

Midnight at the Well of Souls™ Armor Tables

ARMOR TYPES

ARMOR TYPE	SKILL CLASS					TOTAL DAMAGE	
	HAND	THROWN	PROJ	BEAM	HEAVY		HEAVY(B)
CLOTH	-1	-1	0	0	0	0	10
REFLECTIVE CLOTH	-1	-1	0	0'	0	0	10
BALLISTIC CLOTH	0	0	-4	0	-4	0	20
HEAVY CLOTH	-1	-2	0	0	0	0	15
PADDED CLOTH	-2	-2	0	-1	0	0	20
LEATHER	-2	-3	-1	-1	0	0	22
HEAVY LEATHER	-3	-4	-2	-2	-1	0	28
THIN PLASTIC	-2	-1	0	0'	0	0	15
PLASTIC CHAIN	-3	-2	0	0	0	0	15
PLASTIC PLATE	-3	-3	-1	-1'	-1	0'	30
LIGHT METAL	-5	-6	-2	-3'	0	0'	30
METAL CHAIN	-7	-6	-2	0	0	0	30
METAL PLATE	-8	-8	-4	-4	-2	-2'	50
CARBIDE PLATE	*	*	*	*	-10	-7'	300
SOFT WOOD	-3	-4	-2	-2	0	0	18
HARD WOOD	-6	-7	-4	-4	-1	0	24

' -- If the material is coated with a mirrored finish, an additional 3 is subtracted from the damage by the listed weapon.

HEAVY(B) -- This signifies a Heavy Beam weapon

* -- This indicates that the armor is totally resistant to the attack form.

NATURAL ARMOR TYPES

ARMOR TYPE	SKILL CLASS					TOTAL DAMAGE	
	HAND	THROWN	PROJ	BEAM	HEAVY		HEAVY(B)
Light Hide	-1	-2	-1	-1	0	0	
Heavy Hide	-4	-4	-2	-3	-1	-1	
Heavy Fur	-2	-2	-2	-1	0	0	
Crystal	-4	-6	-2	-7	0	-3	
Metallic Crystal	-7	-9	-5	-8	-2	-5	
Chitin	-6	-6	-3	-3	-1	-1	
Bone	-5	-5	-3	-1	0	0	

PLANET CLIMATE-ZONE TABLE

Size	Zones															
a	R01	B01	C01	C02	D01	D01	-	-	-	-	-	-	-	-	-	-
b	R01	R02	B01	B02	C01	C02	C03	C04	D01	D02	D03	D04	-	-	-	-
c	R01	R02	R03	R04	B01	B02	B03	B04	C01	C02	C03	C04	C05	C06	D01	D02
d	R01	R02	R03	R04	B01	B02	B03	B04	C01	C02	C03	C04	C05	C06	C07	C08
e	R01	R02	R03	R04	R05	R06	B03	B02	B03	B04	B05	B06	C01	C02	C03	C04
f	R01	R02	R03	R04	R05	R06	R07	R08	B01	B02	B03	B04	B05	B06	B07	B08
g	R01	R02	R03	R04	R05	R06	R07	R08	R09	A10	B01	B02	B03	B04	B05	B06
h	R01	R02	R03	R04	R05	R06	R07	R08	R09	A10	A11	A12	B01	B02	B03	B04
O	H	H	H	H2	H2	H2	H3	H3	H3	H3	H4	H4	H4	M1	M2	M3
B	H	H2	H2	H2	H3	H3	H3	H4	H4	H4	M1	M2	M3	F4	F4	F4
R	H2	H2	H3	H3	H4	H4	H4	M1	M2	M3	M3	F4	F4	F3	F3	F2
F	H3	H3	H4	H4	H4	M1	M2	M3	F4	M3	F4	F4	F3	F3	F2	F2
G	H4	H4	H4	M1	M2	M3	F4	F4	F3	F3	F2	F2	F	F	F	F
K	H4	H4	M1	M2	M3	F4	F4	F4	F3	F3	F2	F	F	F	F	F
M	H4	M1	M2	M3	F4	F4	F3	F3	F2	F	F	F	F	F	F	F
N	M1	M2	M3	F4	F4	F3	F3	F2	F	F	F	F	F	F	F	F

How to use this table:

1. Index your star system's size.
2. Index across to where your planets are set in the slots
3. Index down to find if the planet is in an "M" life area
 ("M" life areas indicate carbon based life)
4. If not in a "M" area, index the general type of climate. You can add mineralization.
5. Planets not in a "M" area may have non-carbon based life forms.

