

Personal Weapons

Once released from active duty the PC may purchase their own handgun (revolver or pistol), shoulder weapon (rifle, shotgun or sub-machine-gun) and blade weapon (knife or sword) for use within the game. Each of these weapons can receive DMs when properly specified and announced by, and used only by, the PC.

It is assumed that the PC has trained with the weapon and is fully acquainted with the weapons characteristics and performance. In effect, the PC is fully comfortable with the overall feel (the pull of the trigger, its sight settings, as well as familiar with any accessories). A DM of +1 can be applied by the GM.

A gun is a gun is a gun. Not quite true! There are three quality levels of weapons in the game: (1) obsolete and/or poorly maintained weapons (found in any military surplus store such weapons receive -2 DM for accuracy); (2) newly manufactured mass produced weapons out of the box, and; (3) “mastercraft” or highly customized weapons. Mastercraft weapons are created by a master bladesmith or gunsmith who pays attention to the quality of materials, fit of the components and performance detail. Mastercraft weapons are known for their outstanding balance, accuracy and reliability. A mastercraft weapon will never malfunction if properly cleaned and maintained. The PC should secretly roll to determine if they regularly clean and maintain their weapon. Such a weapon will cost two or three times that of a mass-produced one. The Player must inform the GM that they are purchasing a Mastercraft weapon in order to gain a +1 DM.

Another +1 DM is the quality of ammunition used. A mastercraft weapon can use standard quality ammo but has a 5% chance of misfiring or jamming. Using performance loads increases both accuracy (to hit), penetration (to penetrate) and stopping power (to damage) by +1 DM.

The GM should also rule on the use of optical scopes or laser / electronic sights mounted on a weapon. The use of silencers can make a weapon silent but reduces penetration and damage. Only sub-sonic ammunition should ever be used with a silencer for fear of damaging the silencer and losing the silence.