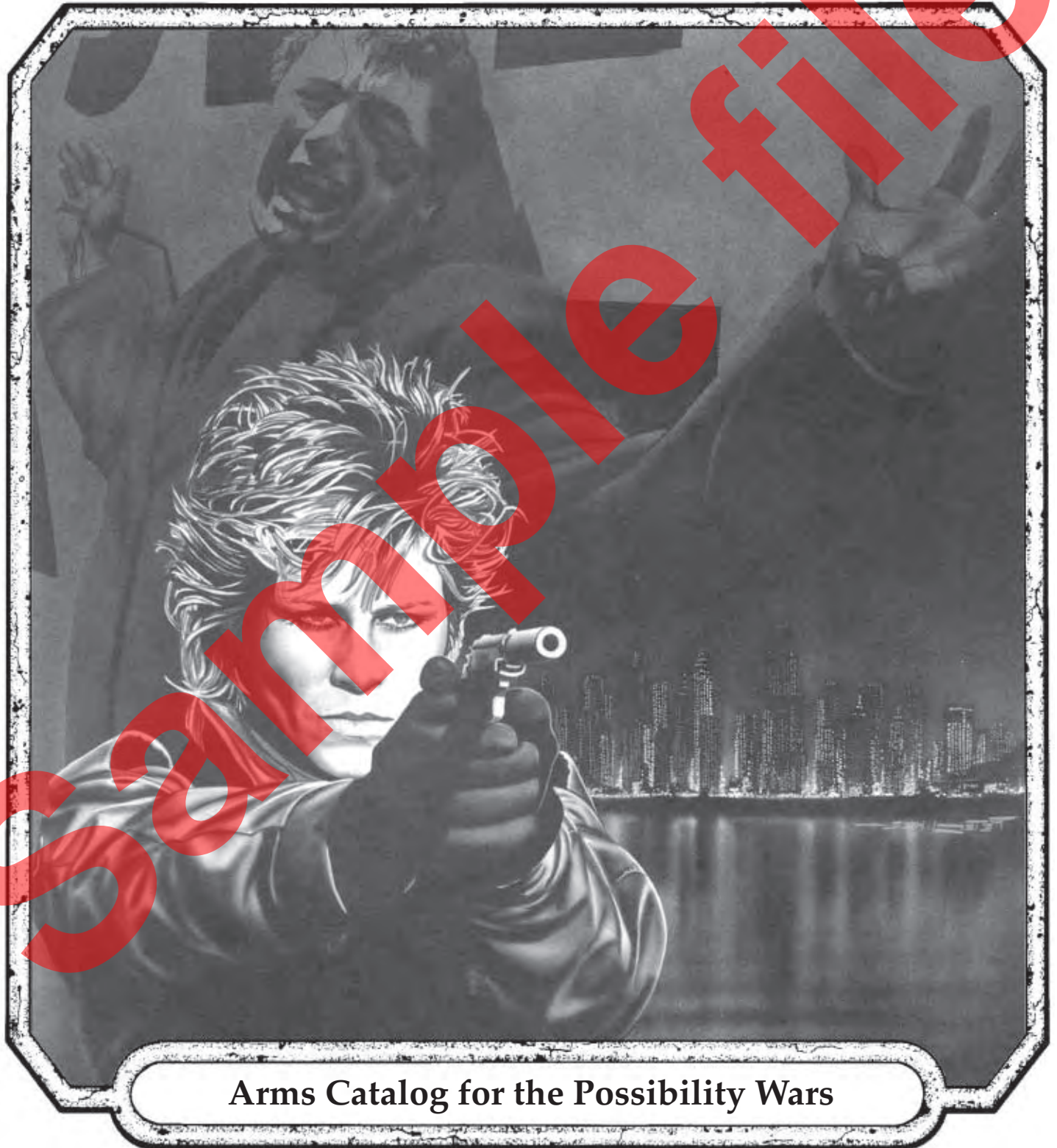


A Supplement for *Torg: Roleplaying the Possibility Wars* and the D6 System

# Kanawa Personal Weapons

By Nigel Findley



Arms Catalog for the Possibility Wars



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## TORG - Kanawa Personal Weapons

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# HACHIMAN ARMS

## ***GREETINGS***

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Welcome to the Hachiman Weapon division's newest Personal Weapons Catalog!

