

WEAPONS

Name _____
 Type _____
 Scale _____
 Fire Arc _____ Rate of Fire _____

FIRE CONTROL

Short Medium Long
 ○○○ ○○○ ○○○

RANGE

Short Medium Long
 _____ / _____ / _____

DAMAGE

Short Medium Long
 * _____ / _____ / _____

Name _____
 Type _____
 Scale _____
 Fire Arc _____ Rate of Fire _____

FIRE CONTROL

Short Medium Long
 ○○○ ○○○ ○○○

RANGE

Short Medium Long
 _____ / _____ / _____

DAMAGE

Short Medium Long
 * _____ / _____ / _____

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FIRE CONTROL

Short Medium Long
 ○○○ ○○○ ○○○

RANGE

Short Medium Long
 _____ / _____ / _____

DAMAGE

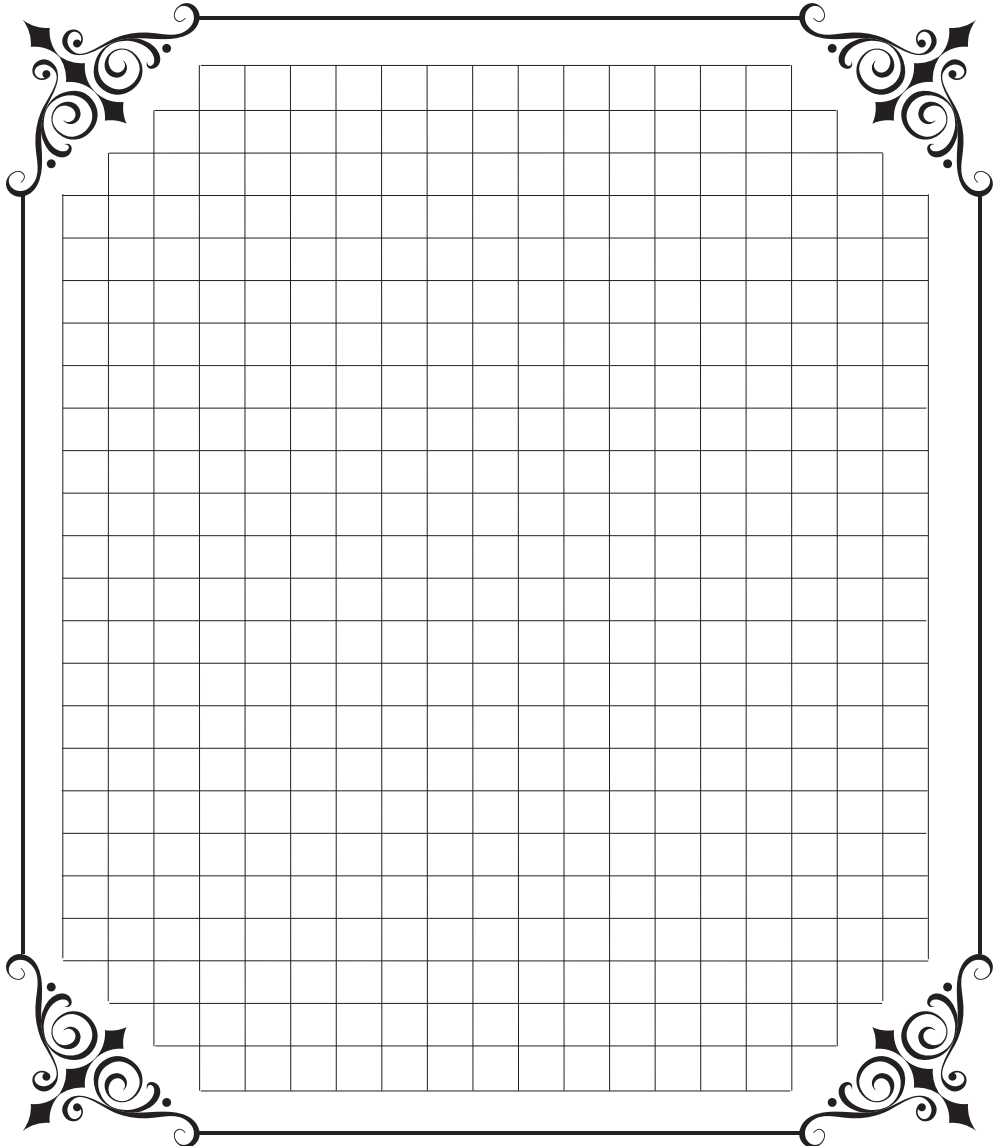
Short Medium Long
 * _____ / _____ / _____



A STEAMPUNK WESTERN ROLEPLAYING GAME

VEHICLE

Description _____
 Name _____
 Type _____
 Cost _____ Length _____
 Scale _____ Weight _____
 Cargo Capacity _____ Crew _____
 Hit Points _____ Passengers _____
 Armor: ○○○○○○ Move _____
 Structure: ○○○○○○ Acceleration _____
 Mobility: ○○○○○○ Deceleration _____



For Scale Personal: Points = 12 x (Armor + Structure), For Scale Heavy: Points = 24 x (Armor + Structure)
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