



Carbide Weapons  
in *Legend*

*by Alex Greene*



# Carbide Guns



## Introduction

The firearms rules of *Arms of Legend* describe black powder weapons in detail: costs, weights, ranges, damage and rates of fire. However black powder weapons are not the only kinds of projectile weapons available – some settings may allow the development of firearms based on the carbide reaction.

## The Carbide Reaction

Every carbide weapon relies on the same reaction: water reacts with calcium carbide to create acetylene, a volatile and explosive gas. A carbide weapon uses calcium carbide in a reaction chamber. Water from a small reservoir is sprayed into the reaction chamber, onto the calcium carbide. Acetylene is produced under pressure.

When the hammer is cocked, the acetylene is fed into the ignition chamber. The end of the ignition chamber is open; the base of the round in the chamber forms the seal. Pulling the trigger releases the hammer, which contains a flint that sparks against steel. This spark ignites the acetylene in the ignition chamber, causing it to combust and propel the round out of the barrel.

## Skills Required

The following weapons and devices can be invented, crafted and used by Adventurers. All of the following weapons require a special Ranged Combat Weapon Skill – Carbide – in order to operate successfully. Also, any weapon with a Load time listed additionally requires an unmodified Craft (Gunsmithing) or Mechanisms Skill Test with the listed bonus/penalty.

## How Carbide Weapons Work

Black powder rounds require time to reload. Black powder charges have to be poured down the length of the barrel, followed by a wad of paper or cloth, tamped down with a rod and the round poured down the barrel to sit upon the charge. Then some more powder must be placed inside a cage which is lit by a spark from a flint or a match when the trigger is pulled.

With a carbide weapon, the user needs only charge up the reaction chamber before combat begins (requiring 1 Combat Action; the weapon is ready at the

beginning of the next combat round) and it is ready to fire. The user needs only pop the round down the barrel, open the breech or insert a round into a chamber to be ready to fire.

The discharge of the weapon produces a distinctive barking sound and muzzle flare, hence the nickname “Barkers.”

### **Advantages**

*Rate of Fire:* Barkers can be loaded very quickly, since they only need to be fed the round – the user does not need to preload the gun with powder with each shot, only to charge up the reaction chamber with water and calcium carbide. A barker can fire once every other combat round.

*Ranges:* Due to the more efficient carbide reaction, carbide firearms have greater ranges than black powder weapons. Barkers with rifled barrels provide greater accuracy and effective stopping power over longer ranges than smoothbore barrel barkers; longarms provide greater ranges than sidearms, even though the rounds are fired from both with the exact same measure of power.

*Encumbrance:* A black-powder weapon requires a supply of powder as well as a supply of rounds. Since a barker user needs only have supplies of dry calcium carbide and water available to fill the reaction chamber, a barker user won't need a supply of black powder; he can carry a lot more ammunition with him in his kit.

*Maintenance:* These weapons are easier to clean and maintain than black powder weapons. Furthermore, the materials used – calcium carbide and water – are far more readily available than black powder; any alchemist can produce the requisite quantities of calcium carbide easily from limestone or quicklime, a routine application of the Lore (Alchemy) skill.

*Recoil:* Carbide weapons have very low recoil. A heavy weapon can be fired by someone who could not fire a regular weapon, even a black-powder weapon.

### **Disadvantages**

*Water:* If the weapon gets wet, there is a chance that the calcium carbide could become wet prematurely; the weapon could accidentally discharge on a fumble, causing an explosion with a 3 metre blast radius; everyone in that radius sustains 3d6 damage, falling off to 2d6 within 4 metres and 1d6 within 5 metres of the explosion.

*Effects on Stealth:* A barker discharge makes a distinctive barking sound that is easily recognised and clearly heard within a 20 metre radius. Fortunately, a barker does not produce the characteristic billowing white cloud of smoke that results from burning a charge of black powder.

*Heat:* The carbide reaction generates heat. Once used extensively (more than 50 shots), the barrel must be allowed to cool for 1 hour, or it will become soft and useless. Handling the barrel while hot inflicts 1d6 to the handler.

# Firearms List

The following is a list of carbide weapons.

## Sidearms and Pistols

**Carbide Pistol, breach-loading:** A category of firearms that comprises any single-shot pistol that is loaded from the rear of the weapon, normally where the pistol 'breaks' in half.

