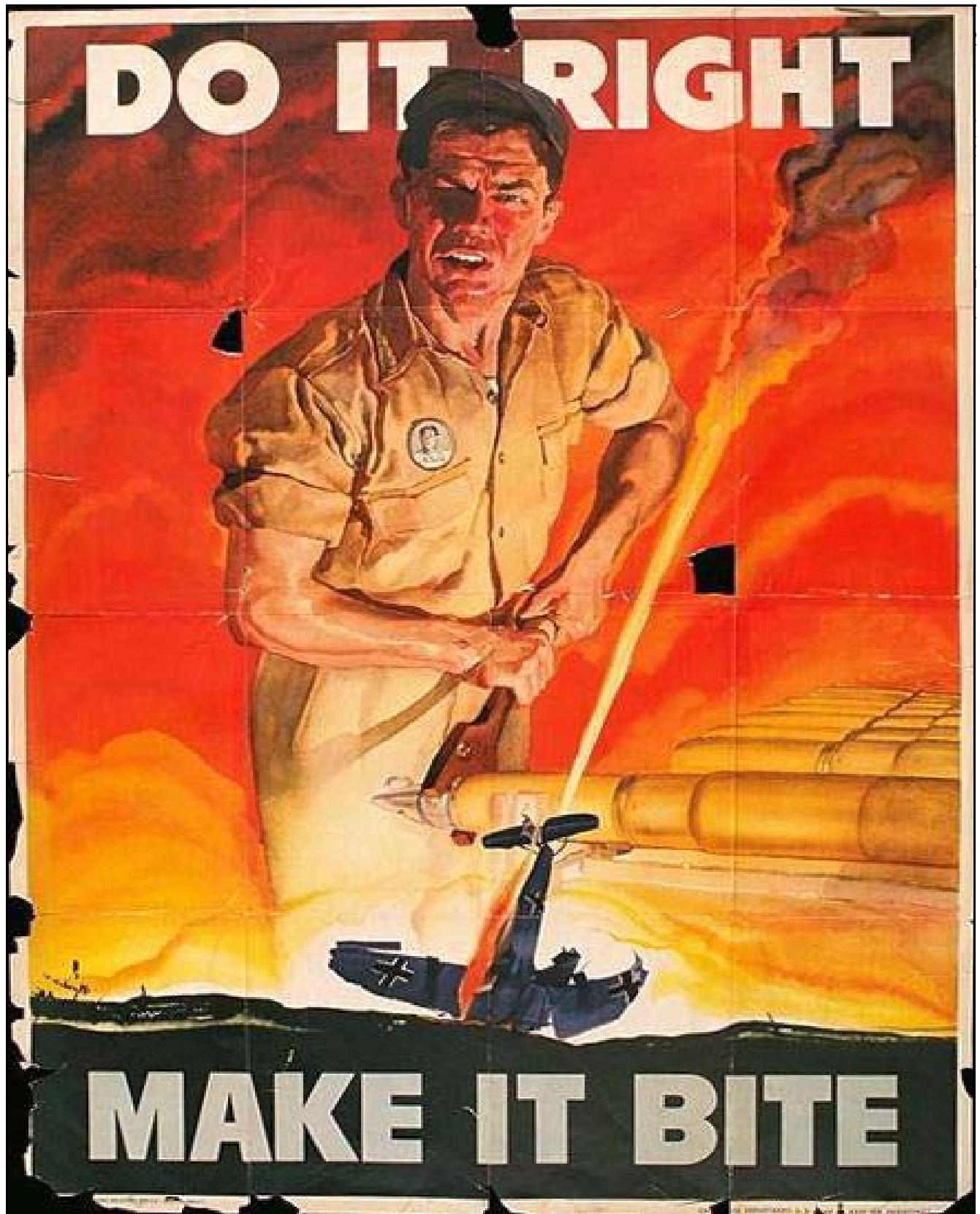


## Chapter 3 Weapons and Equipment



# Weapons

## Pistols(Firearms)

Weapon	Damage	Att	Capacity	Range	Type	Cost	Notes
Pistol .22	3d4	5	12	45 y	Pistol	\$35	
Pistol .38	2d10	4	10	40 y	Pistol	\$40	
Pistol 9mm	3d10	3	8	40 y	Pistol	\$40	
Pistol .45	4d12	2	8	40 y	Pistol	\$60	

