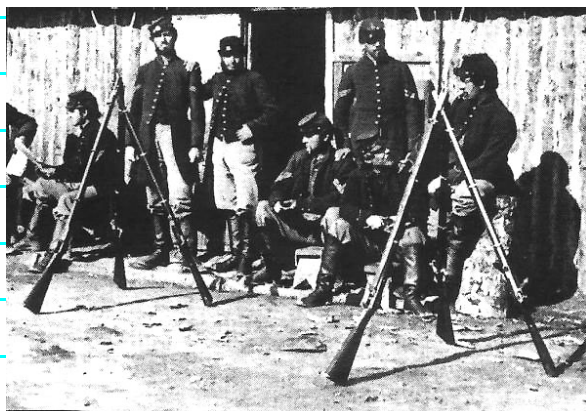
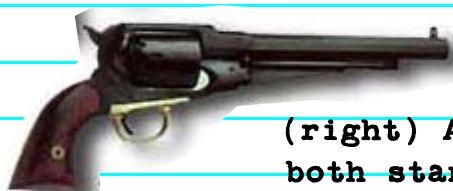


Civil War Weapons



The American Civil War provides a few unique problems for weapons. Although FIREARM skill still covers the loading and firing of Cap & Ball weapons, there are still a few problems associated with them.

Loading: A Rifle (Musket) requires a FULL Combat Turn. Loading a revolver (changing cylinder) is a normal RELOAD action, while reloading a cylinder takes THREE (3) FULL Combat Turns.



Remington 1858
(left) & Colt 1860



(right) Army Revolvers: These are both standard single action revolvers.

Remington is Union issue while the Colt is Confederate.

These were issued to Officers in both Armies. Usually they were issued with two (2) spare cylinders.



Springfield Armory 1863 Rifle (and bayonet) was a standard for the Union Army, and is representative of like rifles on both sides (the Confederate used the English 1853 Enfield). Bayonet damage assumes it is attached to the rifle.

All Officers and some Senior Enlisted are also issued a saber. Though symbolic in nature, they are none the less quite effective of a weapon (especially during a charge).



Civil War Weapons

<u>WEAPON</u>	<u>DMG</u>	<u>STR</u>	<u>RANGE</u>	<u>CAP</u>	<u>RATE</u>	<u>SPD</u>	<u>Weight</u>
Army Revolver	3L	3	30	6 (r)	M	A	3 lbs.
1863 Rifle	3L	3	100	1 (i)	1/2	A	5.5 lbs.
Bayonet (fixed)	2L	2	—	—	—	A	1 lb.