.444 Marlin	.444	10	6	
8	Musket	Shot&Ball	1	8	
9	FlintLock	Shot&Ball	1	8	
10	Cap&Ball	Shot&Ball	1	8	
11	American LR FlintLock	Ball	1	8	
12	Winchester MD1866 Lever	.45	10	3	
13	Henry 16-Shooter	.38	16	3	
14	Henry Lever	.44rf	14	3	
15	Ruger Model177 'Elephant Gun'	.450m/.400m	5	3	
16	Winchester MD1876	.44-40	10	3	

## AutoPistols

#	Weapon	Ammo/Dam	Shots	Notes	Weight
1	9MM Para	9MMp/9MMs	10-17	6	
2	.22 Auto	.22j/sh/m	5-20	3/6	
3	.45ACP	.45ACP/.45s	7-12	6	
4	Scharzlose MD1900	9MMp	6	6/~	
5	Browning MD1900	7.65mm	7	6/~	
6	Colt MD1911A1	.45ACP/.45s	7	6	
7	Llama 9MM	9MMp/9MMs	7	3	
8	luger 08/20	7.65mm	8	6	
9	Beretta MD92S	9MMp/9MMs	13	6	
10	Glock 10MM	10MM/10MMs	9	6	
11	Desert Eagle .44Auto	.44s/.44m	7	6	
12	MD1999A	9MMC	20	7	
13	MD1999B	10MMC	15	7	
14	MD1999C	5.56C	24	7	
15	Glock 22	.40	10	6	
16	Glock 17	9MMp	17	6	1.23kg
17	PA15 MAB	9mm	15	6	1.09kg
18	HIS Mauser	7.65	8	6	596g
19	M950 Calico	9MMp	50/100	12	1.81kg
20	Colt2000	9MM	9	6	1.01kg

## AutoRifles

#	Weapon	Ammo/Dam	Shots	Notes	Weight
1	M249	5.56N	30 or 50	6/10/*	
2	RPK-74	5.45S	30	6/*	
3	M1	.30-06/.30	8	14/*	4.3kg
4	Mauser MK1	7.62N	50 or 100	10/*	
5	Lewis Gun MD1900	.303	30	6/*	
6	HK Portable Gatling	5.56N	250	10/*	
7	Xavier N-3	7.62NC	45	7/^/*	
8	Hostice M873	5.56NC	50 or 150	7/10/^/*	
9	C2A1	7.62N	30	6/^	6.9kg
10	L1A1	7.62N	10	6	4.42kg
11	Browning AR	.30	20	6/*	7.26kg
12	AR70/223	5.56N	30	6/^/*	3.8kg

### \*Sniper Rifles

#	Weapon	Ammo/Dam	Shots	Notes	Weight
1	M40	7.62N	12	6	
2	M21	7.62N	7	6	
3	Packer-Hale	7.62N	8	6	
4	M1	.30	8	14/*	4.3kg
5	Ruger 10/2: MD1900	.22L	10	6	
6	AWC M27	.308	14	6	
7	Vaime SSR Mk I	7.62N	5	15	3kg
8	WA2000 Walther	.30/7.62N	6	15	6.95kg
9	Beretta SR	7.62N	6	15	5.55kg
10	RAI Convertible	7.62N	5	15	5.67kg

\* All Sniper Rifles gain +5 range and include:

