

# Firearms

## Viability of Firearms

Firearms have two central attributes that dictate when they should be used:

- > They are *very* powerful
- > They are *very* loud

A firearm will outclass in damage any other weapon. However, they are so loud that if fired they will alert any monsters or law enforcement in a wide area. Characters should be wary of the consequences of using such weapons.

## Firearms

Firearm	Cost (gp)	Weight (Coins)
Blunderbuss	40	100
Derringer	20	15
Musket	80	100
Musket, Carbine	60	80
Pistol	30	30
Repeater	120	100
Repeater, Carbine	100	80
Revolver	30	30
Rifle	80	100
Rifle, Carbine	60	80
Shotgun	40	100

## Firearm Ammunition

Ammunition	Cost (gp)	Ammunition	Cost (gp)
Blunderbuss shot (30 shots)	15	Silver blunderbuss shot (1 shot)	5
Derringer rounds (Box of 30)*	10	Silver derringer round*	3
Musket balls (Box of 30)†	15	Silver musket ball†	5
Pistol balls (Box of 30)	10	Silver pistol ball	3
Rifle bullets (box of 30)‡	15	Silver rifle bullet‡	5
Revolver bullets (Box of 30)	10	Silver revolver bullet	3
Shotgun shell (Box of 30)	15	Silver shotgun shell	5

\*Can be either a ball or a bullet depending on the era of derringer.

†For use with both full-sized and carbine models of their respective firearms.

‡For use with both the rifle and the repeater.

## Antiques in the Victorian era

By the mid-19<sup>th</sup> century, popular firearm designs of the previous era were growing out of date.

If playing in a campaign past this point, the referee might decide to treat these weapons as antiques, subject to availability limitations (see *Required Concepts, p1.*)

The derringer is an exception as similar firearms were present in both eras.

## Lenient Firearms (Optional rule)

Some referees may like the idea of firearms in their campaign, but feel the power they have here excessive.

Variant damage statistics are included here to more closely scale firearms with other weapons:

> **2d6:** 1d6.

> **Explode (2d6):** Explode (1d6).

> **Explode (3d6):** Explode (2d4).

## Statistics

**A single d6:** Will explode 1-in-6 times - having only a 1% chance of reaching ten damage dealt.

**Exploding 2d4:** Deal no greater than ten damage 91% of the time. There is only a 1% chance of reaching sixteen damage.

## Firearm Combat Stats

Weapon	Damage	Qualities
Blunderbuss	Explode (3d6)*	Loud, Missile (5'-10' / 11'-15' / 16'-20'), Pierce, Reload (2), Slow, Two-handed
Derringer	2d6	Loud, Missile (5'-10' / 11'-15' / 16'-20'), Pierce, Reload (1)
Musket	Explode (3d6)*	Bayonet, Loud, Missile (5-50' / 51'-200' / 201'-250'), Pierce, Reload (3), Slow, Two-handed
Musket, carbine	Explode (3d6)*	Bayonet, Loud, Missile (5-25' / 26'-100' / 101'-150'), Pierce, Reload (3), Slow, Two-handed
Pistol	Explode (2d6)*	Loud, Missile (5'-10' / 11'-25' / 26'-50'), Pierce, Reload (2)
Repeater	Explode (3d6)*	Bayonet, Loud, Missile (5'-50' / 51'-200' / 201'-250'), Multi (15), Pierce, Rapid, Reload (2), Slow, Two-handed
Repeater, carbine	Explode (3d6)*	Bayonet, Loud, Missile (5'-25' / 26'-100' / 101'-150'), Multi (10), Pierce, Rapid, Reload (2), Slow, Two-handed
Rifle	Explode (3d6)*	Bayonet, Loud, Missile (5'-50' / 51'-200' / 201'-250'), Pierce, Reload (1), Slow, Two-handed
Rifle, carbine	Explode (3d6)*	Bayonet, Loud, Missile (5'-25' / 26'-100' / 101'-150'), Pierce, Reload (1), Slow, Two-handed
Revolver	Explode (2d6)*	Loud, Missile (5'-10' / 11'-25' / 26'-50'), Multi (6), Pierce, Rapid, Reload (2)
Shotgun	Explode (3d6)*	Loud, Missile (5'-10' / 11'-15' / 16'-30'), Multi (2), Pierce, Reload (1), Slow, Two-handed

\***Exploding damage:** Each time a die rolls maximum damage, an additional die is rolled and added to the total damage. If any added dice roll maximum, each of those get an extra damage die added - and so on - until no more are maximum rolls.

## Firearm Qualities

**Bayonet:** May have a bayonet mounted. See *Required Concepts, p1.*

**Reload:** Requires a number of rounds (in parenthesis) to reload once empty.

**Loud:** The gunshot can be heard from a distance away equal to twenty times the weapon's maximum range. These distances are halved in noisy environments and areas with thick walls.

**Missile:** Fired weapon (greater than 5' distance). The distances for short (+1 to hit), medium, and long (-1 to hit) range are shown in parentheses.

**Multi:** Can be fired the number of times shown in parenthesis before the firearm is empty.

**Pierce:** Ignores any armour class adjustment from armour, helmets, and shields at close range. -5 AC at medium range; -2 AC at long range.

**Rapid:** Three shots can be fired in a single attack roll, gaining a +2 bonus to that roll.

**Slow:** The character acts last in each combat round (see *Combat in Old-School Essentials*).

**Two-handed:** Requires both hands; the character cannot use a shield.