

# EABA SYSTEM DATA

As with the other game system data, the EABA data is compiled in convenient and organized tables like the one below:

EABA									
Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Special Rules									

Overall, EABA's weapon statistics are very simple compared to most other systems. However, it is also odd, due to the assignment of armor and hit points to material objects. In the end, we only need to calculate statistics for Accuracy, Damage, Cost, Armor, and Hits. Overall, this seems to be a very simple task.

**Name:** This is the name of the weapon.

**Uses:** This column is synonymous with Caliber in a number of other tables. It simply specifies the type of ammunition the weapon uses.

**Accuracy:** This is a range for 0 to 7 for handheld weapon systems. Each point of accuracy negates 1 point of difficulty for range if the adventurer takes a major action to aim. Weapons with an Accuracy of 4 or greater should be assumed to have some sort of telescopic sight.

**Damage:** Damage done by the weapon, rated in D6s. For weapons that do not produce lethal damage, this will be expressed by placing "N" at the end of the damage.

Of course, converting the real world stats to damage is the biggest trouble, as usual. Again, we start out with a chart comparing EABA damage for various calibers (from the G3G to EABA conversion document) to the real world penetration and disruption statistics.

Caliber	EABA Damage	Pen.	Disrupt.
.22 LR	1d+2	14	0.41
.32 ACP	1d	17	1.02
.45 ACP	2d	25.7	6.68
9mm	2d+1	25.9	3.93
.357 magnum	2d+2	30.2	5.76
.44 magnum	3d	36.9	16.6
.30 carbine	3d+2	33	6.04
5.56mm	4d+1	38	25.5
7.62mm	4d+2	45	85.7
12.7mm	6d+1	89.2	308

From this chart, we can easily see that the damage is based on penetration, rather than disruption. From there, we need to build a chart for damage vs penetration to create our final values. That chart is presented to the right. As you review it, you'll notice we've added two additional damage ratings below the established EABA minimum of 1d+0. EABA adopted the typical d+1/d+2 structure to represent a half die of damage, a common feature of games ranging from GURPS to the West End Games version of the Star Wars RPG. One of the typical ways to indicate damage of less than one die is with the d-1/d-2 structure, which we've adopted here. After all, some weapons just do an incredibly pitiful amount of damage. When rolling 1d-1 or 1d-2 for damage, there is a possibility of doing no damage. After all, I've seen guns so weak, they'd be lucky to put your eye out.

EABA Revised Damage Chart	
EABA Damage	Final Range
1d-2	1-10
1d-1	11-15
1d+0	15-20
1d+1	21-25
1d+2	26-28
2d+0	29-31
2d+1	32-34
2d+2	35-38
3d+0	39-41
3d+1	42-44
3d+2	45-47
4d+0	48-50
4d+1	51-55
4d+2	56-60
5d+0	61-65
5d+1	66-70
5d+2	71-75
6d+0	76-80
6d+1	81-85
6d+2	86-90
7d+0	91-95
7d+1	96-100
7d+2	101-110

## Weapon Armor & Hits

Weapon	Armor	Hits
Light Pistol	1d+1	2
Light Revolver, Medium Pistol & Heavy Pistols	1d+2	2
Heavy Revolver, Machine Pistol, Light SMGs	1d+2	3
Shotguns, Hunting & Assault Rifles, Heavy SMGs, Anti-Tank Rockets & Missiles	1d+2	4
SAWs, LSWs, and LMGs, reusable missile & rocket launchers	1d+2	5
Automatic Grenade Launchers	2d+0	6
Mortar systems	2d+0	7
Heavy Machinegun	2d+0	8

**Shots Held :** Ammunition in the weapon. Synonymous with the "Ammo" columns in other listings.

**Weight:** Weight of the weapon in kilograms.

**Cost:** Cost of the weapon in EABA's default "credit" system. The credit system in EABA in no way equates to any stable amount in US Dollars, or any other currency, for that matter. However, rough calculations show a range of 3 credits = \$1 to 1 credit = \$4.00, with the majority of the calculations coming out at approximately 1 credit = \$2.50. So we will go with the majority "ruling" and convert prices to credits at the \$2.50 = 1cr rate.

**Armor & Hits:** Apparently, in EABA it is theoretically possible to attack and destroy a weapon in someone's hand. To this end, weapons are assigned hit points and an armor value. This is actually quite simple, using the chart at the top of this column.

**Explosive Devices:** EABA leaves out one very important fact in dealing with explosives - determining the area of effect. Not exactly a difficult problem to overcome. The real world statistics provide up to four radius measurements for damage effects of explosive devices. These measurements match well with the EABA explosives rules. For the most part, only the lethal and casualty radiuses are important, since most military explosives for combat use aren't particularly powerful. Lethal radius functions as the second EABA damage band, Casualty radius functions as the third band, and if necessary (and possible), the collateral damage band functions as a fourth damage band under the EABA rules.

Explosive devices will use the usual EABA weapon statistic chart, with the damage band radii listed under the Notes.