A. Scope D10 Power (See Scope Chart for effects)

1. Normal
2. Night Vision, Passive
3. Night Vision, Active
4. Laser

B. Carry Case/Strap

### Assault Rifles

#	Weapon	Ammo/Dam	Shots	Notes	Weight
1	M16A2 Model723	5.56N	20/30	6/^*	3.2kg
2	AK-74	5.45S	30	6/*	
3	AKM	7.62S	20	6/^*	3.15kg
4	HK	.45	23	6/*	
5	MAC10	.45ACP	30	6/*	
6	AK-47	7.62S	13/30	6/*	4.3kg
7	MAC11	9mm	30	6/*	
8	M14	7.62N	20	6/*	
9	German MD44	7.92	16	6/*	
10	CETME Model E / L	7.62N/5.56N	20/30	6/^*	3.4kg
11	EM2	5.56N	20	6/^*	
12	FAL	7.62N	20	6/^*	
13	AWC62	.308m	30	7/^*	
14	CAR15	10mm/9mm/.45ACP	25	6/^*	4.1kg
15	AAI ACR	5.56N	30	7/^*	
16	H&K ACR	4.92C	45	7/^*	
17	FA MAS	5.56N	25	6/^*	3.61kg
18	Model 03 LAPA	5.56N	20/30/40	6/^*	3.48kg
19	XL70 E3/L85-A1	5.56N	30	6/^*	3.12kg/4.98kg
20	G11 H&K	4.7MMC	50	15/^*	3.6kg

## SubMachineGun

#	Weapon	Ammo/Dam	Shots	Notes	Weight
1	Sterling	9mm	30	6/Λ*	
2	Uzi	9MMp	32	6/*	3.5kg
3	Skorpion FullAuto Pistol	.32ACP	18	6/Λ*	
4	Vega FA Pistol	.45ACP	13	6/*	2kg
5	American 180 FA Pistol	.22L	177	6/*-FA only	1.8kg
6	MP40	9MMp	32	6/*	
7	M1928A1 'TommyGun'	.45ACP	50	11/*-FA only	
8	M3A1	.45ACP	20	6/*	
9	M1941	.38	30	6/*	
10	Calico M960A	9mm	50/100	9-11/12/Λ*	
11	Glock 18	9mm	33	6/Λ*	
12	Steyr ACR	5.56NC	24	7/Λ*	
13	Beretta MD12	9mm	20	6/Λ*	
14	FN P90	5.7MMC	50	12/Λ*	2.8kg
15	Jati-Matic	9MMp	20/40	6/Λ*	1.95kg
16	MP5K	9MMp	15/30	6/*	2kg
17	INDEP M86	9MMp	30	6/*	2.54kg
18	KFAMP	9MMp	20/36/60/108	6/Λ*	2.65kg
19	Weaver PKS9	9MMp	25/30/42	6/Λ*	2.77kg
20	LAPA SM Model 02	9MMp	30/32	6/Λ*	3.38kg

## Machine Guns

#	Weapon	Ammo/Dam	Shots	Notes	Weight
1	M60	7.62N	250	11/*-FA only	10.51kg
2	FN MAG	7.62N	100	11/*-FA only	10.85kg
3	Browning MG	.30	250	11/*-FA only	14.06kg
4	Type 67	7.62S	100	11/*-FA only	9.9kg

## Heavy Machine Guns

#	Weapon	Ammo/Dam	Shots	Notes	Weight
1	M214 Gatling	5.56N	400	11/*-FA only	43.6kg
2	Browning 50	.50	150	11/*-FA only	39.1kg
3	M61 Vulcan Gatling Cannon	20mm	60	11/*-FA only: 6 Barrelled	48.5kg
4	MXU-470	7.62N	300	11/*-FA only: 6 Barrelled	40.2kg
5	Mark I Vickers	.303	250	11/Λ*	15kg
6	SACO 50	.50	250	11/*-FA only	32.5kg