Pistols are broken up by caliber. This is done so that you can apply as much realism and historical accuracy that you wish. The capacities above are for an automatics and if desired, revolvers would have a capacity of 6 bullets. An automatic pistol may use an extended clip to increase capacity by 1/2. An automatic pistol with a capacity of 10 would then have a capacity of 15.

## Sub-Machine Guns(Firearms)

Weapon	Damage	Att	Capacity	Range	Type	Cost	Notes
MP-40 9mm	3d12	3	32	250 y	SMG	\$60	"Schmeisser", German Machine gun with folding stock. Full Auto consumes x2 ammo but + 4 to hit
Thompson M1A1 .45 Cal	5d10	2	30	170 y	SMG	\$100	"Tommy Gun", Full Auto consumes x2 ammo but + 2 to hit
Sten MkIII 9mm	3d8	3	32	200 y	SMG	\$40	"Sten Gun", inexpensive british submachine gun. Full Auto consumes x2 ammo but + 4 to hit. Due to its poor quality of manufacture and material this weapon will fumble on a 1 - 3.
Type 100 Taisho 8mm	3d10	3	30	250 y	SMG	\$50	SMG for the Japanese army in WWII.

Sub machine guns can be very useful for throwing down a lot of fire on a target however they use a great deal of ammunition. Sub machine guns use 3 bullets per attack and 6 per attack on full auto. All capacity figures are bullets per clip. It takes one round to switch clips. The above is a sample of the many SMGs used and available in 1938 - 45.

## Rifles(Firearms)

Weapon	Damage	Att	Capacity	Range	Type	Weight	Notes
M1 Garand .30-60 Cal	4d12	3	8	440 y	Rifle	10 lbs	Used by the U.S. Infantry soldier.
Karabiner 98k 7.92 x 57mm	4d10	1	5	800 y	Rifle	9 lbs	Standard Rifle used by German infantry called a "Mauser". Bolt action.
Lee Enfield .303 Cal	4d8	1	10	540 y	Rifle	8 lbs	Standard British infantry rifle for WWII.
Arisaka Type 39 6.5 mm	3d8	3	5	550 y	Rifle	9 lbs	Standard Japanese infantry rifle. Bolt action.

There were many rifles used between World War I and II. The above listing is merely a sample of the rifles available. Rifles served both as primary weapon for infantry and as sniper weapons for ranged killing. After WWII, assault rifles with shorter ranges became more popular.

### Grenades(Explosives)

Weapon	Damage	Att	Radius	Range	Type	Notes
Fragmentation	6d10	1	25 y	30-40 y	Grenade	Fragments are possible up to 50 yards. Roll against LUC if outside 25 y but within 50 y of detination. If failed, take 1/2 damage. This grenade kills through freagmentation.
Smoke	--	1	15 y	20-30 y	Grenade	Used for concealment. If moving under there cover, + 4 to Defense, -4 to hit.
Phosphorous	3d10	1	25 y	20-30 y	Grenade	Burns for 50-60 seconds. Used to mark artillery targets or light up night combat. Will have secondary incindiary effect, i.e. will set things on fire.
Concussion	4d10 Stun	1	10 y		Grenade	A knock down grenade, it can still kill. If target(s) receive more points then their CON, then they must save vs CON or die.

Grenades are very useful for clearing fortified positions or in situations where indirect fire is needed. Grenades recieve a + 4 due to their blast radius. A grenade launcher or rifle grenade can be used to extend the range to 200 yds but then recieve no pluses to hit. Remember, grenades can be as dangerous to the user as the the target. The standard fuse on a hand grenade can be set between 2-5 seconds.

