



The Bay City Boys, 1939

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Revision 2

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Equipment Available

Item	Price	Notes
Vehicles		
Bicycle	30	
Canoe	100	
Horse	100	
Mule	60	
Limousine	9000	Max 100mph, Accl 15, Corner 25, 8 Seats
Speedster	5000	Max 140mph, Accl 30, Corner 35, 2 Seats
Motorcycle	200	Max 80mph, Accl 25, Corner 30, 2 Seats
Plus Sidecar	100	+1 Seat
Panel Truck	1100	Max 70mph, Accl 15, Corner 25, 2 Seats
Pickup Truck	1000	Max 70mph, Accl 15, Corner 25, 2 Seats
Sedan	1400	Max 90mph, Accl 20, Corner 25, 4-6 Seats
Biplane	6000	Max 120mph, Accl 20, Corner 25, 2 Seats
Weapons		
Ammunition	2	per 100 rounds
Knife	1	
Machete	5	
Pistol	20-50	
Rifle	30-150	
Submachine Gun	100-500	
Sword	10	
Whip	5	

Item	Price	Notes
General		
Backpack	10	
Boots	6	
Camera	100	
Clothing items	1-100	other than those listed
Doctor visit	5-50	
Dress clothes	20	
Field radio	200	
Film	2	
Flashlight	5	
Fur parka	30	
Gloves	1	
Hat	2	
Hospital stay	20-50	per day
Hotel room	1-50	per day
Lantern	10	
Meal	1-10	
Rations	1	per day
Rope	100	per 100'
Saddle	70	
Sleeping bag	10	
Suitcase	5	
Surveyor's transit	50	
Taxi	.10	per mile
Tent	10	
TNT	100	per case
Tool	5	
Topcoat	15	
Work clothes	8	
Wristwatch	25	

Firearms of 1939

Weapon	Cal	Type	Ammo	Rank	Range	Nation
<u>Revolvers</u>						
Colt 38 Special	.38	Rev	6rd	4	100'	USA
Colt New Service	.455	Rev	6rd	4	100'	USA
Webley Mkl	.455	Rev	6rd	4	100'	British
Smith & Wesson M38/200	.38S&W	Rev	6rd	3	100'	British
<u>Semi-Auto Pistols</u>						
Beretta Model 1935	.32	SAP	6rd	2	100'	Italian
Browning AP	9mm	SAP	13rd	3	100'	USA
Colt 1911A1	.45	SAP	7rd	4	100'	USA
Colt M1911A	.455	SAP	7rd	4	100'	British
Luger P08	9mm	SAP	8/32rd	3	100'	German
Walther Model HP	.30 L	SAP	13rd	2	100'	German
Walther P38	9mm	SAP	8rd	3	100'	German
Walther PPK	.32	SAP	6rd	2	100'	German
Webley Mkl	.455	SAP	7rd	4	100'	British
<u>Rifles</u>						
Enfield SMLE#1 Mkl	.303	Rfl	10/15rd	4	200'	British
Enfield SMLE#4 Sniper	.303	Rfl	10rd	4	300'	British
Garand M1 Semi-Auto	30-06	Rfl	8rd	5	200'	USA
Johnson Semi-Auto	30-06	Rfl	20rd	5	200'	USA
Mauser M98 Bolt-Action	8mm	Rfl	5rd	5	200'	German
Springfield M1903A1	30-06	Rfl	6rd	5	200'	USA
Winchester M94	30-30	Rfl	7rd	4	200'	USA
<u>Shotguns</u>						
Winchester Model 12	12ga.	SHG	7rd	3	50'	USA
<u>Automatic Weapons</u>						
Beretta Model 38/44	9mm	SMG	32rd	3	100'	Italian
Colt M1919 BAR	30-06	ARfl	20rd	5	150'	USA
Lanchester Mkl	9mm	SMG	30rd	3	100'	British
Mauser MP1932 (Pistol)	7.63mm	SMG	15rd	2	75'	German
Schmeisser MP38	9mm L	SMG	32rd	3	100'	German
Thompson M1928	.45	SMG	15/50rd	4	100'	USA
<u>Other</u>						
Derringer (and similar)	varies	Pistol	1-2rd	2	25'	various

Notes: All firearms do Kill damage. The 2 round Derringer-type pistol can have both barrels fired at the same time (one roll, if successful both bullets hit).

Automatic Weapons

Automatic weapons can fire more than one shot per round of Critical Time. However, the accuracy of each shot is lower than the previous, such that each shot after the first in a given combat round is at -2 to hit, cumulative (-0 for the first, -2 for the second, -4 for the third, etc.)

Multiple shots fired from an automatic weapon in a round is called a **burst**. A character struck by one or more bullets in a burst, and reduced to 0 current hit points by them, only needs to roll one save vs. Kill for that burst. For example, a character hit by three bullets from a Thompson M1928 (in one burst) might take 4 (Fair), 2 (Poor), and 8 (Good) from them. Assume the victim only had 5 current hit points. The second bullet therefore reduces him (or her) to 0 current hit points. The victim does **not** roll vs. Kill yet! The third bullet must be counted as well. The last bullet(s) in such a case are simply wasted (although the attacker probably doesn't know this).

The attacker may want to **spray** several adjacent characters in a single burst. When this is done, one bullet is wasted each time the attacker changes targets. The attacker must declare **before** firing how many bullets to use on each target.

When firing a burst, the attacker must always declare ahead of time how many bullets he or she will use. Any time a burst is fired, a natural 1 on any of the attack rolls results in a jam, which requires two rounds to safely clear. A jam may be cleared in one round with a Fair Agility check, but if the check fails, the bullet goes off, injuring the user ($\frac{1}{2}$ the weapon's Damage Rank to the user).

Automatic weapons generally may fire up to 5 bullets in a burst. This number varies depending on the individual weapon, however.

A Derringer or a double-barrel shotgun may be fired as an automatic weapon with two shots, or both barrels may be fired together as noted for the Derringer. If fired as an automatic weapon, the two-round burst from a Derringer or other double-barrel weapon may be used on two separate, adjacent targets without the need to waste a bullet.

Vehicle Rules

Vehicles have special statistics (see the equipment table). These statistics are as follows:

Max: Maximum speed the vehicle may normally reach.

Accel: Number of miles per hour the vehicle may add to it's speed each round. Deceleration is twice this value.

Corner: Highest speed at which the vehicle may safely perform a 90° turn.

Maneuvers

Naturally, characters will wish occasionally to go beyond "safe" vehicle handling. Whenever a character intends to do something "unsafe" with a vehicle, he or she must make a handling check.

For example, a character is fleeing some villains. He jumps onto a motorcycle and roars off, but the villains get into their sedan and pursue. The fleeing character decides to cut sharply around a corner in the hope that the pursuers will crash. If the motorcycle (which has a safe cornering speed of 30mph) tries to make a sharp turn at 45mph, the driver must make a roll vs. his Drive Motorcycle skill. A Fair result is required for good execution of the maneuver; a Poor result causes the vehicle to reduce speed to the Corner speed. Good or Very Good results may allow the vehicle to accelerate!

Attempting a sharp corner at double the Corner speed or higher results in a -5 penalty on the roll.

Other maneuvers the character may try work in a similar fashion. The GameMaster will determine difficulty and judge all results.

Speed

Speeds are given in the equipment list in miles per hour. To convert this to paces per round, figure 12 paces per round for each 5 miles per hour.