A lit fuse tucked into the hammer of the pistol is pushed forward by the simple lever action of the trigger, igniting the acetylene in the ignition chamber. These breach-loading pistols have abysmal ranges, even compared to other carbide weaponry, but their decent punch means they see much action in close combat because shots in close combat cannot be Evaded.

**Carbide Pistol, duelling:** In an attempt to add range and accuracy to the common flintlock pistol, the duelling carbide pistol is a long-barrelled version of the weapon. Not only does the longer barrel add a bit of range but it also gives the slug a fraction of additional force. The longer barrel does, however, make it easy for an opponent to parry it away in close combat, eliminating its ability to ever be used in close combat practically.

**Carbide Pistol, flintlock:** The simplest form of true pistol, the flintlock pistol is essentially a barrel loaded firearm with a mechanical flint-striker attached to the trigger to ignite the acetylene in the ignition chamber. Once loaded, a simple pull of the trigger drops the chunk of flint across a small grater or chip of steel to send sparks down into the chamber. Like the others of its ilk, a flintlock carbide pistol used in close combat cannot be Evaded.

## Rifles and Carbines

**Carbide Musket:** A barrel-loaded carbide gun. Adequately accurate to a decent range, muskets are best known for ranked firing lines that erupt in a lethal spray of lead shot. Often considered the standard to which all other firearms are compared.

**Carbide Rifle, Flintlock:** Essentially a barrel loaded longarm with a mechanical flint-striker attached to the trigger to ignite the acetylene in the ignition chamber. A simple pull of the trigger drops the chunk of flint across a small grater or chip of steel to send sparks down into the chamber. The inner chamber is rifled with spiral grooves; this produces a spin in the round, increasing its stability and range far beyond the effective range of smoothbore weapons of similar calibre.

Like the others of its ilk, a shot fired in close combat cannot be Evaded.

**Carbide Rifle, breach-loading:** A much larger version of its pistol equivalent with a stock and higher calibre barrel. Loaded with a bigger slug,

this breach-loading rifle has a better range than a musket, and lacks none of its damage potential. A breach-loading carbide rifle could be used as a club in close combat, but with a –10% penalty to hit.

**Rifle, flintlock:** Loaded and fired in the same manner as the flintlock pistol, this heavy rifle has an admirable range and far more punch than its pistol counterpart. A flintlock rifle could be used as a club in close combat, but with a –10% penalty to hit.

**Carbide Rifle, breach-loading:** A much larger version of its pistol equivalent with a stock and higher calibre barrel. Loaded with a bigger slug, this breach-loading rifle has a better range than a musket, and lacks none of its damage potential. A breach-loading carbide rifle could be used as a club in close combat, but with a –10% penalty to hit.

## Weapons Table

Weapon	Skill	Damage	Range	Load	Str/Dex	ENC	AP/HP	Cost (SP)
Carbide Pistol, breach-loading	Carbide	1d6+2	8m	2/–10%	7/10	1	4/4	3000
Carbide Pistol, duelling	Carbide	1d6+3	12m	2/–10%	7/9	1	4/3	3500
Carbide Pistol, flintlock	Carbide	1d6+2	6m	2/–10%	7/7	1	4/4	2500
Carbide Musket	Carbide	2D10	50m	2/–10%	8/9	3	4/8	3500
Carbide Rifle, Flintlock	Carbide	2D6	300m	2/–5%	7/7	2	4/7	5500
Carbide Rifle, breach-loading	Carbide	2D6	50m	2/–10%	7/9	2	4/7	5000

## Specialised Rounds

Some targets require a different kind of firepower to hurt or destroy them. Some kinds of entities can perhaps be knocked down, but not stopped, by ordinary rounds. Such entities require more specialised rounds.

*Silver Round:* A dense, soft metal, not as dense as lead, a silver round does less damage to most targets (-2 damage, minimum of 1) but full damage to werewolves and supernatural creatures which are affected by silver.

*Flame Round:* A frangible, soft round not designed to penetrate armour, this round is a soft, thin, hollow container of a special alchemical liquid which shatters against any hard surface, spilling its liquid contents in a one metre radius around the point of impact.

One combat round after impact, which inflicts 1 damage which can be soaked up by armour, the liquid ignites, burning whatever it is in contact with for 1d6 damage per round until it is dispersed or extinguished – such as with a Smother spell targeting the specific hit location affected, or by dousing it in water or rolling in dirt. The flames can ignite combustible materials which come into contact with them, and the fire is normal, not magical, in origin.



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