Regular subscribers will notice few changes from our last edition, with the notable exception of an expanded "Evaluator's Comments" section included with each entry. In addition, in response to requests from you, our subscribers, these comments no longer undergo any editing, and so reflect the personal preferences, complaints, and questions of our evaluators.

To those of you joining us for the first time, welcome. The Hachiman Weapons division of the Kanawa Corporation is dedicated to your success in this brave, and dangerous, new world we live in. To this end, we offer the widest range of personal weapons available anywhere on the globe at excellent prices.

Hachiman's weaponry experts have spared no effort in developing armaments and explosives to give you the edge you need in these unsettled times. Although the entries in this catalog list the weapons under the names of their original manufacturers, the items offered have all been constructed in Hachiman's own manufacturing plants. This includes all cyber gear, which is produced at our new French facility. This guarantees you the highest level of quality in your weapon, the quality long associated with the name Hachiman.

Hachiman prides itself on offering weapons old and new, based on a variety of technologies ranging from primitive flintlock muskets to sophisticated lasers and microwave beams. This makes this catalog an invaluable tool for clients in those parts of the world where recent changes have made it impossible to use advanced technological devices—or, alternatively, where abnormally sophisticated devices are the order of the day. Obviously, the most effective weapon for a certain location is the one least likely to cease functioning there. By offering a vast range of technologies,

**Game Notes:** Difficulties, modifiers, damage values, and tech levels for each item have been provided in *Torg*, *D6 Classic*, and *D6 Legend* terms. Mechanics relating to *Torg* are preceded by a T, for *D6 Classic* by a C, and for *D6 Legend* by an L.

Skills names have been rendered as generic as possible. Players should ask their gamemasters what the appropriate skill is for the game system they're using.

### ***FROM OUR DIRECTOR***

Hachiman makes it easier for you to find the weapon you need, while offering full freedom of choice and the quality that you demand!

Each catalog entry includes the following information:

- Weapon Name/Identification
- Description
- Historical Background
- Evaluator's Comments (including strengths, weaknesses, significant quirks, etc.)
- Statistics (damage, ammo, range, price [with the *Torg* value in parentheses])

All prices are in Core Earth U.S. dollars and are the suggested retail price, not including shipping and handling, should you make your purchase through Hachiman Arms. If you select another means of acquiring your equipment, you may pay more or less depending on local circumstances and your haggling skills.

To order any of these fine weapons, contact your nearest Kanawa Corporation representative or transmit your request along with your bank code number via computer or fax to Hachiman Arms.

This resource is complemented by the Kanawa Heavy Weapons Catalog. Hachiman continues proudly as your only source for quality weaponry.

Eichiro Kasigi, M.Sc., M.B.A.  
Managing Director  
Hachiman Weapons Division  
Kanawa Corporation  
Tokyo, Japan

As this book was originally designed for use with the *Torg* roleplaying game, players of that game will find the game mechanics and terms herein familiar. Those using any version of the *D6 System* and not playing in the *Torg* universe, however, can ignore the world-specific references to people, places, and organizations. The equipment descriptions and statistics remain useful.

For further game notes, see the "Game Notes" chapter.

# LOW TECHNOLOGY PERSONAL ARMS

This section concentrates on firearms whose provenance dates from the equivalent of Core Earth's 18th to 19th centuries. These weapons can prove extremely valuable when visiting locales such as Aysle and Orrorsh, where more sophisticated weaponry mysteriously ceases to function.

Despite the primitive designs of these weapons, their destructive capability should not be underestimated. It is fairly certain that no Ayslish foe will laugh at a blunderbuss, despite its somewhat bizarre appearance. And many a Victorian soldier has found his Colt just as effective in driving off natives as a more advanced riot gun might be.

There are, of course, drawbacks to the use of these weapons. They tend to be more expensive and difficult to repair, and their overall damage values are below that of more sophisticated counterparts. When outside of Aysle or Orrorsh, it is virtually impossible to find high-grade ammunition for them, and they are impractical when used against modern armor.

## AMMUNITION

As mentioned above, low tech firearms use special types of ammunition. These weapons fall into two groups, *muzzle-loading* and *breech-loading*, both of which shall be looked at here.

### MUZZLE-LOADING

Small arms ammunition for muzzle-loading weapons is composed of three elements, the *primer*, the *propellant* and the *projectile*. Whereas now all three are contained inside the modern bullet, weapons such as the *flintlock* and *matchlock* muskets required that the three parts be carried separately.