### Other Weapons

Weapon	Damage	Att	Capacity	Range	Type	Notes
Flame Thrower	3d4 + d8 burning	1	10	15 y	Flamethrower	The flamethrower will set anything combustibile on fire. It uses gasoline as the chemical element. Sustained fire will cause a x2 to damage, + 5 to hit but use x3 fuel
BRNO ZB-26 .303 Cal LMG "Bren Gun"	6d10	2	20	550 y	LMG	Light Machine Gun used by the British. Two man crew required for proper operation. May be fired by one operator at a -2 to hit. Require 2 rounds to reload. Operator receives a + 5 on full auto but uses twice the ammo. One attack uses 4 rounds.
Browning 1919A4 .30 Cal (8mm) "B.A.R."	6d12	2	100	1000 y	MMG	Medium Machine Gun used by the U.S. Two man crew required for proper operation. May be fired by one operator at a -4 to hit. Require 3 rounds to reload. Operator receives a + 6 on full auto but uses twice the ammo. One attack uses 5 rounds.

This category of weapons are mostly here for reference. They have specialized roles that the average individual, outside of war, will not have a need for. Access to these weapons are also fairly limited to any but military personnel and they only have access when issued weapons. As always, the blak market may play a part but a person walking down the street with a flame thrower strapped to their back will be asked questions.

**Blades (Edged Weapons)**

Weapon	Damage	Attacks	Range	Weight	Type	Cost
Axe	3d6	2	1yd	7 lb	Axe	10 gs
Bardiche, Halberd	6d12	2	2.5yd	18lb	Axe	80 gs
Bastard Sword (1-handed)	3d8	2	1 yd	8 lb	Sword	48 gs
(2-handed)	4d10					
Battle Axe	3d12	2	1yd	10lb	Axe	40 gs
Broad Sword	3d10	2	1yd	8 lb	Sword	40 gs
Dagger	1d8	4	.5yd	1/2lb	Knife	1 gs
Great Axe	5d12	2	2.5yd	15lb	Axe	80 gs
Hatchet	1d10	3	.5yd	2 lb	Axe	2 gs
Knife	1d6	4	.5yd	1/2lb	Knife	15ss
Long Sword	3d8	2	1yd	6 lb	Sword	25 gs
Machete	2d8	3	1yd	2 lb	Sword	3 gs
Rapier	2d10+d6 /rd	3	1yd	4 lb	Sword	18 gs
Short Sword	2d10	3	1yd	3 lb	Sword	7 gs
Scimitar	3d8	2	1yd	5 lb	Sword	30 gs
Scythe	9d4	2	2yd	10lb	Staff	40 gs
Two-Handed Sword	5d10	2	2yd	12lb	Sword	50 gs

**Hammer & Clubs (Blunt Weapons)**

Weapon	Damage	Attacks	Range	Weight	Type	Cost
Club	1d10	3	1yd	4lb	Bludgeon	15is
Flail	1d20	3	1.5yd	4lb	Bludgeon	35gs
Holy Water Sprinkler	4d8 + d8	2	1yd	6lb	Bludgeon	18gs
Net	10% / Level to Entangle		2yd	2lb	Net	15cs
Hammer	5d6	2	1yd	10lb	Bludgeon	15gs
Lucern Hammer	5d8	2	2yd	14lb	Bludgeon	45gs
Great Hammer	8d8	2	2.5yd	16lb	Bludgeon	95gs
Mace(Footman's)	3d12	2	1.5yd	10lb	Bludgeon	23gs
Mace(Horseman's)	2d10	3	1yd	6lb	Bludgeon	15gs
Morning Star	3d12	2	1.5yd	8lb	Bludgeon	25gs
Staff	1d12	3	2yd	5lb	Staff	15cs
Pike Staff	3d8	2	2yd	5.5lb	Staff	25cs
Shod Staff	3d10	2	2yd	6lb	Staff	45cs
Whip	1d4	2	3-4yd	3lb	Whip	10is
20 foot Bull Whip	1d6	1	3-7yd	4 lb	Whip	20 is

