

# TRAIL OF CTHULHU

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## SYSTEM CHEAT SHEET

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## BASIC MECHANICS

### GATHERING CLUES

1. Be in a scene where relevant information can be gathered.
2. Have the right ability to discover the clue.
3. Tell the Keeper that you're using the ability.

**Simple Search:** Clue that can be found without any corresponding ability (just need to say you're looking in the right place).

**Skilled Observation:** Clue that can be noticed with cursory observation which requires special knowledge or training. Character with highest current pool in ability notices.

**Inconspicuous Clues:** Noticing a clue in a situation where they're not actively looking. Character with highest current pool in the ability notices. (If tied, character with highest ranking notices. If still tied, they find it simultaneously.)

**Leveraged Clues:** Clue requires an interpersonal ability and the mention of a prerequisite clue.

### TESTS

**Success:**  $1d6 + \text{points spent} \geq \text{Difficulty}$

**Retry:** Requires supporting action to increase odds of success and spend > previous attempt.

**Piggybacking:** +2 difficulty per character piggybacking on leader's attempt. Piggybacking characters can spend 1 point to negate the difficulty increase.

**Cooperation:** Spend points to assist character making the check.

### CONTESTS

First contestant rolls, then second contestant. Continue rolling until someone fails.

**Default Difficulty:** 4 (Keeper can choose to change based on relative circumstance)

**Initiative:** Keeper decides.

- *Simultaneous Action:* Character with lower rating in relevant ability acts first. (NPCs act before PCs. Between investigators, player who arrived last for current session acts first.)

**Chase:** Fleeing character acts first.

**Investigative Contests:** PCs should usually auto-succeed if it involves a clue.

## INVESTIGATIVE ABILITIES

<u>Academic</u>	<u>Interpersonal</u>
Accounting	Assess Honesty
Anthropology	Bargain
Archaeology	Bureaucracy
Architecture	Cop Talk
Art History	Credit Rating
Biology	Flattery
Cthulhu Mythos	Interrogation
Cryptography	Oral History
Geology	Reassurance
History	Streetwise
Languages	<u>Technical</u>
Law	Art
Library Use	Astronomy
Medicine	Chemistry
Occult	Craft
Physics	Evidence Collection
Theology	Forensics
	Locksmith
	Outdoorsman
	Pharmacy
	Photography

## GENERAL ABILITIES

Athletics
Conceal
Disguise <sup>1</sup>
Driving
Electrical Repair <sup>1</sup>
Explosives <sup>1</sup>
Filch
Firearms
First Aid
Fleeing
Health
Hypnosis
Mechanical Repair <sup>1</sup>
Piloting
Preparedness
Psychoanalysis
Riding
Sanity
Scuffling
Sense Trouble
Shadowing
Stability
Stealth
Weapons

<sup>1</sup>Can be used as Investigative abilities in some circumstances.

## INVESTIGATIVE SPENDS (1-2 points)

- Gives you an advantage in a future contest of General abilities
- Gives a favorable impression to supporting characters
- Leads to a flashback scene
- Provide alternative to a distasteful or unwanted course of action
- Speed up the investigation
- Provide dedicated pool points
- Create exceptional work of art/scholarship

**Dedicated Pool Points:** Bonus points that can only be spent in a particular circumstance / on a particular topic.

## BASIC COMBAT

**Initiative:** Highest present pool value in skill used.

- Ties to higher ratings, then Investigators over NPCs, then early-arriving players over later-arriving players.
- Blackjack user goes last in Scuffling vs. Scuffling contest.

