Bostonian Territories Weapons List

Holdout Pistols (range mods = 0/-2/-4/-6/-10)

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| **Name** | **Ini/QD** | **Acc** | **Dmg** | **Range (hex)** | **Cap** | **Load (1/2)** | **Conc** | **Traits** | **Cost** | **Ammo/50** |
| .22 Daring | +2/+3 | -1 | 3d4-1 | 1/3/4/5/6 | 1 | 2 | +3 |  | $13.00 | $1.95 |
| .36 Holdout | +1/+2 | -1 | 3d4 | 1/3/4/5/6 | 2 | 2 | +2 |  | $16.85 | $2.25 |

Single-Action Pistols (range mods = 0/-2/-4/-6/-10)

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| **Name** | **Ini/QD** | **Acc/Hip** | **Dmg** | **Range (hex)** | **Cap** | **Load (1/2)** | **Conc** | **Notes** | **Cost** | **Ammo/50** |
| .36 Armsman | 0/0 | +2/0 | 3d4+1 | 6/12/24/36/72 | 6 | 4 | 0 | SA | $40.00 | $2.25 |
| .38 Challenger | +1/+1 | 0/-2 | 3d6-1 | 5/10/20/30/60 | 5 | 4/2 | 0 | SA, Snap Cylinder (d4) | $35.50 | $2.35 |
| .45 Guildsman | 0/0 | 0/-2 | 3d6+1 | 6/12/24/36/72 | 6 | 4/3 | 0 | SA, Top Break (d8) | $34.25 | $2.85 |
| .44 James Army | 0/+1 | 0/-2 | 3d6 | 6/12/24/36/72 | 6 | 4 | 0 | SA | $28.75 | $2.65 |
| .45 James Lawman | 0/+1 | 0/-2 | 3d6+1 | 6/12/24/36/72 | 6 | 4 | 0 | SA | $32.50 | $2.85 |
| .44 Lucky Seven | -1/0 | 0/-2 | 3d6 | 6/12/24/36/72 | 7 | 4 | -2 | SA | $31.25 | $2.65 |
| .44 Rawson Ranger | -1/-2 | +1/-1 | 3d6 | 7/14/28/40/80 | 6 | 4 | -3 | SA, Long Barrel, Stock | $37.00 | $2.65 |
| .44 Scythe | 0/0 | +1/-1 | 3d6 | 6/12/24/36/72 | 6 | 4 | 0 | SA | $34.75 | $2.65 |
| .40 Vincent Victory | 0/0 | -1/-3 | 3d6-1 | 5/10/20/30/60 | 8 | 4 | -2 | SA, Shotgun Attachment (d8) | $71.25 | $2.35 |
| 18g Vincent Victory | 0/0 | -1/-3 | 4d6-4 | 3/6/12/18/30 | 1 | 2 | -- | Scatter | -- | $1.25 |
| .40 Wizard | +1/+1 | 0/-2 | 3d6-1 | 5/10/20/30/60 | 5 | 4 | 0 | SA, Alchemical (d8) | $53.50 | $2.35 or more |
| .44 Wren Spectre | -1/-2 | +1/-1 | 3d6 | 7/14/28/40/80 | 6 | 4 | -3 | SA, Detachable Long Barrel (d12), Stock | $44.25 | $2.65 |

Double-Action Pistols (range mods = 0/-2/-4/-6/-10)