WEAPONS TABLE

WEAPON TYPE	SKILL CLASS	RATE OF FIRE	INITIATIVE MODIFIER	MAXIMUM RANGE	DAMAGE	STRENGTH MODIFIER
ROCK	HAND	1	0	0	3	YES
ROCK	THROWN	1	0	10m	3	YES
KNIFE	HAND	1	+3	0	4	YES
KNIFE	THROWN	1	+2	25m	4	YES
THROWING STARS	THROWN	3	+3	20m	2†	YES
BOOMERANG	THROWN	1	+2	50m	5	NO
SPEAR	HAND	1	0	0	5§	YES
SPEAR	THROWN	1	0	15m	4	YES
HAND AXE	HAND	1	+1	0	5	YES
HAND AXE	THROWN	1	+1	10m	4	YES
SHORT SWORD	HAND	1	+1	0	6	YES
LONG SWORD	HAND	1	0	0	8	YES
AXE	HAND	1	0	0	7	YES
FLINTLOCK PISTOL	PROJ	1	0	15m	5	NO
LIGHT PISTOL	PROJ	2	+2	35m	5	NO
MEDIUM PISTOL	PROJ	2	+2	50m	6	NO
HEAVY PISTOL	PROJ	2	+2	75m	8	NO
DART PISTOL	PROJ	1	+2	30m	2†	NO
MAGNA PISTOL**	PROJ	1	+1	100m	10	NO
FLINTLOCK RIFLE	PROJ	1	0	75m	10	NO
LIGHT RIFLE	PROJ	1	0	400m	8	NO
MEDIUM RIFLE	PROJ	1	0	700m	15	NO
HEAVY RIFLE	PROJ	1	0	1000m	18	NO
MAGNA RIFLE**	PROJ	1	0	1500m	20	NO
DART RIFLE	PROJ	1	0	100m	4†	NO
SHORT BOW	PROJ	1	0	250m	8	YES
LONG BOW	PROJ	1	0	500m	15	YES
CROSSBOW	PROJ	1/2	-1	300m	20	NO
SHOTGUN	PROJ	1 OR 2	0	75m	10	NO
LASER/DRILLER	BEAM	1	+2	15m	8	NO
BLASTER PISTOL	BEAM	1	+2	40m	12	NO
FUKA MACHINE PISTOL*	BEAM	3	+5	150m	1-30	NO
STUN PISTOL	BEAM	1	+2	50m	STUN§§	NO
BLASTER RIFLE	BEAM	1	0	120m	25	NO
STUN RIFLE	BEAM	1	0	75m	STUN§§	NO
MACHINE GUN	HEAVY	3	+3	2200m	18	NO
BALLISTA	HEAVY	1	-5	300m	25	NO
LIGHT CATAPULT	HEAVY	1/2	-5	250m	35††	NO
HEAVY CATAPULT	HEAVY	1/2	-5	300m	45††	NO
TREBUCHET	HEAVY	1/2	-6	450m	50††	NO
STEAM CATAPULT	HEAVY	1	-6	600m	55††	NO
MORTAR	HEAVY	1	-5	1500m	20¥	NO
LIGHT CANNON	HEAVY	1/2	-5	7000m	30¥	NO
HEAVY CANNON	HEAVY	1/2	-5	10000m	40¥	NO
LASER CANNON	HEAVY	1/2	-4	2000m	50¥	NO
BLASTER CANNON	HEAVY	1/2	-4	3000m	60¥	NO

* -- This is a special weapon used only by the **COM Police**

** -- Magna Weapons are projectile weapons which fire steel slugs propelled by alternating magnetic fields produced in the barrel of the weapon

† -- This damage is in addition to any drug or poison on/in the projectile

§ -- This weapon does double damage if set against a charge

§§ -- This weapon effects the character as a Stun attack (see Unarmed Combat).

The character has a chance to resist the effect by making a successful resistance check

†† -- This weapon's attack is on anyone within 2 hexes of the impact point

¥ -- This weapon's attack is on anyone within 5 hexes of the impact point

©1985

TAG INDUSTRIES