

PISTOLS

Colt 1908 Vest Pocket \$4

Damage: 1D6

Mag: 6

Strength: 4

Range: 25m

Special: Pocket Pistol*, Quiet**

*Grants 3 point EQ bonus to concealment checks.

**Beyond weapon range, requires a CUN check to hear when fired.

Walther PP (.380) \$5 (\$8)

Damage: 1D6(+3)

Mag: 8+1 (6+1)

Range: 40m

Strength: 4(5)

Special: Pocket Pistol*, Quiet**(Standard) or Trauma 6 (Model .380)

*Grants 3 point EQ bonus to concealment checks.

**Beyond weapon range, requires a CUN check to hear when fired.

Colt Detective Special \$20

Damage: 2D6

Mag: 6

Range: 30m

Strength: 5

Special: Reliable, Pocket Pistol*

*Grants 3 point EQ bonus to concealment checks.

Colt Official Police \$23

Damage: 1D6+3

Mag: 6

Range: 60m

Strength: 6

Special: Reliable

Webley MK. VI \$30

Damage: 2D6+3

Mag: 6

Range: 60m

Strength: 8

Special: Reliable

.45 Colt Mare's Leg \$35

Damage: 2D6+3

Mag: 4

Range: 75m (150)m

Strength: 9

Special: Reliable, Lever Pistol*

*The Mare's Leg may be fired as a pistol (Burst) or Rifle (+1D6 damage Aimed), but may only fire in one mode per turn

.357 S&W Magnum \$35

Damage: 3D6

Mag: 6

Range: 75m

Strength: 8

Special: Trauma (6), Reliable

Colt M1911 \$50

Damage: 3D6

Mag: 7+1

Range: 50m

Strength: 8

Special: Burst

Walther P38 \$75

Damage: 3D6

Mag: 8+1 (or 32 with Drum)

Range: 100m

Strength: 10

Special: Burst

SUBMACHINE GUNS

Star Si35 **\$50**

Damage: 1D6+3

Mag: 32

Range: 100m

Strength: 6

Special: Rapid Fire, Unreliable, Rifle*

*Si35's gain +1D6 damage to Aimed shots as Rifles.

Beretta 1938A **\$65**

Damage: 2D6

Mag: 20

Range: 80m

Strength: 5

Special: Rapid Fire

MP-38 **\$100**

Damage: 2D6

Mag: 32

Range: 100m

Strength: 6

Special: Rapid Fire, Reliable, Accurate*

*MP-38s re-roll any 1s on Damage rolls.

Thompson M1921 **\$175**

Damage: 3D6

Mag: 20 (50, 100)

Range: 50m

Strength: 8

Special: Rapid Fire, Trauma 6, Trench Broom*

*Thompsons do rolled damage to a number of targets up to user's skill level when Sweeping.

RIFLES

M1 Garand \$30

Damage: 2D8

Mag: 8

Strength: 7

Range: 400m

Special: Burst

Remington Model 8 \$35

Damage: 2D8+3

Mag: 5 (15 Box Mag, LEO only)

Strength: 8

Range: 400m

Special: Reliable

Lee-Enfield \$26

Damage: 3D8

Mag: 10

Strength: 10

Range: 500m

Special: Complicated Reload, Fast Reload*

*Roll Dex+Rifle when reloading Lee-Enfield. If passed, ignore Complicated Reload.

Mauser K98 \$45

Damage: 3D8+3

Mag: 5

Strength 12

Range: 500m

Special: Reliable

Springfield 1903 .30-06 \$60

Damage: 4D8

Mag: 5+1

Strength: 12

Range: 600m

Special: Trauma 8

Browning Automatic Rifle 1918a1 \$200

Damage: 3D8

Mag: 24

Range: 1000 m

Strength: 10

Special: Rapid Fire

SHOTGUNS

Ithaca Auto and Burglar \$15

Damage: 2d10

Mag: 2

Strength: 5(10)

Range: 25m (10c)

Special: Pistol, Trauma 9, Doubleshot*

*Doubleshot fires both shells. The Trauma is improved to 7.

12 Gauge (Single/Double) \$20

Damage: 2D10/3D10

Mag: 1

Strength: 5(10)/6(12)

Range: 25m (10c)

Special: Trauma 9 Doubleshot*

*Doubleshot fires both shells. The Trauma is improved to 7.

Remington 11 Trench Gun \$60

Damage: 3D10

Mag: 4

Strength: 5 (10)

Range: 25m (10c)

Special: Burst, Trauma 9, Heavy 16 (Burst Only)

AMMO

PISTOL

\$6 for a box of 50 rounds

\$2 for extra magazines (semi-autos: M1911, Luger, Mauser)

\$10 for a 32 round drum (Luger, Mauser)

RIFLE

\$8 for a box of 50 rounds

SHOTGUN

\$4 for a box of 25 shells (scatter or slug)

HEAVY

\$10 for a box of 20 rounds (rifles & shotguns)

\$12 for a full belt (machineguns)

Armor Piercing Rounds (+3 STR) are double normal cost.

EXPLOSIVES

Dynamite **\$5 per Stick**

Damage: 5D10

Mag: --

Strength: 6*

Range: 15+STRm, 5m Blast

Special: Trauma 8, Fuse*