

TYPES	MAIN FEATURES	LIMITATIONS
<p>MATCHLOCK (14th Century)</p>	<ul style="list-style-type: none"> • Used lighted wick to fire priming powder • Muzzle-loaded 	<ul style="list-style-type: none"> • Wick easily extinguished by rain • Wick burns out • Dangerous around gunpowder • Clumsy • Slow reload
<p>WHEEL-LOCK (17th Century)</p>	<ul style="list-style-type: none"> • Spring driven wheel rubbed against a flint/iron pyrites to produce sparks • Muzzle-loaded • Musket and pistol types 	<ul style="list-style-type: none"> • Spring required hand winding • Flint/iron pyrites wears out • Mechanism breaks • Heavy, slow reload
<p>FLINT-LOCK (17th Century)</p>	<ul style="list-style-type: none"> • Flint snapped against a surface to produce spark • Muzzle-loaded • Rifling introduced • Paper cartridge introduced 	<ul style="list-style-type: none"> • Flints wear out or break • Springs can fail • Slow reload • Number of shots limited by number of barrels
<p>PERCUSSION CAP (19th Century)</p>	<ul style="list-style-type: none"> • Small explosive metal cap replaced flint • More certain of firing • revolving action repeater introduced 	<ul style="list-style-type: none"> • Slow reload • Cap separate from powder and bullet
<p>METAL CARTRIDGE (19th Century)</p>	<ul style="list-style-type: none"> • Primer, powder and bullet all in 1 safe container • Simple, reliable, safe • Breech loading became easy • Smokeless powder introduced 	<ul style="list-style-type: none"> • Requires special equipment to reload cartridge • Source of litter • Easy for unqualified persons to load into a firearm
<p>REPEATERS (19th Century)</p>	<ul style="list-style-type: none"> • Holds and can fire multiple shots after 1 loading • Semi-automatics and full automatics introduced 	<ul style="list-style-type: none"> • More complex mechanisms • More danger of an unused round remaining in firearm