**Investigator Hit Threshold:** 3

- Athletics 8+ = +1 hit threshold

**Damage:**  $1d6 + \text{damage modifiers} - \text{Armor}$

Weapon	Damage Modifier
Unarmed (Fist, kick)	-2
Small improvised weapon, blackjack, brass knuckles, bullwhip, nightstick, knife	-1
Big improvised weapon, machete, heavy club, fireplace poker, light firearm	0
Sword, heavy firearm	+1
Very heavy firearm	+2

**Cover:**

- *Exposed:* Hit Threshold -1
- *Partial Cover:* No modifier.
- *Full Cover:* Hit Threshold +1

**Range:**

- *Point-Blank* (Arm's Reach): All brawls/scuffles. Firearms +2 damage. Shotguns heavy firearms.
- *Close* (10 yards): No modifiers.
- *Near* (30-40 yards): Cannot throw weapons. Shotguns are light firearms.
- *Long* (100 yards): Cannot use pistol or shotgun. Maximum rifle range.

## EXPLOSIVES

**Setting Explosive Device:** Explosives test

- Sense Trouble (difficulty 4 / result of Explosives test) to dive or pull comrade to Close range.

**Thrown Explosive:** Athletics test

- *Difficulty:* point-blank 2, close 3, near 5
- *Specific Spot:* point-blank 3, close 4, near 7
- *Non-Balanced Explosive:* +1 difficulty

**Other Explosives**

*Artillery/Mortar:* Mechanical Repair test

*Rifle-Grenade:* Firearms test

## COMBAT OPTIONS

**Fighting Without Ability:**

- -2 damage
- Must declare action at beginning of the round and cannot change it.
- Automatically go last in each round.
- Firearms roll of 1 indicates you have accidentally shot yourself or a friend.

**Non-Lethal Damage:** Scuffling test.

- Cannot reduce Health below death threshold.
- Forces consciousness roll on success.

**One Gun, Two Combatants:** Gun well in hand, ready to fire, point-blank range.

- Hit Threshold: 1
- Damage: x3
- *Unaware/Not Ready:* Scuffling contest control gun and fire it (no damage modifier).

**Reload:** Firearms test (difficulty 3), on failure cannot attack this turn.

- **Ammo (Purist #1):** Track ammunition.
- **Ammo (Purist #2):** Roll of 1 = empty (attack fails).
- **Ammo (Pulp):** When dramatically appropriate.

## SPECIAL WEAPON ACTIONS

**Shotguns:**

- *Point-Blank:* Treat as heavy firearm.
- *Near Range:* Treat as light firearm.
- *Both Barrels (Close or Point-Blank):* +1 damage

**Pulp Firearms**

- Firearms (2 points): Pistol at long range; Rifle at 500 yards
- Firearms (5+ rating, 1 point): Fire two pistols in the same round, one target at Hit Threshold +2

**Full Auto**

- 20/30 Shots: 2 dedicated Firearms pool points
- 50/100 Shots: 3 dedicated Firearms pool points
- *Roll of 1:* Gun jams. Requires Mechanical Repair (difficulty 4).

**Full Auto - Multiple Targets (Pulp):**

- All targets must be Close or nearer.
- +1 hit threshold per additional target.
- Resolve each target separately.

## MISC. ACTIONS

**Contacts:** When using an ability that requires a contact, must supply Keeper with name, residence, and specific connection. *(Example: Cop Talk, Credit Rating)*

**Creating Great Art:** Requires spend from Art ability.

- Points allocated to great art cannot be spent on different artforms in the future.

**Disguise as Known Person:** Check every 5 minutes.

- *Voice-Only Mimicry:* Difficulty 4
- *Face-to-Face Impersonation:* Difficulty 7

**Hypnosis (Pulp):**

- *Establish Hypnotic State* (Difficulty 3): Required for additional hypnosis actions.
- *Establish Analytic Rapport:* Psychoanalysis test (min. rating 3, difficulty 3). Gain dedicated pool of 3 for Psychoanalysis on patient.
- *Recover Memories* (Difficulty 4): Reliving traumatic memories will cause Stability losses to recur (although immediate Psychological Triage can be attempted).
- *Post-Hypnotic Suggestion* (Difficulty 4+): Cause the patient to perform one specific, limited action.
- *Ease Pain* (Difficulty 4): Removes mechanical penalties from being hurt.
- *False Memories:* Difficulty 5 contest vs. target's Stability (difficulty 4). Eases a remembered trauma, although suffering further trauma may cause patient to recall truth.