**Bows & Spears (Piercing Weapons)**

Weapon	Damage	Attacks	Range	Weight	Type	Cost
Awl Pike	6d6	1	4yd	15lb	Staff	20gs
Darts	1d6	4	3yd/pt STR	.2lb	Dart	50gs
Hand Cross Bow		2	100yd	2lb	Bow	70gs
Heavy Cross Bow		1/2	250yd	9lb	Bow	50gs
Horseman's Bow		4	100yd	1lb	Bow	20gs
Javelin	1d10	1 or 2	10yd/pt STR	1/4lb	Bow	5is
Light Cross Bow		1	160yd	5lb	Bow	30gs
Long Bow		2	240yd	2lb	Bow	40gs

Weapon	Damage	Attacks	Range	Weight	Type	Cost
Short Bow		3	150yd	1lb	Bow	20gs
Sling		2	160yd	1/2lb	Sling	15ss
Spear	2d10	1 or 2	5yd/pt STR	2lb	Staff	25ss
Trident	3d8	1 or 2	5yd/pt STR	3lb	Staff	25ss
Wooden Stake	1d8	2	1yd	1lb	Knife	1is

Missile weapons do not deal any damage to armor when its missile hits an area. It must deal more damage than the remain protection in that area. For instance, if an opponent has 15 points in area 4 and you shoot him with your short bow for 12 points, no effect. The opponents still has 15 points in the 4. If you shoot him again and deal 18 points to the four then your arrow deals 3 points to the opponents 4.

For a detailed description of Weapon Proficiencies please refer to Chapter 5: Skills (WEAPON PROFICIENCIES on page 70)

### Ammunition

Ammunition	Dmg	Notes	Weight	Cost
<b>Horsemen's Bow</b>			1lbs/20	
Field Tip	1d10	x2 against armor, 1/2 against flesh		15 ss
Broad Head	2d8	x2 against flesh, 1/2 against armor		25 ss
Barbed Broad Head	2d8	same as above, 1d8 removal dmg.		30 ss
Elven ( <i>Le Puis</i> )	2d10	+ 1 quality, + 100 yards		350 gs
Leaf Head	1d10	Standard Arrow.		20ss
<b>Short Bow</b>			1.5lbs/20	
Field Tip	2d10	x2 against armor, 1/2 against flesh		20 ss
Broad Head	3d8	x2 against flesh, 1/2 against armor		30 ss
Barbed Broad Head	3d8	same as above, 1d8 removal dmg.		35 ss
Elven ( <i>Le Puis</i> )	3d10	+ 1 quality, + 100 yards		450 gs
Leaf Head	2d10	Standard Arrow.		25ss
<b>Long Bow</b>			2lbs/20	
Field Tip	3d10	x2 against armor, 1/2 against flesh		30 ss
Broad Head	4d8	x2 against flesh, 1/2 against armor		40 ss
Barbed Broad Head	4d8	same as above, 1d8 removal dmg.		45 ss
Elven ( <i>Le Puis</i> )	4d10	+ 1 quality, + 100 yards		500 gs
Leaf Head	3d10	Standard Arrow.		35ss
<b>Sling Bullets(Iron)</b>			3lbs/20	45ss
<b>Hand Crossbow</b>			.5lbs/20	
Field Tip	3d8	x2 against armor, 1/2 against flesh		25 ss
Broad Head	4d10	x2 against flesh, 1/2 against armor		35 ss
Barbed Broad Head	4d10	same as above, 1d8 removal dmg.		40 ss
Leaf Head	3d8	Standard Arrow.		30ss
<b>Light Crossbow</b>			.5lbs/20	
Field Tip	5d8	x2 against armor, 1/2 against flesh		25 ss
Broad Head	5d10	x2 against flesh, 1/2 against armor		35 ss
Barbed Broad Head	5d10	same as above, 1d8 removal dmg.		40 ss
Dwarven Bolts( <i>Spanten</i> )	6d12	+ 1 quality, 2d10 removal damage		300gs
Leaf Head	5d8	Standard Arrow.		30ss
<b>Heavy Crossbow</b>			1lbs/20	
Field Tip	5d10	x2 against armor, 1/2 against flesh		35 ss
Broad Head	5d12	x2 against flesh, 1/2 against armor		45 ss
Barbed Broad Head	5d12	same as above, 1d8 removal dmg.		50 ss

