

Firearms Quick Reference

Brendan S. – <http://www.necropraxis.com/>

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Form	Matchlock (rural)	Wheellock (rural)	Flintlock (rural)	Short	Medium	Long
Pistol	N/A	175 sp (350 sp)	50 sp (100 sp)	<25'	<50'	<100'
Arquebus	30 sp (50 sp)	210 sp (350 sp)	60 sp (100 sp)	<50'	<100'	<600'
Musket (oversized)	40 sp (80 sp)	280 sp (560 sp)	80 sp (160 sp)	<50'	<100'	<600'

- All firearm shots deal 1d8 damage and ignore up to five points of armor
- Incendiary shots (“fire bombs”), deal only 1d4 damage but may ignite flammable targets
- Scattershot: no attack roll, half range, no armor cancellation, all in 45° take 1d6 damage (save for half)
- Damage (melee strike): pistol 1d4, arquebus & musket 1d6
- Firearms are inaccurate, so the attack roll is -4 at medium range and -8 at long range
- Rifling (double gun cost) halves the range penalties but increases base reload time by 50%
- Creatures with morale of 7 or less must check morale when a firearm is discharged

Firing Mechanism	Base Reload Time	Misfire Chance	Melee Break Chance
Matchlock	10 rounds (8 for fighters)	2 in 10 (4 in 10 if damp)	N/A
Wheellock	10 rounds (8 for fighters)	2 in 10	1 in 4
Flintlock	5 rounds (4 for fighters)	1 in 10	N/A

- Reload times (in rounds) are penalized by encumbrance and adjusted by the dexterity modifier
- Reload times decreased by 1 if using an “apostle” (container with prepared shot)
- Misfires require 3 rounds to clean
- Wheellocks have 1 in 4 chance of the mechanism breaking if used for a melee strike
- Two pistols (a brace) count as one item for encumbrance purposes
- Muskets attack at -2 if fired without a fork rest

Item	Price (rural)	Item	Price (rural)
Gunpowder, one shot	3 cp (5 cp)	Match cord (meter, burns 10 cm/turn)	1 sp
Powder Horn (holds 50 shots of powder)	1 sp	Shot Bag (holds 100 shots)	2 sp
Gunpowder, barrel (2500 shots)	150 sp (N/A)	12 Apostles (bandolier)	5 sp (8 sp)
Fire Bomb	5 sp (7 sp)	Scattershot	1 sp

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