**Preparedness:** If you have access to your kit, make a Preparedness test (difficulty varies). On success, you have the item you want (at Keeper's discretion).

**Vehicles:**

- *Off-Road:*  $\frac{1}{2}$  speed. (OR vehicles at  $\frac{3}{4}$  speed.)
- *Motorcycles with Sidecars:*  $\frac{1}{2}$  speed.
- *Car Chases:* Driving contest.
  - 10+ mph slower: +1 difficulty
  - 30+ mph slower: +2 difficulty

## PHYSICAL INJURY

Health < 0: Make a Consciousness roll.

Health 0 to -5 – Hurt: +1 difficulty on all tests, cannot spend points

Health -6 to -11 – Seriously Wounded: Consciousness roll and no longer able to fight. Lose 1 Health point per hour until stabilized.

Health -12 – Dead: Dead.

Consciousness Roll:  $1d6 +$  spent Health points vs. absolute Health value before the spend

First Aid: Can only restore points lost in scene where last injury occurred.

- **Hurt:** Victim regains 2 Health points per 1 First Aid spend. (1 Health point if healing self.)
- **Seriously Wounded:** Spend 2 First Aid to stabilize. Cannot restore lost Health. Must convalesce.
- **Purist First Aid:** Can only bring character back to one-third maximum Health pool.

Convalesce: Must rest in hospital for # of days equal to absolute value of lowest Health score.

Pulp Death: NPCs die at 0 Health.

## CREATURES

Creature Pool Refresh:

- **24 Hours:** Refresh all pools and  $1d6$  Health.
- **< 24 Hours:** Refresh pools to half total rating; cannot refresh Health.

Split Environment Pools: Creatures with split pools depending on environment/mode.

- *Switching Modes:* Lose or gain the “extra” points, but can only gain points this way once per scene.

Alertness Modifier: Modify difficulty of Stealth.

- Players roll to avoid creatures; creatures do not roll to detect investigators.

Stealth Modifier: Modify difficulty of Sense Trouble.

- Players roll to detect creatures; creatures do not roll to avoid investigators.

Stability Loss: Indicates *additional* Stability loss.

## RECOVERY

Refresh During Play:

- *Accelerated Refresh* (once per session): Refresh up to 3 general abilities (not Health, Sanity, Stability) while in place of safety.
- *Daily Refresh* (24 hours after last expenditure): Fully refresh Athletics, Driving, Firearms, Fleeing, Piloting, Riding, Scuffling, Weapons.

End of Scenario Refresh:

- *Ability Refresh:* Refresh all abilities (except Health, Sanity, Stability).
- *Source of Stability:* Refresh 3 Stability for each source you spend quality time with.
- *Pulp Sanity:* Keeper rewards 1-2 Sanity for defeating the Mythos.

Refreshing Health:

- 2 points per day of restful activity.
- Seriously Wounded characters cannot refresh Health (see *Physical Injury*).

Psychoanalytic Therapy: Prologue to each scenario, make one test.

- *Pulp Psychoanalysis:* Difficulty 4
- *Purist Psychoanalysis:* Difficulty = Cthulhu Mythos rating or 4 (whichever higher)
- *Successful Treatment:* 3 consecutive successes and three scenarios in which Stability remains 1+. Pick one effect.
  - Mental illness goes away. (If character ever suffers mental illness again, the old ailment returns and can never be cured.)
  - Replace one lost Pillar of Sanity.
  - Replace one lost Drive.
  - Self-Delusion. (Patient cannot use Cthulhu Mythos during the 3 scenarios of this treatment. Provides “false Sanity” equal to half total lost Sanity or up to 10 – Cthulhu Mythos cap, whichever is lower. However, any loss of 2+ Sanity destroys bulwark of denial and causes the total “false Sanity” pool to be lost.)

Improve Your Investigator (Pulp): After each session.

- Gain 2 build points
- Reassign 1-2 build points (optional)
- Cannot add or reassign points to Credit Rating, Cthulhu Mythos, or Sanity.
- Keeper adjusts Credit Rating as appropriate.