Ammunition	Dmg	Notes	Weight	Cost
Dwarven Bolts ( <i>Spanten</i> )	9d12	+ 1 quality, 3d10 removal damage		350gs
Leaf Head	5d10	Standard Arrow.		40ss
<b>Sling Bullets</b>				
Stone Bullets	1d6	Standard Stones	.5 lbs/20	1 cs
Iron Bullets	1d8	Iron Pellets	.75 lbs /20	1 gs
Hollow Clay Bullets	1d2	Hollow clay bullets for delivering poison or other liquids.	1 lbs / 20	4 gs

### Armors & Shields

Armor	Weight	Armor Factor	Armor Mod	Type	Cost
Long Cloak	.2lb	1	--	--	5cs
Travelling Cloak	.4lb	2	--	--	15cs
Bracers	1lb	8	--	--	25ss
Buckler	1lb	20	--	Shield	10cs
Small Wooden Shield	3lb	10	--	Shield	25ss
Large Wooden Shield	5lb	20	--	Shield	2gs
Small Steel Shield	5lb	30	--	Shield	45ss
Large Steel Shield	10lb	60	-1	Shield	4gs
Padded Leather Jacket	5lb	15	--	Leather	6gs
Boiled Leather Armor	15lb	15	--	Leather	6gs
Studded Leather Armor	16lb	20	--	Leather	8gs
Ringed Leather Armor	24lb	25	-1	Leather	15gs
Chain Armor	30lb	30	-2	Linked	15gs
Scale Armor	35lb	37	-4	Linked	25gs
Banded Armor	42lb	40	-5	Linked	45gs
Field Plate Armor	47lb	45	-6	Plate	65gs
Full Plate Armor	65lb	60	-8	Plate	115gs

The amount of area that shields will cover are as follows. Bracers will cover two areas as long as the characters arms are free, a buckler will cover one area if one arm is free, small shields will cover three connecting areas, while a large shield covers five connecting areas.

The armor modifier represents the affect of large, bulky armor on your defense stat. Plate mail offers incredible protection, but slows a person down, making them easier to hit. A character's strength score, as well as specializing in the specific armor, can be used to offset these minuses to your defense stat due to heavy armors.

Note: armors may be mixed and matched according to the character's tastes. However, if a character has no skill in an armor then the armor modifier is doubled with a minimum of -2. If a character layers armors then armor modifiers for each armor is doubled and added with a minimum of -2 for each armor. When armors are mixed, then the modifier of the armor worn in more than 5 areas is applied. If both armors cover five areas then the greater of the two is taken.