## Heavy Weapons

#	Weapon	Area	Range	Ammo/Dam	Weight	
<b>1</b>	<b>Rocket Launchers, Land</b>			<b>Targeting</b>		
1	M202					
2	RPG-75	12m	250m	68mmRK FP	3.1kg	
3	RedArrow 8	21m	100-3000m	120mmRK SACLOS	24.5kg	
4	SEP DARD	24.5m	600m	120mmRK FP	14kg	
5	Milan	21m	25-2000m	103mmRK SACLOS	16.4kg	
6	Bantam	21m	300-2000m	84mmRK MCLOS	20kg /Disp.	
7	Sagger/AT-3	30m	200-3000m	120mmRK SACLOS	11.3kg	
8	LAW80	15m	20-500m	94mmRK FP	9kg /Disp.	
9	RAW	1.5/21m	300m	85mmRK FP	2.72kg	
10	M72	15m	20-1000m	150mmRK FP	11kg /Disp.	
11	TOW	30m	65-3750m	152mmRK SACLOS	25kg	
<b>2</b>	<b>Rocket Launchers, Air</b>		<b>Altitude</b>			
1	BlowPipe	30m	4km	2000m	Missile D6X100	21.9kg
2	Javeline	30m	6km	4500m	Missile 2D4X100	21.9kg
3	Stinger FIM-92A	30m	5km	4800m	Missile 2D4X100	15.1kg
4	SA-7b Grail	30m	5km	1500m	Missile D6X100	19.3kg
<b>3</b>	<b>Grenade Launchers</b>			<b>Shots</b>		
1	MM-1	6m	350m	40mm	12cyl.	5.7kg
2	AGS-17 'Plamya'	9m	1750m	30mm	29belt	18kg+35kgtripod
3	L1A1	6m	100m	66mm	1	2.7kg
4	Arm Scor MGL	6m	350m	40mm	6FixedDrum	6.7kg
5	HK69	6m	300m	40mm	1	3.2kg
6	MK 19	6m	1200m	40mm	1	4.2kg
<b>4</b>	<b>Mortars</b>				<b>Tube / Plate</b>	
1	52	21m	200-2000m	52mm		4.5kg / 4.15kg
2	60	21m	200-2050m	60mm		3.7kg / 4.2kg
3	81	21m	200-4000m	81mm		20kg / 25kg
4	120	21m	1000-8600m	120mm		30kg / 42kg
<b>5</b>	<b>Autocannons</b>					
1	20			20mm	2d6X10	
2	25			25mm		
3	30			30mm		
4	40			40mm	3d6X10	
5	75			75mm	4d6X10	
<b>6</b>	<b>Field/Artillery Gun</b>					
1	105			105mm		
2	120			120mm		
3	125			125mm		
<b>7</b>	<b>Howitzers</b>					
1	122			122mm		
2	152			152mm		
3	155			155mm		
<b>8</b>	<b>Primitive Muzzle Loaded Weapons</b>					
1	Mortars					
2	Cannons					
3	Howitzers					
<b>9</b>	<b>Incendiary Weapons. Handheld</b>			<b>Shots/Dam</b>		
1	M202A2	9m	20m	4-3d4X10	12kg	
2	ABC-M9-7	-	55m	15ltrs-1ltrs per shot/d4X10	22.7kg	

## Miscellaneous Weapons Items

#	Weapon	Notes	Weight		
1	NLT: Light Tripod	M60			
2	NMT: Medium Tripod	MAG			
3	NHT: Heavy Tripod	M214,MK-19			
4	T/C Survival Carbine	.223/.45Colt/.410G - 5/1			
5	Calico 9mm Loader	50 or 100 Round - 1/2 Time to reload			
6	Ciener Belt Feed Mechanism	AR15/M16 - 100rnds			
7	MWG Extended 'snail' magazine	AR15/M16 - 90rnds 5.56N			
8	Model732	AR15/M16 1button push magazine swap-5.56n			
9	Grenade Launcher attachments	BG-15/HK79/M203/PIM203 40mmS/30mmS/40mmN/40mmN	200-400m		
		<b>Magnification</b>	<b>BatteryLife</b>		
		<b>Weight</b>	<b>Notes</b>		
10	OB-50 MK2	X3.2	40+hours	.9kg	riflescope
11	NVS-800	X6	60+hours		Hvy Weapons 25-2000mRng
12	PVS-2	X4	72hours	1.8kg	400m
13	Laser Targeting Systems				
	1 Visible				
	2 Invisible	-needs vision enhancement to use			
14	HC75 SmokeGenerator	22minutes		10.5kg	
15	LK-40 Illuminating Mine			450grams	
16	FAMAE Infiltrator Alarm	light-20sec then loud bang		430grams	
17	Type 57 Signal Pistol	6-7sec. D6dam 90mRng		250grams	
18	Type 428 Distress Kit	11sec. 400m		250grams	
19	Bereta Signal Pistol	note: .32 blank cartridge to also fire a line 50m			
20	Handheld Signal Flares, Parachute	30-90sec.			