## OTHER DANGERS

Acid:

- *Damage:* Roll damage once, apply each round until counteracted/removed.
  - *Weak Acid:*  $1d6-2$  damage.
  - *Strong Acid:*  $1d6$  damage
  - *Very Strong Acid:*  $1d6+1$  damage
- *Counteracting:* Chemistry/Medicine

Extreme Temperatures: Extreme heat or cold hurt investigators.

Drowning/Suffocation:

- *Hold Breath:* Athletics test each round (difficulty  $3 + 1$  per round)
- *Drowning:*  $1d6+1$  damage per round (restored if rescued before death)

Falling: Damage = difficulty of wall, cliff, etc.

- *Spikes/Concrete/Jagged Rocks:* +2 damage

Fire:

- *Torch:* Small improvised weapon ( $1d6-1$  damage).
- *Falling into Bonfire:*  $1d6$  damage
- *Running into Burning Room:*  $1d6+1$  damage
  - *Asphyxiation from Smoke:* See suffocation.
- *Catching Fire:*  $1d6$  damage / round until put out
  - *Stop, Drop, Roll:* Athletics test

Poison:

- *Onset:* How long before symptoms appear.
  - *Purging Poison:* First Aid test during onset
- *Example Symptoms:* Damage, hurt effects, paralysis, convulsions, vomiting.
- *Lethal Poison:* Require Pharmacy or Medicine test to counteract.

## STABILITY

**Stability Test:** Triggered by Stability Incident.

- **Difficulty: 4**
  - *Inured – Purist:* -1 difficulty (never supernatural or Mythos)
  - *Inured – Pulp:* -1 difficulty (possibly supernatural, never Mythos)
  - *Susceptible:* +1 difficulty
  - *Mythos Shock:* +1 difficulty (or higher)
- **Failure:** Lose Stability Loss from Stability pool.
- **Cap:** Maximum Stability loss per incident is highest potential single Stability loss.

**Instability** (Roleplaying Instability, pg. 72)

- **Stability 0 to -5 – Shaken:** Can't spend Investigative points. General Abilities at +1 difficulty.
- **Stability -6 to -11 – Blasted:** Develop permanent mental illness (Keeper discretion). Only actions are panicked flight, frenzied attacks, or doing nothing colorfully (gibbering incoherently, chant the name of subway stations, etc.).
- **Stability -12 – Incurably Insane:** You may commit one last crazy act (self-destructively heroic or self-destructively self-destructive). Either way, you're incurably insane.

## MENTAL ILLNESS

**Shell Shock:** Incident causing mental illness was mundane or supernatural.

- **Trigger Event:** Stability test (difficulty 4)
- **Failure:** Freeze up and unable to take actions for 15 minutes. **Shaken** for 24 hours.

**Mythos Madness:** Incident causing mental illness was Mythos occurrence. See pg. 77-79.

1. Delusion
2. Homicidal Mania
3. Megalomania
4. Multiple Personality Disorder
5. Obsession
6. Paranoia
7. Phobia
8. Selective Amnesia

**Drivers:** When your Drive impels you to an irrationally heedless action.

- **Hard Driver:** Plot required.
  - *Resisted:* -4 Stability or 1/3 Stability pool (whichever greater).
  - *Obeeyed:* +2 Stability
- **Soft Driver:** Tangential to plot.
  - *Resisted:* -2 Stability
  - *Obeeyed:* +1 Stability

**Pulp Confidence:** Performing awesome action with a spend, +1d6 Stability. (Keeper discretion.)

**Psychological Triage:** Psychoanalysis test (difficulty 4)

- **Success:** Spend Psychoanalysis points to refresh twice as many Stability points.
- **Failure:** Cannot re-roll for the same character until they lose more Stability.
- Cannot psychologically triage yourself.

**Psychological Assist:** Psychoanalysis test (difficulty 3, spend 1)

- Target will become lucid until end of scene or next Stability loss.

