

Table 9-5: Melee Weapons

Melee Weapon	Damage
Knife/Rock/Whip/Bola/Knuckles/Dart/Shuriken	Strength +1
Bat/Rapier/Nunchaku/Chain/Flail/Warhammer	Strength +2
Staff/Longsword/Spear/Maul/Axe/Trident	Strength +3
Really Big Sword/Chainsaw/Large Polearm	Strength +4

Table 9-6: Firearms

Firearm	Damage	Range	Payload
Light Revolver	5	30 Yards	6 AP
Heavy Revolver	7	35 Yards	6 AP
Light Pistol	6	30 Yards	10-20 AP
Heavy Pistol	8	35 Yards	10-15 AP
Shotgun	8-12*	20 Yards	1 or 2 AP
Rifle	8	200 Yards**	5-10 AP
SMG†	5/8	40 Yards	15 AP
Machine Gun†	9/12	50 Yards	30 AP
Light Crossbow	6	40 Yards	1 AP
Heavy Crossbow	8	50 Yards	1 AP
Small Bow	Strength +2	30 Yards	1 AP
Medium Bow	Strength +3	40 Yards	1 AP
Longbow	Strength +4	60 Yards	1 AP

* A shotgun may be single-barreled or double-barreled. The first number represents the damage from one barrel being fired. The second number represents the damage when both barrels are fired simultaneously at a single target.

** Rifles are typically used against long-range targets. Unless the character is targeting with this weapon, it has an effective range of only 40 yards.

† These weapons are automatic weapons and can fire both single shots and bursts. The number before the slash represents the damage from a single shot. The number after the slash represents the damage from a burst attack.