

PROJECTILE WEAPONRY

<i>Weapon</i>	<i>Damage</i>	<i>Range in Meters</i>	<i>Cost</i>	<i>Magazine</i>	<i>Attribute</i>	<i>Tech</i>
Breechloading Rifle	1d12	25/50	30	1	Dex	2
Revolver	1d8	30/100	50	6	Dex	2
Semi-automatic Pistol	1d6+1	30/100	75	12	Dex	3
Semi-Automatic Rifle	1d10+2	200/400	75	6	Dex	2
Shotgun	3d4	10/30	50	2	Dex	2
Submachine Gun	1d8 *	30/100	200	20	Dex	3
Combat Rifle	1d12 *	100/300	300	30	Dex	3
Combat Shotgun	3d4 *	10/30	300	12	Dex	3
Mag Pistol	2d6+2	100/300	600	6	Dex	4
Mag Rifle	2d8+2	300/600	800	10	Dex	4

Ranges are expressed in normal and maximum ranges. Firing at a target past normal range applies a -2 hit penalty.
 * These weapons can use burst fire. A burst gains +2 to hit and damage and uses up three rounds of ammunition.

The careful control of parts for advanced energy weapons led to a renaissance of the gunsmith's arts during the last years of Old Terra. Many rebel groups were led to prefer "slugthrowers" by the difficulty of obtaining powered weapons and the relative ease of converting civilian machine tools to gun crafting purposes. Some modern enclaves retain enough expertise to fashion basic firearms, provided they have sufficient supplies of scrap for their construction.

For ease of play, ammunition for the various firearms is assumed to be interchangeable. Any warrior of the New Earth who plans to use firearms often will soon master the arts of hand-loading and recycling brass, and most groups don't care to track individual bullet calibers. A pouch of 20 loose bullets counts as one encumbrance item, as does one full magazine or revolver speedloader. These items can be bundled together for easier hauling, with three of them counting as one item. Some advanced firearms are able to fire in burst mode. Each burst expends three bullets and grants a +2 bonus to the hit and damage roll for the attack.

Breechloading Rifle: Most breechloaders are modern artifacts, crafted out of parts and scrap by New Earth artisans. While far more powerful than a bow, it's much harder to find or fashion ammunition for them, and reloading takes longer than simply nocking an arrow. A few extremely primitive enclaves might even use muzzleloaders that require several rounds to reload, but most gunsmiths have enough scrap and expertise to skip the most clumsy stages of firearm development.

Revolver: Revolvers haven't the range or power of a long arm, but they can fire six shots before they require reloading. They're also substantially easier and more comfortable to carry, which can be a significant consideration to men and women who go armed at all times.

Semi-automatic Pistol: Somewhat more sophisticated than a revolver, and requiring more elaborate and finely-shaped components, the semi-auto pistol is beyond the limits of most enclave gunsmiths'

expertise. Repair is more difficult than with a revolver, but some owners are willing to accept that for the larger magazine.

Semi-automatic Rifle: Similar to the single-shot breechloading rifle, this model takes a magazine of six rounds, cutting down on the time necessary to reload the weapon during combat. While sharing the same TL2 tech level as its simpler cousin, plans for the weapon tend to be much more jealously guarded than crafting helps for the breechloading model. Few gunsmiths have the expertise to craft precision firearms without additional construction guides, so semi-automatic rifles remain relatively rare.

Shotgun: Simple, sturdy, and effective, the double-barreled shotgun is a popular tool for taking down the toughest mutant raiders. Slug rounds can be used when necessary, giving the shotgun a range of 50/75 and a damage of 2d6.

Submachine Gun: These cut-down weapons are no more powerful than most pistols, but they can fire in burst mode for better odds at hitting and downing a target. They remain most popular with ruin explorers who expect to engage enemies in tight quarters.

Combat Rifle: Very few gunsmiths have the necessary skill to build these automatic weapons, and their relative lack of usefulness as hunting tools also limits their appeal to any but the wealthiest and most bloody-handed warriors. Combat rifles can fire in burst mode.

Combat Shotgun: A complex and murderous device, the combat shotgun eats up ammunition at a ferocious pace in exchange for a remarkable capacity to shred its targets. Combat shotguns can use burst fire, and slug ammunition can be made with a range of 50/75 and damage of 2d6.

Mag Weaponry: Mag weaponry represents the peak of Old Terran rebel ingenuity. Most surviving mag guns are relics of the time before the Scream, devices built in secret rebel redoubts. Both pistols and rifles use magnetic accelerators to launch shaped metal flechettes at supersonic speeds. Due to the advanced tech, mag weaponry does not require a separate power cell to fire its ammo.