### Stability Incident

### Stability Loss

<i>Death:</i> You see a fresh corpse; you witness a killing	1
<i>Violence:</i> A human opponent attacks you with evident intent to do serious harm	2
<i>Accident:</i> You are in a car or other vehicle accident serious enough to pose a risk of injury	2
<i>Unnatural Sensation:</i> Intense déjà vu, missing time, hallucinations	2
<i>Seeing Torture:</i> You witness acts of torture	2
<i>Grisly Death:</i> You see a particularly gruesome murder or accident scene	3
<i>Lethal Violence:</i> A human opponent attacks with you evident intent to kill; you kill someone in a fight	3
<i>Supernatural Proximity:</i> A supernatural creature at a distance; non-threatening omen or magical effect (wall covered in insects, talking cat, bleeding window)	3
<i>Mass Death:</i> You see a hundred corpses; you witness a large battle.	4
<i>Intimate Death:</i> You learn that a friend, loved one, or Source of Stability has been violently killed	4
<i>Captivity:</i> You spend a week in solitary confinement.	4
<i>Supernatural Close Encounter:</i> You see a supernatural creature up close.	4
<i>Murder:</i> You kill someone in cold blood	5
<i>Torture:</i> You torture someone	5
<i>Discovering Intimate Death:</i> You find the corpse of a friend, loved one, or Source of Stability	5
<i>Intimate Violence:</i> You are attacked by a friend, loved one, or Source of Stability	5
<i>Supernatural Violence:</i> Attacked by a supernatural creature; witness a supernatural/impossible killing	5
<i>Supernatural Threat:</i> Threatening omen or magical effect (cold hand clutches your heart, swarm of bees pours from your mouth)	5
<i>Witness Intimate Death:</i> You see a close friend, loved one, or Source of Stability killed	6
<i>Prolonged Torture:</i> You torture someone for an hour or longer	6
<i>Unwitting Cannibalism:</i> You discover that you have committed cannibalism	6
<i>Possession:</i> You are possessed by an outside force, but conscious while it operates your body	7
<i>Supernatural Intimacy:</i> You speak with someone you know well who you know to be dead	7
<i>Huge Supernatural Encounter:</i> You attacked by a single gigantic supernatural creature or by a horde of supernatural creatures	7
<i>Gruesome Intimate Death:</i> You see a friend, loved one, or Source of Stability gruesomely killed	8
<i>Murder Friend:</i> You kill a friend, loved one, or Source of Stability	8

## SANITY

**Mythos Shocks:** Maximum 1 per investigation (most severe).

- **Shaken by Mythos:** -1 Sanity rating
- **Blasted by Mythos:** -2 Sanity rating

**Using Cthulhu Mythos:** Using Cthulhu Mythos ability grants a Cthulhu Mythos Revelation, but also costs Stability and Sanity.

- This loss is *not* enforced if player deduces the horrible truth without using Cthulhu Mythos.

**Insanity:**

- **Sanity 0:** Permanently Insane
- **Sanity Rating ≤ 2:** Pillar of Sanity smashed (-8 Stability, -3 Sanity).
- **Damaging Pillars of Sanity:** If 3 Sanity lost, Pillar of Sanity crumbles away. (Does not inflict additional loss.)
- **Loss of All Pillars of Sanity:** +1 difficulty on Stability tests

**Avoiding Sanity Loss:**

- **Denial:** Loss of all evidence coupled with false memory and/or mental illness (see pg. 75).
- **Fainting (Purist):** Lose only 1 Sanity.

**Maximum Sanity:** 10 or 10 - Cthulhu Mythos

## TOMES

**Reading Tomes**

- **Skimming:** Provides the clue from a clue tome.
  - 1 hour per 100 printed pages or 10 handwritten pages
    - Library Use (1 point) = ½ time
    - Library Use (2 point) = A few minutes
- **Poring Over:** Grants basic understanding of contents and mechanical benefit.
  - Takes place between scenarios.
- **Case File:** Dedicated pool for any Investigative ability, refreshes each scene.

