

Iron Kingdoms Firearms

Adapting the slightly more advanced technology of Privateer Press' *Iron Kingdoms* to the "Bigby's Baleful Bayonets" rules and standards is simple. Costs are lower; damage is slightly greater; range increments are less ambitious. Reduce all ammunition costs to one-third the *Iron Kingdoms* price. Reload times are unchanged, since the Iron Kingdoms use a breech-loading, firing-pin mechanism, and the Rapid Reload feat has no effect, but use the "Bayonets" loading rules instead of the Craft (small arms) check. The other rules for firearm attacks—armor piercing, faster than the eye, grievous harm, misfire—also all apply.

Ranged Weapons

Blastbuckler (80 gp, 1d10, 18-20/x3, 5 ft., 5 lb., 2F)
Blunderbuss (50 gp, 4d6, x3, 15 ft., 11 lb., 2S)
Carbine, military (200 gp, 2d8, 18-20/x3, 75 ft., 7 lb., 2S)
Clockwerk Arms pepperbox (110 gp, 1d10, 18-20/x3, 10 ft., 5 lb., 5S)
Clockwerk Arms revolving rifle (300 gp, 2d6, 18-20/x3, 60 ft., 13 lb., 4S)
Grappling gun (165 gp, 1d8, x3, 15 ft., 8 lb., 3S)
Harpoon, wrist (40 gp, 1d6+1, x3, 20 ft., 2 lb.)
Harpoon gun (165 gp, 2d6+1, x3, 30 ft., 8 lb., 3S)
Musket (40 gp, 2d8, 18-20/x3, 30 ft., 8 lb., 1S)
Pistol, pinlock (50 gp, 1d10, 18-20/x3, 15 ft., 3 lb., 1S)
Pistol, military (100 gp, 2d8, 18-20/x3, 40 ft., 3 lb., 1S)
Pistol, musket (60 gp, 2d6, 18-20/x3, 10 ft., 3 lb., 1M)
Pistol, small (70 gp, 1d10, 18-20/x3, 20 ft., 2 lb., 1S)
Radliffe quad-iron pistol (125 gp, 4d6, 18-20/x3, 10 ft., 4 lb., 1S)
Radliffe twoshot rifle (210 gp, 2d6+2, 18-20/x3, 70 ft., 7 lb., 2S)
Rifle, long (165 gp, 2d8, 18-20/x3, 80 ft., 7 lb., 1S)
Rifle, pinlock (115 gp, 2d8, 18-20/x3, 70 ft., 8 lb., 2S)
Rifle, military (200 gp, 2d10, 18-20/x3, 100 ft., 10 lb., 2S)
Rynnish holdout pistol (75 gp, 2d6, 18-20/x3, 10 ft., 1 lb., 3S)
Rynnish walking stick (125 gp, 2d6, 18-20/x3, 10 ft., 2 lb., 2S)
Serricsteel long rifle (275 gp, 2d8, 18-20/x3, 80 ft., 5 lb., 1S)
Serricsteel military rifle (300 gp, 2d10, 18-20/x3, 100 ft., 8 lb., 2S)
Shield gun, light (85 gp, 2d6, 18-20/x3, 5 ft., 5 lb., 2F)
Vanar liberator (240 gp, 2d12, 18-20/x3, 120 ft., 13 lb., 2S)
Vislovski rifle (200 gp, 2d10, 18-20/x3, 90 ft., 9 lb., 1S)
Warcaptain's shield (125 gp, 2d8, 18-20/x3, 10 ft., 11 lb., 2F)