# Weapon cards for *GURPS*

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This is a demonstration of the `gurps-weaponcard` package. More info can be found at `https://3d6andgo.blogspot.com/2018/04/weapons-cards.html`. For the code, see `https://github.com/nasfarley88/3d6andgo-stuff/tree/master/weaponsheet`.

## Disclaimer

| | | |
|---|---|---|
| **Name** Cordite Pistol | Points: **9** | |
| **Damage** 3d pi \| **Acc** 2 \| **RoF** 1 | | |
| **Range** 100/1,000 \| **Bulk** 2 | | |
| **Shots** 10+1(3) \| **Rcl** 3 \| **ST** 9 \| **LC** 2 | Type: | |
| **Notes** | Ranged | |

**Name** Silenced Cordite Pistol — Points: **10** — Type: Ranged
**Damage** 3d pi | **Acc** 2 | **RoF** 1
**Range** 100/1,000 | **Bulk** 2
**Shots** 10+1(3) | **Rcl** 3 | **ST** 9 | **LC** 3
**Notes**

**Name** Cordite Rifle — Points: **26** — Type: Ranged
**Damage** 6d pi | **Acc** 3 | **RoF** 1
**Range** 100/1,000 | **Bulk** 2
**Shots** 30+1(3) | **Rcl** 2 | **ST** 9 | **LC** 2
**Notes**

**Name** Silenced Cordite Rifle — Points: **27** — Type: Ranged
**Damage** 6d pi | **Acc** 3 | **RoF** 1
**Range** 100/1,000 | **Bulk** 2
**Shots** 30+1(3) | **Rcl** 2 | **ST** 9 | **LC** 3
**Notes**

**Name** katana-but-not — Points: **11** — Type: Melee
**Damage** 1d+2/1d+4 | **ST** 8 | **Parry** 0
**Reach** 1,2(cut only) | **LC** 1
**Notes**

**Name** Sling — Points: **0**\* — Type: Ranged
**Damage** sw pi | **Acc** 0 | **RoF** 1
**Range** 6x/10x | **Bulk** -4
**Shots** 1(2) | **Rcl** — | **ST** 6 | **LC** 0
**Notes**

Figure 1: A demonstration of the various possibilities. See the `weapons.tex` file, l.39, for code examples!

**Name** _____
**Damage** _____ | **Acc** __ | **RoF** __
**Range** _____ | **Bulk** __
**Shots** _____ | **Rcl** _ | **ST** __ | **LC** _
**Cost** _____ | **Weight** ____
**Notes** _____
Type:
**Ranged**

**Name** _____
**Damage** _____ | **Acc** __ | **RoF** __
**Range** _____ | **Bulk** __
**Shots** _____ | **Rcl** _ | **ST** __ | **LC** _
**Cost** _____ | **Weight** ____
**Notes** _____
Type:
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**Range** _____ | **Bulk** __
**Shots** _____ | **Rcl** _ | **ST** __ | **LC** _
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**Range** _____ | **Bulk** __
**Shots** _____ | **Rcl** _ | **ST** __ | **LC** _
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**Range** _____ | **Bulk** __
**Shots** _____ | **Rcl** _ | **ST** __ | **LC** _
**Cost** _____ | **Weight** ____
**Notes** _____
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**Range** _____ | **Bulk** __
**Shots** _____ | **Rcl** _ | **ST** __ | **LC** _
**Cost** _____ | **Weight** ____
**Notes** _____
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**Ranged**

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**Damage** _____ | **Acc** __ | **RoF** __
**Range** _____ | **Bulk** __
**Shots** _____ | **Rcl** _ | **ST** __ | **LC** _
**Cost** _____ | **Weight** ____
**Notes** _____
Type:
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**Damage** _____ | **Acc** __ | **RoF** __
**Range** _____ | **Bulk** __
**Shots** _____ | **Rcl** _ | **ST** __ | **LC** _
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| | Name _____ |
|---|---|
| | Damage _____ \| ST __ \| Parry __ |
| | Reach _____ \| LC _ \| Cost _____ |
| | Weight _____ |
| | Notes _____ |

Type:
Melee

| | Name _____ |
|---|---|
| | Damage _____ \| ST __ \| Parry __ |
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