

GUNPOWDER WEAPON CRAFTSMANSHIP

All gunpowder weapons presented in the chapter are of Common Craftsmanship. For weapons of better or worse construction, use the following modifiers, unless otherwise mentioned in the weapon's description.

Best: These firearms are the very best available in the Old World. Constructed by Dwarf craftsmen or by Nuln engineers, these weapons are worth every coin. Gunpowder weapons with the Unreliable quality of this level of Craftsmanship are no longer Unreliable. Experimental gunpowder weapons gain the Unreliable quality instead. For example, a repeater pistol loses the Experimental quality and gains Unreliable instead, while a blunderbuss loses the Unreliable quality altogether.

Like other weapons in the Old World, these weapons often integrate artistry into their manufacture, with stylized stocks and barrels, well-constructed firing mechanisms, and other extra details to make the weapon a piece of beauty.

Good: This high-quality weapon has good balance and reliability. It is less cumbersome than a standard weapon reducing the overall Encumbrance of the weapon by 10% (to a minimum of 1). Ammunition of Good Craftsmanship confers no benefits.

Poor: Black powder weapons of Poor Craftsmanship are very dangerous to use. A gunpowder weapon with the Unreliable quality becomes Experimental instead. An Experimental gunpowder weapon jams on 80-90% and explodes on a 91-00%.



GUNPOWDER WEAPONS

This collection of firearms is rarely as good as the Engineer weapons, but gunpowder weapons the benefit of being more widespread. Many of these weapons require the use of a stand to fire properly, but those of Best Craftsmanship have matchlocks. These weapons all require gunpowder, but most can use a variety of ammunition from actual bullets to nails and glass.

Blunderbuss: A blunderbuss is a large firearm. You can load it with nails, broken glass, small rocks, or just about anything else on hand, though shot is preferred. Because of the various types of ammunition, blunderbusses gain the Shrapnel quality. A blunderbuss requires only a single shot of powder per firing, but it fires four balls at once when loaded with standard shot.

Firearm: Similar to the blunderbuss, the firearm, also called the arquebus, lacks the flaring barrel and fires a single ball similar to those used with pistols. Throughout the Old World, especially in Tilea, Estalia, and Bretonnia, firearms are coming into favour. However, these weapons are usually unreliable, prone to jams and misfires. A firearm requires only a single shot of powder per firing and fires one ball when loaded with standard shot.

Jezzail: This long-barrelled arquebus was first designed in Araby, and since its inception, few have made their way to the Old World. Owned mostly by collectors and wealthy nobles, jezzails benefit from a longer range than their larger counterparts. A jezzail requires only a single shot of powder per firing and fires one ball when loaded with standard shot.

Pistol: The pistol, or duelling pistol, is a finely crafted flintlock firearm. Essentially, a pistol is a metal tube fitted with a wooden stock. The firing mechanism is a little over halfway down the barrel. Pistols use firearm balls for ammunition. A duelling pistol requires only a single shot of powder per firing and fires one ball when loaded with standard shot.

WEAPON QUALITIES

There are many weapons in the Old World, each with unique advantages and drawbacks. These attributes are known as Weapon Qualities. Some weapons have none, while others have several. The various Weapon Qualities are described in the following section. You can see which qualities apply to which weapons on [Table 4-2](#).

DUELS

Unlike nobles, common folk are bright enough to not engage in duelling. Aristocrats throughout the Empire quickly resort to duels at dawn, using duelling pistols at ten paces. This is dangerous, not only for the exchange of gunfire at close range, but also because of the unreliability of the weapons. A foolish endeavour, if the contest doesn't kill both parties, one or both usually come away maimed.