## Explosives

#	Weapon	Damage/Unit	Area	Weight/Unit
1	TNT	5-stun	(1r)	
2	NitroGlycerine	7-stun	(3r)	
3	NitroCellulose	8-Complications A	(2r)	
4	Gun Powder	3-'Burn'	(1/2r)	
5	Ammonia Nitrate	10-'Burn'	(1r)	
6	Plastique	6-Complications A	(1r)	
7	Mercury Fulminate	2-'Burn'	(1/2r)	
8	Grenade, Chemex	15-'Burn'	(2r)	
9	Grenade, Energy	10-'Electrical'	(2r)	
10	Grenade, Fragment	8-Stun	(2r)	
11	Grenade, Photon	30-Fatal	(2r)	
12	Grenade, Concussion	2-KO	(3r)	
13	Grenade, Gas, Tear	(1)-actions ColumnA	(6r)	
14	Grenade, Gas, Smoke	(0)-blinded	(6r)	
15	Dammage Pack A	15-Complications C	(6r)	
16	Dammage Pack B	25-Complications C	(6r)	
17	Dammage Pack, Small	8-Complications A	(3r)	

## Ultra Modern

#	Weapon	Damage	Shots	Notes	Weight	Range
1	Slicer	9-Critical		-		
2	Energy Mace	8-'Electrical'		X2Damage to metal armoured foes		
3	Stun Ray Rifle	STN4-Knockout		-		
4	Fusion Rifle	10-Radiation I18		-		
5	Vibro Sword(Blade)	12-Ignore AC		-		
6	Stun Whip	2-Paralysis		-		
7	Laser Pistol	8(+1RF)		-		
8	Laser Rifle	12(+1RF)		-		
9	Mark V Blaster	12-Disintegrate		-		
10	Mark VII Rifle	15-Disintegrate		-		
11	Needler	3-'poison'		I12Paralysis/I17fatal		
12	Stun Ray Pistol	STN2-Knockout		-		
13	Paralysis Rod	1-Paralysis		-		
14	Slug Pistol A/B/C	10(8)/15(10)/15(Critical)		A/B=^		
15	Heavy Mount Laser	20(+1RF)		-		
16	Heavy Mount Fusion Beamer	15-Radiation I18		-		
17	Gatling Laser	12XD6(+1RF)		-		
18	Riot Stun Gatling	STN4XD6-Paralysis		-		
19	Riot Needler	3XD6-'Poison'		I12Paralysis/I17fatal		
20	Slug C Gatling	15XD6-(Critical)		-		

## Ammunition Information

### \*Ammo Quantities

1-2	1 round
3-5	D4 rounds
6-10	D6 rounds
11-30	3D6 rounds
31-60	D10+20 rounds
61-80	1 box of 25 rounds
81-90	1 box of 100 rounds
91-95	D3 boxes of 100 rounds/random types
96-99	D3 cases of 20 boxes/ random types
100	"HORDE" - D10 types/d20 cases of each type

### Ammunition Table Selection

1-60	Common
61-88	Rare
89-100	Very Rare

\*Energy Cell max = 50(+D100 on a 100% roll)

Ammo Qualities/Adjustments		R=Range Adjustments	Notes
1-60	Standard	-	-
61-75	Hollow Point	-5R	+1RF against soft targets/-1RF against armoured foes
76-85	Jacketed (armour piercing)	+5R	+1RF against armoured targets/-1RF against soft targets
86-95	High Power (Long Range)	+10R	-
96-100	Fragmenting (Like Shot)	-10R	1/2damage base/XD4[0-3hits]

### Ammunition Caliber Uses

<u>Field Guns</u>	<u>Rockets</u>	<u>Missles</u>	<u>Autocannon</u>	<u>Mortar</u>
105mm	68mm	Blowpipe	20mm	52mm
120mm	84mm	Javeline	25mm	60mm
125mm	85mm	Stinger	30mm	81mm
	94mm	Grail	40mm	4.7mmC
<u>Howitzer</u>	103mm		75m	4.9mC
	120mm	<u>Grenade Launchers</u>		5.7mmC
122mm	150mm			
152mm	152mm	30mm		
155mm		40mm		
		66mm		