The most common propellant is gunpowder, black grains made up of charcoal, sulphur and saltpeter. Powder is normally kept in a flask (so it will remain dry) and poured down the muzzle of the weapon along with the projectile. When a spark was produced in the priming pan, it ignited the gunpowder and forced the projectile out of the muzzle.

The pan was primed with either flint, copper percussion caps, or iron pyrites. Flint is preferable in that it can spark for 20 shots before being replaced, while copper caps can be used only once.

The standard projectile for muzzle-loading arms is the rounded steel ball, which tends to be inaccurate. Later weapons use an elongated, pointed bullet.

Hachiman ammunition for muzzle-loaders comes in combustible paper cartridges containing a bullet and enough powder for one shot along with gun flint or percussion caps, or all three elements can be purchased separately.

When dealing with muzzle-loaders, keep in mind that black powder is useless when wet and, when stored in large quantities, one runs the risk of explosion. In addition, muzzle-loaders are noisy and odoriferous weapons to use, and so are unsuited for missions that rely on stealth for success.

## BREECH-LOADERS

Breech-loaders, like the Winchester Model 1873, are far simpler to use than muzzle-loaders. The user simply opens the breech (normally located above the trigger assembly), and inserts a metal cartridge which contains primer, propellant and projectile. This method saves a great deal of time and mess, allows for greater accuracy and led to the invention of repeating rifles. Although breech-loading is apparently too advanced a concept for Aysle, these weapons are highly recommended for forays into Orrorsh.

Except where specified, reloading a weapon of this type is considered to be a *simple action*.

## MUZZLE-LOADING GAME EFFECTS

Loading a weapon such as the ones listed in this section is a difficult and time consuming process. For each muzzle-loading weapon, the number of rounds it takes to load is given, along with the weapon skill total required to perform the entire process in one round. The total provided will be the one needed to perform the entire loading process in one round.

If a character chooses, he may take the full number of rounds to reload the weapon. In all cases, this requires the generation of a weapon skill total of T 1/ C 4/L 1 in the first round. Totals need not be generated in the subsequent rounds, but the character cannot perform any physical attribute-based actions (beyond *passive defense*) while reloading his weapon. Should the character fail the roll, he would still lose his physical attribute-based actions for the entire six rounds, and would not be able to attempt to reload until those rounds were completed.

**Torg Example:** *Beppin is reloading his matchlock musket, a task that normally requires six rounds. The difficulty of completing the process in one round is 7. Beppin generates a successful weapon skill total of 7, and need not spend the next five rounds reloading.*

*If Beppin was willing to spend the time reloading his weapon, he need only have generated a weapon skill total of 1.*

These rules apply to all muzzle-loading weapons.



# MATCHLOCK MUSKET

## DESCRIPTION

Also known as the *arquebus*, the matchlock musket is a simple weapon with a wooden stock and heavy iron barrel. It varies in length from 1.2 to 1.8 meters or more. The weapon is so heavy (9 kilograms) that a wooden rest is required to support the barrel while aiming.

The weapon is a simple muzzle-loader; in other words, powder charge, wadding and shot must be loaded down the barrel, then tamped down using a ramrod. Once the weapon is loaded, the powder is ignited using a device called a matchlock. This holds a burning match — often a slow-burning piece of thin cord — at the upper end, and a lever or trigger at the lower end. By pulling the lever or trigger, the firer swings the match smoothly on to the touchhole, igniting the powder.

## HISTORICAL BACKGROUND

Although gunpowder was used by soldiers in Europe as early as the 14th century, it was not until the 16th century that small arms began to fulfill their potential. The matchlock made its first appearance on battlefields around 1425, and saw use in Europe until the early 1600s.

## EVALUATOR'S COMMENTS

The matchlock has a distressingly low rate of fire. Reloading the weapon takes about one minute (six combat rounds) and is far from being a simple task. If this procedure is performed incorrectly, the weapon will not operate. To correct matters, it is necessary to completely unload the weapon and repeat the entire procedure. (In game terms, the task of loading a matchlock musket in one round requires a weapon skill total of T 7/C 10/L 2.) The maximum effective range of the weapon is approximately 300 paces.

The powder used in a matchlock creates large quantities of dense white smoke, which has a deleterious effect on visibility. (This smoke forms a spherical cloud one meter in diameter. The cloud lasts for four combat rounds in the absence of strong winds, and acts as *partial concealment* with respect to any line of sight that passes through it.)