TABLE 4-2: GUNPOWDER WEAPONS

Name	Cost	Enc	Group	Damage	Range†	Reload	Qualities	Availability
Blunderbuss	70 <i>gc</i>	50	Gunpowder	3	16/-	3 Full	Shrapnel, Unreliable	Very Rare
Bomb	75 <i>gc</i>	20	Explosive	6	4/20	n/a	Shrapnel, Unreliable	Very Rare
Duck-Foot	500 <i>gc</i>	30	Engineer	3	16/-	4 Full	Special, Experimental	Very Rare
Firearm*	300 <i>gc</i>	30	Gunpowder	4	24/48	2 Full	Impact, Unreliable	Very Rare
Hochland Long Rifle	450 <i>gc</i>	70	Engineer	4	48/96	2 Full	Impact, Unreliable	Very Rare
Incendiary	5 <i>gc</i>	20	Explosive	4	4/20	Full + Half	Special	Scarce
Jezzail	—	60	Gunpowder	3	24/72	2 Full	—	—
Pistol	200 <i>gc</i>	25	Gunpowder	4	8/16	2 Full	Impact, Unreliable	Very Rare
Repeater Handgun*	600 <i>gc</i>	30	Engineer	4	24/48	Free	Experimental, Special	Very Rare
Repeater Pistol	400 <i>gc</i>	25	Engineer	4	8/16	Free	Experimental, Special	Very Rare
Ammunition								
Firearm Shot (10)	6 <i>s</i>	10	—	—	—	—	—	Rare
Gunpowder (per shot)	3 <i>s</i>	1	—	—	—	—	—	Very Rare

* Requires two hands to wield, so this weapon cannot be used in conjunction with a shield.

† Range is expressed in yards; if you are using squares, simply halve to find the range.

Experimental

Weapons with this quality use the latest engineering technology so they are more prone to mishap. On an attack roll of 96-98%, the weapon jams and cannot be fired again until a successful Trade (Gunsmith) Skill Test is made. On an attack roll of 99-00%, the weapon explodes, inflicting a Damage 8 hit on the wielder and destroying itself in the process.

Impact

Weapons with this quality hit with tremendous force. If you hit with an Impact weapon, you may roll 2d10 for damage and pick the higher result.

Shrapnel

Weapons with this quality fire loads of shot, jagged metal, nails, glass, or other small projectiles. These are not marksman's weapons; they just spray out spinning death over a large area. Firing a Shrapnel weapon does not require a Ballistic Skill Test to hit. Simply measure out a line as long as the weapon's maximum range (32 yards/16 squares in the case of a blunderbuss) and 2 yards (1 square) wide. Anyone caught in this area must make a successful Agility Test or suffer the weapon's damage.

Special

This quality means that you should read the weapon description for additional special rules.

Unreliable

Weapons with this quality do not always function dependably. On an attack roll of 96-99%, the weapon jams and cannot fire again until a successful Trade (Gunsmith) Skill Test is made. On an attack roll of 00%, the weapon actually explodes, inflicting its normal damage on the wielder and destroying itself in the process.

ADVANCED MISFIRES

The rules in *WFRP* for gunpowder weapon misfires depend on whether the weapon is Experimental or Unreliable (see entries at left). With these rules, however, the misfires can have a range of spectacular results. Whenever a weapon BS Test results in a misfire, the GM secretly rolls 1d100 and consults **Table 4-3: Advanced Misfires**.

TABLE 4-3: ADVANCED MISFIRES

Roll	Result
01-10	Partial burn. Not all the powder catches. The weapon's range and damage is halved for this shot.
11-20	Charge fails to ignite. Try again next round.
21-30	Charge fails to ignite. Reload and try again.
31-40	Slow burn. The priming goes off, but nothing else seems to happen. The gun fires on the following round, often with dangerous consequences. If the wielder tries to reload the weapon, the gun fires at the wielder. Otherwise, it fires in a random direction.
41-50	Flash in the pan. The powder ignites, but does not go off. The gun must be re-primed before it can be fired (a full action).
51-60	Burn-round. The powder catches, but malfunctions, welding the shot into the barrel. The weapon is now useless. If used again, the weapon explodes (see 61-00).
61-00	Weapon explodes. Experimental weapons inflict a Damage 8 hit on the wielder and destroy themselves in the process; an Unreliable weapon inflicts normal damage on the wielder and destroys itself in the process; bombs and incendiaries detonate in the wielder's hand dealing normal damage.