

# Weapons Update 1.

The following weapons are now available for use.



**Dueling Pistol.** This pistol is designed for the “Noble Art of Dueling”. It is single shot and finely balanced with a 14” barrel, granting great accuracy. The weapon is loaded via break action and the firing mechanism has a duel position hammer lock (the hammer snaps back first into a safety lock position, then into a second position for firing). It fires specially crafted bullets made from rifle shells (usually .357, .44 or .44-40). These are rimfire cartridges can cannot be switched with autoloading weapon ammo.

**Blowgun.** Common among less technically advanced cultures throughout the modern world, even in the 20th Century, Blowguns are usually nothing more then a long tube used to shoot poison tipped darts.



The darts are usually 3 to 6 inches long, with a tuft of cotton or feather on the end. This creates a seal by which air pressure will propel the dart. The blowgun itself can be anywhere from 3 to 5 feet in length (usually around 3 feet) and is normally made of wood or bamboo.

Due to having to “blow” into the tube to fire the dart, anybody using it must have a Body Rating of 3 or suffer a -2 per point below 3 (due to not having enough lung strength to fire the dart).

To attack, make an Archery roll as normal. If your attack succeeds, you inflict damage as normal and the target must resist the effects of the darts poison (see Poisons & Drugs, Pg 136). Blowgun Darts do Nonlethal Damage (0N) and can only ever do a maximum of 1N damage.

**Slingshot.** Common in backyards in the early 20th century, the slingshot (or “Wrist-Rocket” as it would be called in the 1950’s) is nothing more then a “Y” shaped frame with two rubber strips attached to the uprights, leading back to a cloth pocket to hold the projectile (usually a rock). Usually not strong enough to do Lethal damage, but it is still painful to be hit by.



**Pellet Bow (pellet crossbow, English Pellet Bow, etc).**

This is a variation of the common crossbow, with a basket designed to hold a round projectile (lead

bullet or steel ball bearing. It was commonly used to hunt small game (game birds, rabbits, etc) in England and Northern Europe in the 18th and 19th Centuries. The projectiles are usually larger (in diameter) then their “bolt” counterparts, and have a shorter range, but can inflict as much damage.

**Improved Firearm.** So called “zip-guns” are nothing more then a firearm crafted out of local materials. They are usually a one-shot weapon with a short barrel and a spring loaded firing mechanism. The “combat” statistics for a zip-gun are the same as for a weapon of



similar caliber, with the following modifications:

## UPDATED WEAPONS

WEAPON	DMG	STR	RANGE	CAP	RATE	SPD	Weight
Blowgun	0N*	1	25	1 (i)	1**	A	1 lb.
Dueling Pistol .44-40	5L	3	75	1 (i)	1**	A	4 lbs.
Improved .45 Long	2L	4	25	1 (i)	1**	A	2 lbs
Pellet Bow	3L	2	50	1 (i)	1/2**	A	7 lbs.
Slingshot	0N	2	10	1 (i)	1**	A	1 lb.

\*See Weapon Description For Special Rules.

\*\*Characters With The Instant Reload Talent Double This Weapons Rate Of Fire.

Damage: -1.  
Strength: +1  
Range: 1/2.  
Capacity: 1 (i)  
Rate: 1  
Speed: A  
Weight: varies.