*Example Tome Benefits:*

- Bonus to Cthulhu Mythos rating
- Dedicated pool points
- Bonus to Cthulhu Mythos (but only if you already have it)

## MAGIC

**Learning Spells**

- **During Session:**
  - 1 to 6 hours, can be reduced by spends
  - Stability test (difficulty 4)
- **Mythos Communion:** Cthulhu Mythos or communion with Outer God
  - Instantaneous
  - Stability test (from communion)
- **Between Sessions:**
  - 1 to 6 months, cannot be reduced by spends

**Casting Spells**

- **Types of Spells**
  - **Incantations:** Stability test (difficulty/loss depends on spell)
  - **Rituals:** Contest vs. Inertia Pool
- **Pay Cost:** If spell allows expenditure of another ability besides Stability, swap one ability for the other at twice the cost (or as specified).
  - **Failed Spell:** Pay half cost.
- **Multiple Casters:**
  - Leader makes Stability test.
  - Casters who know the spell can share costs.
  - People who don't know the spell can spend 3 points to contribute 1.
- **Mad Mages:** Sanity 0 casters make no test to cast incantations. Pay Stability and Health at half cost (round up).
- **Spellcasting Races/Creatures:** Pay Stability cost from any pool.

**Optional Rule - Idiosyncratic Magic:**

- **Stability Test:** 3 points, difficulty 4
- **Idiosyncratic Ritual:** Exchange 2 Stability for 1 pool point in any other ability
- **Limit:** Can be done a number of times equal to Occult rating per session.
- **Example - Fleeing:** "I cut my finger, let it soak my glove in blood, toss it onto the boot of that speeding car, and run the other way."
- **Example - Disguise:** "I've got his mummified thumb in my ruddy mouth, of course I look like him!"
- **Example - Shadowing:** "I'm only looking in shop windows with her first initial in them."

### Cthulhu Mythos Revelation/Intuition

	Stability Pool Loss	Sanity Pool Loss
<i>Mythos is behind this Mystery:</i> Any specifics are comfortably distant in space or time; or not immediately relevant to your larger concerns	2	0
<i>Mythos is Clear and Present Danger to Innocents</i>	3	1
<i>Mythos is Worse Than You Thought:</i> This truth goes deeper, reaches back farther, or has wider implications than you previously believed.	3	1
<i>Mythos is Clear and Present Danger to Loved Ones</i>	4	1
<i>Mythos is Extensive:</i> The truth is global or epochal in scope.	4	1
<i>Mythos Shatters Pillar of Sanity</i>	6	2
<i>Mythos is Apocalyptic:</i> This truth could destroy the world or is doing so right now; probably inevitably.	8	3
<i>Mythos Proves your Drive to Be Meaningless/Doomed</i>	8	3

## CREDIT RATING

Credit Rating	Economic Class	Signifiers	Approximate Annual Income
0	Pauper	Hobo life; rags; handouts or scavenge	\$0-\$150
1	Lower Class	Janitor, hired hand, servant; flop house; bus; cans of soup or beans	\$150-\$250
2	Working Class	Factory worker, skilled service; tenement apartment; bus; meat most days	\$250-\$1,250
3	Lower Middle-Class	Clerk, high-skilled service; neckties; shabby apartment; used car; good Sunday meals	\$1,250-\$1,500
4	Middle-Class	Supervisor, lesser professional; one good suit; bungalow or decent apartment; modest car; occasional restaurant; part-time cleaning lady	\$1,500-\$3,000
5	Upper Middle-Class	Professional; tailored suits; good house or fine apartment; fine meals; live-in servant	\$3,000-\$10,000
6	Upper Class	Independent income or exclusive professional; bespoke suits; mansion or penthouse; luxury cars; luxury dining; multiple domestics	\$10,000-\$75,000
7+	Wealthy	Landed gentry or industrial fortune; fabulous jewelry; landed estate; yachts or private planes; personal four-star chef; multi-tiered staff of domestics	\$75,000+

