

Silhouette CORE Generic Weapon & Armor List -- Game Stats

Melee Weapons	ACC	Parry	DM	Base Range	RoF	Notes
2-Handed Sword	-1	0	AD+18	Melee	N/A	2-handed, Min +1 STR
Bastard Sword/Katana	0	-1/0	AD+11/13	Melee	N/A	1-handed/2-handed
Battle-Ax	0	-1	AD+13	Melee	N/A	2-handed
Broadsword	0	0	AD+9	Melee	N/A	2-handed
Chainsaw	-1	-2	AD+15	Melee	N/A	Fuel/batteries; run for 1d3 hours
Claymore	0	-1	AD+16	Melee	N/A	2-handed, Min +1 STR
Club	0	-1	AD+3	Melee	N/A	Any large stick-like item
Dagger/Knife	0	-1	AD+3	Throw	0	-1 ACC when thrown
Fighting Stick	0	+1	AD+4	Melee	N/A	Can be used to Parry
Flail/ Heavy Chain	-1	-2	AD+10	Melee	N/A	Unwieldy, can become tangled
Hatchet	0	0	AD+7	Throw	0	Can be thrown
Javelin/Short Spear	0	0	AD+6	7+STR	0/1	Can be thrown
Long Spear	-1	+1	AD+12	Melee	N/A	Add +1m to reach
Long Sword	0	-1	AD+11	Melee	N/A	2-handed
Mace	0	0	AD+7	Melee	N/A	Crushing damage
Maul	-1	-2	AD+16	Melee	N/A	2-handed, Min +1 STR, crushing
Nunchuka	0	+1	AD+8	Melee	N/A	Can be used to Parry
Pick Ax	-1	-1	AD+14	Melee	N/A	2-handed
Poleax	-1	+1	AD+15	Melee	N/A	2-handed
Quarterstaff	0	+1	AD+7/+11	Melee	N/A	Wood/Metal, 2-handed
Rapier	+1	+1	AD+11	Melee	N/A	Piercing damage
Short Sword	0	0	AD+7	Melee	N/A	Also represents Wakazashi
Sickle	0	-2	AD+4	Melee	N/A	Cutting damage
Throwing Knife	0	-1	AD+2	Throw	0	Can be thrown
War Scythe	-1	-1	AD+14	Melee	N/A	Unwieldy, requires room
Warhammer	0	0	AD+9	Melee	N/A	Crushing damage
Whip	0	-2	AD+3	Melee	N/A	Entangles. Thres. = MoS-1 to get free

Guns	ACC	DM	Base Range	RoF	Ammo	Notes
Taser Pistol	0	3	4	0	30	Intensity 5 Elec. attack, bruise damage
Revolver, Light	0	7	5	0	6	.22 caliber
Revolver, Medium	0	14	6	0	6	.38 caliber
Revolver, Heavy	0	23	7	0	5	.45+ caliber
Pistol, Light	0	10	6	0	10	6mm
Pistol, Medium	0	15	6	0	9	9mm
Pistol, Heavy	0	24	7	0	8	.45+ caliber
Rifle, Light	0	18	45	0	1	7.62mm
Rifle, Medium	0	24	50	0	20	9mm
Rifle, Heavy	0	28	60	0	10	.50 caliber
Assault Rifle	0	28	65	1	40	7.5mm+
Shotgun/Autoshotgun	0	28	7/6	0/1	10	12-Gauge
Sniper Rifle/Laser	+1	40	100/200	0	5	Affected by smoke
SMG, Light	0	12	22	2	40	7.62 mm
SMG, Medium	0	18	25	2	30	9mm
SMG, Heavy	0	24	30	2	30	11mm+
Laser pistol	+1	8/17/26	9	0	30	Uses 1/4/9 ammo per shot, respectively
Laser Rifle	+1	26/35/44	120	0	10	Uses 1/2/3 ammo per shot, respectively

Heavy Weapons	ACC	DM	Base Range	RoF	Ammo	Notes
Anti-Armor Guided Missile	+1	150	150	0	1	Guided, Indirect Fire
Anti-Armor gun	+1	70	150	0	5	.50 caliber+
Chaingun	0	30	50	4	Belt	9mm or similar
Aux. Grenade Launcher	-1	Grenade	40	0	1	Indirect fire, fits on rifle
Grenade Rifle	0	Grenade	50	0	5	Indirect fire
Light Mortar	-1	120	150	0	5	Indirect fire, Min Range 150
Light Machine Gun	0	30	100	2	Belt	7.62mm
Medium Machine Gun	0	32	125	3	Belt	7.5mm+
Heavy Machine Gun	0	42	130	3	Belt	.50 caliber+
Rocket Launcher	0	140	50	0	1	Bazooka-type launcher
SAM Launcher	+1	70	250	0	1	Guided, Indirect Fire

Grenades	ACC	DM	Base Range	RoF	Area	The second number under 'Area' is the secondary damage area. Those within the primary damage area suffer both damages, those outside suffer only the second DM. Use the Drug/Disease rules for Gas effects.
Concussion	0	30	Throw	0	9	
Fragmentation	0	26/14	Throw	0	8/30	
Incendiary	0	24/8	Throw	0	8/12	
Gas	0	5/Gas	Throw	0	2/30	
Smoke	0	2/Smoke	Throw	0	1/30	

Ranged Weapons	ACC	DM	Base Range	RoF	Ammo	Notes
Sling	-1	7	Throw	0	N/A	Needs a quick wind-up time
Bola	-1	7	6	0	N/A	Entangles. Thresh. = MoS to get free
Short Bow	0	7	5	0/1	N/A	Small bow
Recurve Bow	0	10	8	0/1	N/A	Standard bow
Long Bow	0	12	10	0/1	N/A	Min +1 STR
Modern Compound Bow	0	13	8	0/1	N/A	Powerful but needs maintenance
Crossbow	0	14	7	0/3	N/A	Powerful but slow to reload
Hand Crossbow	0	6	4	0/1	N/A	Useful secondary weapon
Repeating Crossbow	-1	8	7	0	6	Cumbersome

Armor	Value	Enc	Conceal
Light Flak Vest	15	0	Yes
Light Flak Suit	20	0	Yes
Medium Flak Vest	25	0	Somewhat
Leather Armor	5	0	Somewhat
Studded Leather	8	0	Somewhat
Chain Mail	14	-1	No
Plate	22	-2	No
Futuristic Composite	32	-1	No

Shield	ACC	Parry	DM	Armor	Enc
Buckler	-1	+1	AD+1	11	0
Round	-2	+2	AD+3	13	0
Heater/Kite	-2	+2	AD+4	15	-1
Tower	-3	+3	AD+5	18	-1
Modern Riot	-2	+3	AD+5	20	0

If the parry fails by the parry bonus or less, the attack hit the shield. Subtract the shield's armor from the attack. If using the Armor Degradation optional rules, apply this to the shield as well.

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