## Equipment

Item	Weight	Cost
1 average meal	.5lb	8 sp
1 day of hay	1lb	7 is
1 day of meat feed	20lb	12 ss
1 day of oats	2lb	3 cs
1 poor meal	.1lb	8 ip
1 rich meal	1lb	8 gs
1 week rich food	6lb	70 ss
1 week staples	3lb	10 ss
Ale	4qt	5 ss
Beer	4qt	4 ip
Belt	.2lb	5 cs
Belt pouch	.1lb	6 is (1)
Brandy	1qt	3 gs
Breech clout	.1lb	5 ip
Brimmed hat	.3lb	6 is
Bull's-eye lantern	2.5lb	5 gs (4)
Cap	.1lb	2 is
Captain hat	.6lb	6 cs
Carriage	2400lb	200 gs
Cart	1200lb	75 gs
Coat, dress	1.5lb	3 gs
Coat, fur lined	2lb	2 gs
Cord Rope 10yd	1lb	5 cs (2)
Covered wagon	3600lb	150 gs
Donkey	450lb	5 gs (7)
Draft horse	1400lb	50 gs (7)
Dress, gown	2.5lb	3-8 gs
Dress, work	2lb	3 cs
Goat milk	4qt	3 ip
Grapple	1lb	3 gs (3)
Heavy war horse	1250lb	100 gs (7)
Hemp Rope 10yd	3lb	15 cs (2)
Honey Mead	1qt	2 gs
Hook	.5lb	1 gs (3)
Horse saddle	10lb	8 gs
Kek	1qt	4 gs
Lantern oil	.8lb	15 is
Large flask	.9lb	1 gs
Large pouch	.8lb	2 cs (1)
Large skin	.6lb	12 is
Leather boots	.8lb	2 gs
Leather moccasin boots	.6lb	12 is
Leather moccasins	.2lb	2 is
Leather shoes	.6lb	7 ss
Milk	4qt	9 gs
Normal lantern	2lb	25 ss (4)
One person tent	3lb	10 ss
Pack horse	1250lb	45 gs (7)
Pack mule	900lb	15 gs (7)
Poison 1	.1lb	6 cs (6)
Poison 2	.1lb	6 ss (6)

Item	Weight	Cost
Poison 3	.1lb	20 gs (6)
Poison 4	.1lb	90 gs (6)
Poison 5	.1lb	10 ps (6)
Pony	600lb	30 gs (7)
Riders reins	1lb	3 cs
Riding horse	900lb	50 gs (7)
Robe	.4lb	5 ss
Row boat	1000lb	60 gs
Rucksack	1lb	9 is (1)
Saddle bags	2lb	3 cs
Sandals	.1lb	2 ip
Sarong	.1lb	2 ip
Shirt	.3lb	2 ss
Small boat	2500lb	800 gs
Small flask	.6lb	12 ss
Small pouch	.2lb	6 is (1)
Small skin	.4lb	8 is
Steel frame backpack	8lb	45 ss (1)
Thief's tools	.5lb	20 gs
Tinder Box	.5lb	3 cs
Torch	1lb	2 is (4)
Trousers	.4lb	3 ss
Two-six people tent	6lb	25 ss
Unskilled, Healthy slave	89lb	45 gs
Unskilled, Unhealthy slave	30lb	35 gs
Vest	.1lb	3 ss
Wagon	3600lb	130 gs
Wagon-cart harness, 1-horse	10lb	2 gs
Wagon-cart reins, 1-horse	3lb	2 cs
War elephant	9000lb	600 gs (7)
War ox	1350lb	90 gs (7)
Watered wine	4qt	7 is
Whiskey	1qt	1 gs
Wine	4qt	12 ss
Wood frame backpack	4lb	15 ss (1)

(1) The amount which each item is able to hold.

Type	Factor of Weight
Wood frame backpack	.5
Steel frame backpack	.25
Rucksack	1
Belt pouch	1
Small pouch	1
Medium pouch	1
Large pouch	1

These weight adjustments for the preceding packs apply those items carried within. If you place a one person tent in a wood frame backpack instead of weighing 3 lbs the tent would only weigh 1.5 pounds. The backpack can still only hold what would be reasonable so you may not place a Galley in such a pack.

(2) The amount which each type of rope will hold in dead weight.

Hemp Rope 10yd 1000lb

Cord Rope 10yd 500lb

(3) The chance that one will be able to grapple.

Hook 50% + 5% for each point of dex above 16

Grapple 75% + 7% for each point of dex above 16

However, these percentages are subject to the referee's adjustments for conditions, environment, etc.

(4) The following are the radii which each device will illuminate.

Light Source	Radius Illuminated
Normal lantern	20'
Bull's-eye lantern	35'
Torch	10'

(5) The following is the damage which naptha will do per .1 lb dose

Naptha 3d10

Naptha is a naturally occurring form of napalm. If lit on fire and applied to a person or item it will burn even under water until smothered with sand, deprived of fuel, or denied oxygen.