## EXPLOSIVES

Explosion	<i>Additional Damage by Range</i>			
	Point-Blank	Close	Near	Long
Artillery Strike / Bomber <sup>1</sup>	+17	+8	+1	-2
Dynamite, Bundle	+7	+4	-1	-
Dynamite, Stick	+3	+2	-2	-
Exploding Car (Pulp) <sup>1</sup>	+4	+2	0	-2
Exploding Gas / Mill-Flour <sup>1</sup>	+6	+4	+1	-1
Exploding Gas Main <sup>1</sup>	+9	+5	0	-
Grenade	+3	+1	-2	-
Land Mine	+8	+3	-1	-
Molotov Cocktail <sup>1</sup>	+1	0	-	-
Mortar / Rocket <sup>1</sup>	+6	+3	0	-
Pipe Bomb	+2	+1	-1	-
Propane Tank <sup>1</sup>	+4	+2	0	-2

<sup>1</sup>May also start fires (as determined by Keeper or person setting explosives).

## FIREARMS

Type	Weapon	Shots	Cost	Notes
Light Firearms +0 damage	Webley & Scott .32 ACP Automatic Pistol (1906)	8	\$10	
	TT-33 Tokarev 7.62mm Automatic Pistol (1933)	8	\$45	Soviet military/police sidearm
	Nambu Type 14 8mm Automatic Pistol	8	\$40	Japanese military sidearm
	Mauser "Broomhandle" 7.62mm Automatic Pistol (1896)	10	\$50	
	Remington .41 Short Double Derringer (1866)	2	\$20	+1 difficulty to find on carrier; only point-blank range
	Colt Police Positive .32 Revolver (1907)	6	\$15	US police sidearm
	Walther PPK .32 Automatic Pistol (1931)	7	\$70	
	Remington M34 .22LR Sporting Rifle (1932)	20	\$45	
	Mannlicher-Carcano M1891 6.5mm Bolt-Action Carbine (1892)	6	\$20	Italian combat rifle
	Japanese Ariaka 44 Combat Rifle	6	\$20	
	Winchester 1912 20-Gauge Pump Shotgun (1912)	5	\$50	
Remington M32 20-Gauge Shotgun (1932)	2	\$35	Double-barreled	
Heavy Firearms +1 damage	Very 12-Gauge Flare Pistol (1882)	1	\$30	Only does damage at point-blank (no bonus) or close range; starts fires if it hits flammable material at up to long range
	Colt M1911 .45 ACP Automatic Pistol (1926)	7	\$50	US military sidearm; -1 difficult to unjam/repair
	Luger P08 9mm Automatic Pistol (1908)	8	\$50	German military sidearm
	Walther P38 9mm Automatic Pistol (1938)	8	\$75	German military sidearm
	FN Browning High-Power 9mm Semi-Automatic Pistol (1935)	13	\$75	
	Webley No. 1 Mk IV .455 SAA Revolver (1915)	6	\$25	U.K. military sidearm
	Smith & Wesson .38 Special Revolver (1915)	6	\$30	US police sidearm
	Smith & Wesson Model 27 .357 Magnum Revolver (1927)	6	\$80	
	Thompson M1921 Submachine Gun (1921)	20, 30, 50, or 100	\$200	Full-Auto
	Schmeisser MP28 Submachine Gun (1928)	32	\$200	Full-Auto
	Mauser 98K 7.92mm Rifle (1935)	5	\$125	German combat rifle
	Soviet Molsin-Nagant M10 7.62mm Combat Carbine	5	\$100	
	M1 Garand .30-06 Rifle (1936)	8	\$120	US combat rifle
	Lee-Enfield MkIII .303 Rifle (1907)	10	\$100	U.K. combat rifle
Winchester M1912 12-Gauge Pump Shotgun (1912)	5	\$50		
Remington M32 12-Gauge Shotgun (1932)	2	\$35		
Very Heavy Firearms +2 damage	Holland & Holland Double Express .600 Elephant Rifle (1903)	2	\$500	next round action must be Athletics test (difficulty 3) to remain upright
	Browning Automatic Rifle (BAR) .303 Machine Gun (1918)	20	\$500	Full-Auto, requires bipod or prone firer