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| **Name** | **Ini/QD** | **Acc/Hip** | **Dmg** | **Range (hex)** | **Cap** | **Load (1/2)** | **Conc** | **Notes** | **Cost** | **Ammo/50** |
| .32-20 Frontier | +1/-1 | +1/-1 | 3d4+1 | 6/12/24/36/72 | 6 | 4 | +1 | DA | $24.75 | $2.25 |
| .45 James Peacemaker | 0/-2 | 0/-2 | 3d6+1 | 6/12/24/36/72 | 6 | 4 | 0 | DA | $25.75 | $2.85 |
| .38 Royal Gunblade | 0/-2 | 0/-2 | 3d6-1 | 5/10/20/30/60 | 6 | 4 | -2 | DA, Bladed (d8) | $33.00 | $2.35 |
| Gunblade Dagger | +1 | -1 acc/-1 parry | 1d6+STR | -- | -- | -- | -- |  | -- | -- |
| .50 Solomon Eagle | -1/-3 | -1/-3 | 3d8+1 | 5/10/20/30/60 | 4 | 3 | -3 | DA, Kicks (14) | $82.00 | $3.25 |
| .44 Vincent Viscount | 0/-2 | +1/-1 | 3d8 | 6/12/24/36/72 | 6 | 4 | -2 | DA | $41.95 | $2.65 |

Rifles (range mods = -1/0/-2/-4/-6)

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| **Name** | **Ini/QD** | **Acc/Hip** | **Dmg** | **Range (hex)** | **Cap** | **Load (1/2)** | **Conc** | **Notes** | **Cost** | **Ammo/50** |
| .38 Adventurer Carbine | -1/-3 | +1/-2 | 3d8-1 | 4/15/40/60/120 | 11 | 6 | -- | LA | $58.00 | $2.35 |
| .40 Carbine | -1/-3 | 0/-3 | 3d8-1 | 4/15/40/60/120 | 9 | 6 | -- |  | $47.25 | $2.35 |
| .58 Grellan Hammer | -2/-- | +1/-- | 3d10+1 | 10/40/80/120/240 | 4 | 5 | -- | No Snap, Must Brace, Heavy(10) | $152.00 | $3.65 |
| .42 Hellion | -1/-3 | +1/-2 | 3d8-1 | 4/15/40/60/120 | 9 | 6 | -- | Shotgun Attachment (d8), Heavy(3) | $122.50 | $2.35 |
| 16g Hellion | -1/-3 | 0/-3 | 4d6 | 4/12/20/30/50 | 1 | 2 | -- | Scatter |  | $1.25 |
| .44 James Repeater | -2/-4 | 0/-3 | 3d8 | 4/18/50/75/150 | 12 | 6 | -- | LA | $73.00 | $2.65 |
| .45 James Revolving Rifle | -2/-4 | -1/-4 | 3d8+1 | 4/18/50/75/150 | 6 | 4/2 | -- | DA, Snap Cylinder (d4), Heavy(2) | $75.70 | $2.85 |
| .44 Longbarrel | -3/-- | +1/-- | 3d8 | 6/30/70/100/200 | 1 | 2 | -- | No Hip | $92.00 | $2.65 |
| .58 Mighty 58 | -2/-- | +1/-2 | 3d10+1 | 6/24/60/90/200 | 1 | 2 | -- | Kicks (16), Heavy(5) | $81.75 | $3.65 |
| .50 Solomon Express | -2/-4 | 0/-3 | 3d10 | 5/20/55/80/160 | 7 | 4 | -- | LA, Kicks (14), Heavy(5) | $88.25 | $3.25 |
| .44 Vincent Huntsman | 0/-3 | 0/-3 | 3d8 | 4/12/35/50/100 | 9 | 6 | -4 | LA | $59.75 | $2.25 |
| .44 Vincent Vindicator | -2/-4 | 0/-3 | 3d8 | 4/18/50/75/150 | 8 | 6 | -- |  | $62.50 | $2.25 |
| .45-R Wren Revenant | -2/-4 | 0/-3 | 3d8+1 | 4/18/50/75/150 | 30 | 2 | -- | LA, Magazine, Rare Ammo | $125.25 | $3.25 |

Shotgun (range mods = 0/-2/-4/-6/-10)