(6) Poison severity and type are discussed in Appendix 1. Please see Poisons on page 183.

(7) The following is the movement rate of each animal

Animal	Movement Rate
Pack mule	22
Donkey	20
Pack horse	24
Riding horse	29
Light war horse	29
Medium war horse	26
Heavy war horse	22
War ox	18
War elephant	20
Pony	22
Draft horse	23



## Vehicles

There were a large variety of vehicles in Earth's history and to catalog them all would be an immense effort. Instead, a series of examples and rules around building vehicles for use with the Shades of Earth RPG will be defined.

### Vehicle Fortitude

Vehicle fortitude represents the actual toughness of the vehicle. As the fortitude of the vehicle decreases the area will function at the remaining ratio in efficiency. For example, a vehicle with 100 points in the engine area will work a half speed/power if it is damaged for 50 points in that area.

### Areas

A vehicle is broken up into a number of areas representing the actual physical area on that vehicle. If an area is reduced to 0 Fortitude than that area will cease to perform its function. For example, if an automobile is reduced to 0 fortitude one of its wheels then the wheel has been blown off the axle. If it is reduced enough, the wheel will deflate causing minuses to the driver's Drive skill.

d10	Area
1	Front Left
2	Front Center
3	Front Right
4	Mid Right
5	Mid Center (Top)
6	Mid Right
7	Rear Left
8	Rear Center
9	Rear Right
10	Under Carriage

### Statistics

Vehicles have statistics just like people. Each type of vehicle will roughly have the same statistics which may vary slightly due age or damage.

Base Defense	Base defensive value of the vehicle.
Manuverability	How manuverable the vehicle is.
Power	How much pulling power the vehicle has
Speed	Max speed/cruising speed
Capacity	crew/passengers/cargo

GMs may make tests vs these stats much like they would for players. If a sharp turn is taken at an unsafe speed a chack vs Manuverability with minuses based on the severity of the turn might be made. If failed then the driver might be allowed a Drive skill check to see if they can recover.

### Automobile

The different stats for different cars is left for the GM or Player. A standard exmple of a is provided here as a basis. A Rolls Royce will not handle like a Model T.

Model	Lincoln Zephyr
Manufacturer	Ford
Base Defense	8
Manuverability	9
Power	14
Speed	100/45 mph
Capacity	1/5/500 lbs

Area	Fortitude	Armor
1	50	20
2	80	30
3	50	20
4	80	30
5	80	30
6	80	30
7	50	20
8	50	30
9	50	20
10	50	0

The Lincoln Zephyr is an example of the Luxury sproster of the 1930s. It first appeared in 1936 and was a gangster's favourite due to its speed. The Zephyr did not survive the war, though the body being retained but the name changed.

Model	Master
Manufacturer	Chevrolet

Base Defense	9
Manuverability	12
Power	8
Speed	80/35 mph
Capacity	1/8/800 lbs

Area	Fortitude	Armor
5	80	30
6	80	30
7	50	20
8	50	30
9	50	20
10	50	0

Area	Fortitude	Armor
1	50	20
2	80	30
3	50	20
4	80	30
5	80	30
6	80	30
7	50	20
8	50	30
9	50	20
10	50	0

The Chevrolet Master had a number of successors. There boxy appearance was a draw to many who wished to sit in comfort. This car was an affordable luxury car often referred to as a passenger car.

The Chevrolet Master had a number of successors. There boxy appearance was a draw to many who wished to sit in comfort. This car was an affordable luxury car often referred to as a passenger car.

### Trucks

Model	Model T
Manufacturer	Chevrolet
Base Defense	9
Manuverability	12
Power	8
Speed	80/35 mph
Capacity	1/8/800 lbs

Area	Fortitude	Armor
1	50	20
2	80	30
3	50	20
4	80	30