

Combat Charts

THE END

	Damage	Rates of Fire	Ammunition	Capacity	Recoil	Weight (lbs)	Range Increment	Weapon Class
PISTOLS								
SUPER REDHAWK	2d6+1	SF, DF	.44 MAG	6	-3	4.5	20	COMPLEX
S&W 38 SPECIAL	1d6+2	SF, DF	.38	6	-2	2.5	10	ADVANCED
COLT "PYTHON"	1d6+1	SF, DF	.357	6	-1	2.5	20	ADVANCED
COLT M1911A1	2d6+1	SF, DF	.45	7	-3	4	20	COMPLEX
TAURUS PT 99	2d6	SF, DF	9MM	10	-2	2.5	30	COMPLEX
GLOCK 22, .40	2d6	SF, DF	.40	10	-2	3.5	30	COMPLEX
MR DESERT EAGLE	2d6+2	SF, DF	.50 AE	4	-4	4	20	COMPLEX
ASSAULT RIFLES / MACHINEGUNS								
STEYR STG.77 / AUG	2d6	SF, DF, 3B	5.56MM	30	-2	7	150	CA
AK-47	2d6+1	SF, DF, 3B	7.62MM	30	-2	10	120	COMPLEX
COLT M16	2d6	SF, DF, 3B	5.56MM	30	-2	8.5	120	COMPLEX
FN FAL	2d6+1	SF, 3B, 10B	7.62MM	20	-3	10.5	90	COMPLEX
BROWNING M2HB	3d6	10B, 50B	.50BMG	100	-5	80	60	COMPLEX
M60	2d6+1	10B, 50B	7.62MM	100	-6	22	90	COMPLEX
STEYR SCOUT TACTICAL	2d6+1	SF, DF	7.62MM	10	-2	7	300	ADVANCED
ARCTIC WARFARE-50	3d6	SF, DF	.50BMG	5	-5	35	360	COMPLEX
SUBMACHINEGUNS								
RUGER MP9	2d6	SF, DF, 10B	9x19MM	32	-4	8	15	COMPLEX
HK MP-5	2d6	SF, DF, 10B	9x19MM	30	-4	7	30	COMPLEX
THOMPSON	2d6+1	SF, DF, 10B	.45ACP	50	-5	18	15	ADVANCED
FN P90	2d6-1	10B, 50B	5.7x28MM	50	-8	6.5	10	COMPLEX
SKORPION VZ 61	1d6+2	10B	.32ACP	20	-3	4	10	COMPLEX
SHOTGUNS								
WINCHESTER 1300	**	(SB) SF, DF	12 GAUGE	2	-2	8	30	ADVANCED
REMINGTON 870	**	(SB) SF, DF	12 GAUGE	8	-2	8.5	30	ADVANCED
BENELLI SUPER 90	**	(SB) SF, DF	12 GAUGE	7	-4	8.5	30	ADVANCED
HK / OLIN CAWS	**	(SB) SF, DF, 3B	12x76MM	10	-8	10	10	CA
SAWED OFF SHOTGUN	**	*	*	*	-8	*	10	*
GRENADES AND EXPLOSIVES								
	Damage		Burst Radius		Stun Save		Stun Time	
EXPLOSIVE (STICK OF DYNAMITE)	4d6		5 FT		FORT DC 9		1d2	
EXPLOSIVE (MILITARY GRADE C-4)	6d6		15 FT		FORT DC 12		1d4	
FRAGMENTATION	4d6		15 FT		FORT DC 12		1d2	
CONCUSSION	2d6		10 FT		FORT DC 15		1d4	
INCENDIARY	3d6		10 FT		FORT DC 5		1	
NUCLEAR EXPLOSION	112d6		1 MILE		FORT DC 36		PERMANENT	

CRITICALS: The Critical for all firearms is 19-20/x2
 Damage Typr: The Damage Type for all firearms is piercing
 * The statistics for a sawed off shotgun match those of the original shotgun except where otherwise noted.
 ** See Shotgun Table.

Shotgun Blast Table

Range	Shotgun Damage	Sawed Off Damage	Bonus
Touching	4d6	5d6	+2
First Increment	3d6	4d6	+3
Second Increment	2d6	2d6	+4
Third Increment +	1d6	1d6	+5