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Ini/QD** | **Acc/Hip** | **Dmg** | **Range (hex)** | **Cap** | **Load (1/2)** | **Conc** | **Notes** | **Cost** | **Ammo/20** |
| 12g Rawson Thunder | -2/-4 | 0/-3 | 4d8 | 4/12/20/30/50 | 2 | 2 | -- | Scatter, 2x barrel | $92.50 | $1.50 |
| 12g Scatter Gun | -1/-2 | 0/-3 | 4d8 | 2/6/12/20/30 | 2 | 2 | -- | Scatter, 2x Barrel | $77.50 | $1.50 |
| 16g Hellion Hunter | -1/-2 | 0/-2 | 4d6 | 6/18/30/40/50 | 1 | 2 | -- | Scatter | $68.00 | $1.25 |

Weapon Traits

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| Trait | Explanation |
| Alchemical | This gun is designed to fire alchemical ammunition with a much smaller chance of mishap than a normal gun. |
| Bladed | This gun has a blade attached and can be used as melee weapon (stats are listed in the line below). Each time the weapon is used in melee, a mishap is possible which will render it unable to fire until repaired. |
| Detachable Long Barrel | The long barrel of this gun can be unscrewed and detached with a full-round’s effort. Doing so increases the initiative of the gun to 0/+1, decreases the accuracy and range band by 1 and decreases the concealment penalty by 3.  When the gun is fired with the long barrel in place, a mishap which jams the gun is possible. A jam can be cleared with a gunsmith or repair roll and a full round. |
| Double Action | This revolver cannot be fanned, but can be double fired. |
| Double Barrel | This gun has two barrels, each of which can be fired on its own, or together. |
| Heavy | This weapon is heavy and bulky enough that it counts separately toward its bearer’s encumbrance total. |
| Kicks | This gun is so heavy, or has such a powerful recoil, that a minimum strength is required to shoot it without a -2 penalty to hit. |
| Lever Action | This rifle can be double fired. |
| Long Barrel | This gun has a long barrel and can be braced for a +1 to the range bands. |
| Magazine | This rare weapon takes a magazine or stripper clip, allowing it to have higher ammo capacity and be reloaded quickly. |
| Must Brace | This weapon is so unwieldy that it cannot be used unless the firer braces and rests the weapon on a solid surface. |
| No Hip | This gun is heavy and cannot be fired from the hip. Every attack from this gun is an aimed shot that takes a full round. |
| Punchy | This gun can be used as a melee weapon, firing a projectile as the punch lands. When used as a melee weapon, this gun uses the Combat: Unarmed skill and has an accuracy of -2. Damage is the gun’s normal damage + STR. |
| Rare Ammo | This gun fires ammo not normally found in the New Territories. Any time a character is looking for the ammo in a store, there is at most a 5% chance he will find it. Aside from being lucky, the only way to obtain the ammo is to order it from the factory. It will take 2-5 weeks to arrive. |
| Scatter | The gun fires a number of small projectiles and uses the scatter rules. |
| Shotgun Attachment | This pistol has a shotgun barrel attached underneath the main barrel. A small lever switches between the two modes of fire.  Each time the switch is used, roll for a mishap. If a mishap occurs, the switch jams and the gun is stuck in its current mode until repaired.  Stats for the shotgun are listed in the line below the main weapon. |
| Single Action | This revolver can be fanned. |
| Snap Cylinder | This weapon features a cylinder that snaps out. If extra cylinders are kept at the ready, the gun can be reloaded in only 2 half-actions. However, each time the weapon is reloaded in this fashion, a mishap roll must be made. If failed, the weapon is useless until repaired. |
| Stock | This pistol comes with a detachable stock that increases its base range band by 1. The stock takes a full round to attach or detach. |
| Top-Break | This revolver breaks in half to allow for easy loading. However, this novel mechanism is prone to mishaps.  First, each time it is loaded, there is a chance for a mishap. If a mishap is rolled, the weapon’s break mechanism is jammed and the wielder loses a half-action and then must load the gun normally – using 4 half-actions to do so.  Second, each time this weapon is quick drawn, there is a chance that the break mechanism is triggered, scattering rounds all over the ground. |