9mm<sup>d</sup> = Stun on a successful hit

9mm<sup>p</sup> No stun effects (caliber not heavy enough)

## Common Ammunition Table

#	Type	Dammage	Notes
1	5.56N	6	same as .223
2	.221	5	
3	.38	7	
4	7.62N	8	same as .308
5	.30-06	11	
6	9mmsh	8	
7	9mmp	8	
8	.38s	7	
9	12G shot	7XD4	
10	BallShot, rifle	10	also Flintlock/Cap&Ball
11	Blunderbuss, load	3XD6	also Musket load
12	20G shot	5XD4	
13	.410G shot	4XD4	
14	.45	9	
15	.22j	5	
16	.357m	10	
17	.44s	14	
18	.32s	7	
19	Needles	3	
20	Slice Razors	9	
21	Slug Pellets (A/B/C)	10(8)/15(10)/15-(Critical)	
22	Calico Round	8	
23	.22sh	5	
24	.32c	6	
25	.9mmc	8	
26	7.62Nc	8	
27	5.56Nc	7	
28	.492c	6	
29	10mm	10	
30	10mmc	9	
31	10mms	10	
32	.40	9	
33	Chemical Energy Cell		
34	Hydrogen Energy Cell		
35	Solar Energy Cell	Dam	Range
36	Primitive Missile Weapon Ammo		
-1	BlowGun Dart	2	10
-2	Arrow, Hunting	6	By Wpn Type
-3	Arrow, Target	(-1)5	By Wpn Type
-4	Arrow, Stone	(-1)5	By Wpn Type
-5	Crossbow Bolt, Hunting	6	By Wpn Type
-6	Crossbow Bolt, Target	(-1)5	By Wpn Type
-7	Crossbow Bolt, Stone	(-1)5	By Wpn Type
-8	Hand Crossbow Bolt, Hunting	4	By Wpn Type
-9	Hand Crossbow Bolt, Target	(-1)3	By Wpn Type
-10	Hand Crossbow Bolt, Stone	(-1)3	By Wpn Type
-11	Sling Shot Bullets	4	15
-12	Sling Shot Stones	4	10

## Rare Ammunition Table

#	Type	Dammage	Notes
1	5.45S	7	
2	7.62S	8	
3	7.62l	8	
4	.32ACP	6	
5	.380ACP	8	
6	.45ACP	9	
7	.44-40	10	
8	.38ACP	7	
9	.444	6	
10	.338m	7	
11	.460m	10	
12	40mm Grenade	40	
13	.44m	16	
14	25mm Cannon		
15	105mm		
16	120mm		
17	.30-30	11	
18	120mm Mortar	60	
19	3.5" Bazooka	35	
20	Ball, Pistol	8	
21	Shot, Pistol	4XD3 [0-3hits]	
22	0.303	6	
23	.455	14	
24	7.65mm	8	same as .30
25	12G Slug	17	
26	10G Slug	17	
27	.22m	6	
28	.22c	5	
29	.45s	9	
30	.38m	8	
31	10 Shot	8XD4 [0-3 hits]	
32	Atomic Energy Cell		
33	5.7mmC	6	
34	4.77mmC	6	

## Very Rare Ammunition Table

	Type	Dammage	Notes
1	4.7CLS	6	
2	8mm	7	
3	12.7S	20	
4	.50BMG	16	
5	.50 slap	17	
6	14.5S	25	
7	6mm	6	
8	.45LC	8	
9	66mm Rocket		
10	58.3S Rocket	35	
11	30mm AutoCannon	26	
12	40mm AutoCannon	28	
13	75mm AutoCannon	30	
14	125mm	45	
15	122mm	40	
16	152mm	50	
17	155mm	60	
18	81mm Mortar	45	
19	4.2 Mortar	25	
20	LAW Rocket		
21	Napalm Cannister		
22	7.92mm	9	
23	.450m	13	
24	.400m	12	
25	23mm AutoCannon		
26	60mm Mortar	40	
27	.44rf	12	
28	Hellfire Rocket		
29	Incendiary Cylinder	-	Refill