It is important that the user remember that the match remains alight between shots. This is a significant issue, considering that most "budge-barrels," the sources from which musketeers refill their powder horns, are generally left open. Wet conditions will extinguish the match, disabling the weapon.



Despite these disadvantages, the matchlock is a highly effective weapon. The ball is large and heavy, delivering a truly impressive impact to the target. The ball is easily capable of punching through lighter forms of metal armor. This makes the matchlock a lethal "equalizer" on the battlefield.

Major Douglas Farquharson  
Home Guard, Stornoway Castle, Scotland

### MATCHLOCK MUSKET

TECH	DAMAGE VALUE	AMMO	S	RANGE			PRICE
				M	L		
T 15	14	1	3-10	20	40	1200 (16)	
C 5	3D+2	1	3-10	20	40	1200	
L 1	5Dx2	1	3-10	20	40	1200	

Illustration by A. McClellan

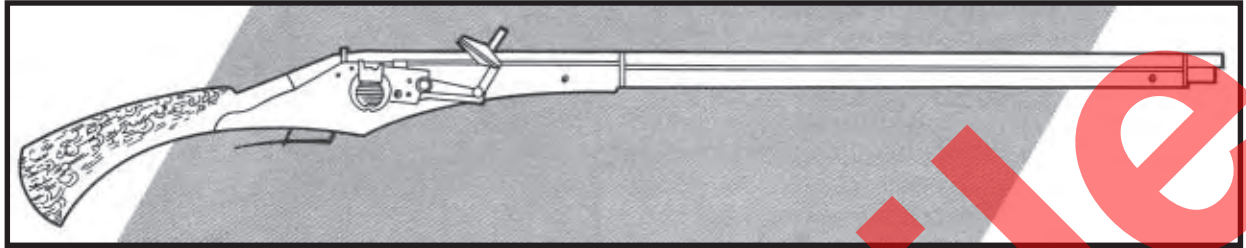


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## WHEELLOCK MUSKET

### DESCRIPTION

The wheellock was developed to overcome the susceptibility of the matchlock to wet conditions. Instead of a burning match, the wheellock uses a mechanical device to strike a spark. A tightly-wound spring spins a small, rough-edged wheel against a spark-producing substance. Iron pyrite (“fool’s gold”) is the substance used in the Hachiman model.

The wheellock musket — a relatively rare weapon — is similar in size to the matchlock, but slightly heavier (1.2 to 1.8 meters in length, and 10 kilograms in mass).

### HISTORICAL BACKGROUND

Wheellock technology arose in Europe during the 16th century. This device is considerably more complex — and thus more expensive to produce — than the matchlock, which made it unacceptable for issue to ordinary infantrymen.

Two other disadvantages limited its usefulness: first, the iron pyrite would often crumble, necessitating its replacement — often in the heat of battle, with potentially disastrous consequences. Secondly, the spring had to be rewound, using a key or spindle, before each shot. The actual process of muzzle-loading the wheellock remained unchanged. Due to these disadvantages, it did not replace the matchlock in widespread use.

### EVALUATOR’S COMMENTS

Wheellock muskets are as cumbersome and difficult to reload as are matchlocks (six combat rounds, requiring a weapon skill total of T 7/C 10/L 2). Again, an unsuccessful load renders the weapon totally useless until the weapon is emptied and the process repeated. The powder creates the same thick smoke as matchlocks. (This smoke forms a spherical cloud one meter in diameter. The cloud lasts for four combat rounds in the absence of strong winds, and acts as *partial concealment* with respect to any line of sight that passes through it.)

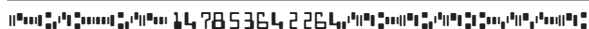
Wheellock rounds are easily as effective as those fired by matchlocks, if not moreso, inflicting impressive damage on a target, and having the capability of punching through light metal armor. The technology used is quite advanced for the time, however, making the wheellock one of the more impressive weapons that I have used.

Major Douglas Farquharson  
Home Guard, Stornoway Castle, Scotland

### WHEELLOCK MUSKET

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 15	15		1	3-10	25	60	1200 (16)
C 5	4D		1	3-10	25	60	1200
L 1	4Dx3		1	3-10	25	60	1200

Illustration by C. Hunter



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