

Hand-to-Hand Weapons

Unskilled	DM	wt	cost (rating)	length	avail.	notes
Knife	-10	0.5 kg	£5 (1)	<0.5 m	1	from switchblades to kitchen knives
Club	-10	1 kg	£10 (1)	<0.5 m	1	blackjacks, tonfas, crowbars
Bat (2H)	+0	1.5 kg	£20 (2)	1 m	2	baseball/cricket bats, police batons
Melee Weapons	DM	wt	cost (rating)	length	avail.	notes
Shortsword	+0	3 kg	£40 (2)	0.8 m	2	Sword-1H
Sword (1H)	+10	6 kg	£120 (3)	1.2-1.5 m	3	Sword-1H
Sword (2H)	+20	6 kg	£120 (3)	1.5-2 m	3	Sword-2H
Sledgehammer (2H)	+10	5 kg	£40 (2)	1 m	2	Hammer, a 'sledge'
Chainsaw (2H)	+20	6 kg	£300 (3)	1 m	3	Chainsaw, messy Catastrophe
Axe	+0	3 kg	£20 (2)	0.6 m	1	Axe, as used in The Shining
Great Axe (2H)	+20	6 kg	£80 (3)	1.5 m	3	Axe-2H, Large fireman's axe
Flail/Nunchaku	+10	2 kg	£60 (3)	0.8 m	4	Flail, messy Catastrophe

Ranged Weapons

Handguns	DM	wt	cost (rating)	avail.	range	shots	bursts	notes
Glock 17 (9 mm)	+0	0.9 kg	£300 (3)	4	Short	17	no	made of polymer
M1911A1 (.45 cal)	+10	1.3 kg	£350 (3)	4	Short	7	no	the famous '.45'
Holdout Revolver (.22)	-10	0.4 kg	£80 (3)	4	Close	6	no	'a lady's gun'
S&W Model 10 (.38)	+0	1 kg	£200 (3)	4	Short	8	no	.38 Special
S&W Model 19 (.357)	+10	1.2 kg	£250 (3)	4	Short	8	no	Colt Python
S&W Model 29 (.44)	+20	1.8 kg	£300 (3)	4	Long	8	no	.44 Magnum
SMGs	DM	wt	cost (rating)	avail.	range	shots	bursts	notes
Uzi (9 mm)	+0	4.1 kg	£300 (3)	4	Short	32	yes	world-famous SMG
Ingram M10 (.45 cal)	+10	3.4 kg	£450 (3)	4	Short	32	yes	the 'Mac 10'
Shotguns	DM	wt	cost (rating)	avail.	range	shots	bursts	notes
SPAS-12	+10	5 kg	£650 (3)	5	Short	8	yes	burst needs ≥ 6 shots
Ithaca Model 37 M&P	+10	3.5 kg	£250 (3)	3	Close	7	no	pump action
Sawn-off Shotgun	+10	2.5 kg	£150 (3)	4	Close	2	no	messy Catastrophe
Rifles	DM	wt	cost (rating)	avail.	range	shots	bursts	notes
AK-47	+20	4 kg	£250 (3)	4	Long	30	yes	ubiquitous in warzones
5.56 Galil AR	+10	5.2 kg	£650 (3)	4	Long	35	yes	modern assault rifle
WA-2000	+30	8.3 kg	£5000 (4)	5	Extreme	6	no	excellent sniper rifle

Personal Weapons

Attack	Difficulty	DM	Range	notes
Fist/Punch/Butt	STRIKE	-20	<0.5 m	a primitive method of attack
Kick	STRIKE-2	-10	<0.5 m	a more difficult but rewarding attack
Basic Martial Art Blow	STRIKE	-10	<1 m	Simple punches, kicks, chokes and throws
Hard Martial Art Blow	STRIKE-2	+0	<2 m	Leaping attacks and withering blows