Leadpipe:
TN: 14 | Wounds: 2 | Stress: Speed | Range: 1in
Critical: Stunned [TN18]

Kick:
TN: 12 | Wounds: 0 | Stress: 1
Push either target or self 3 inches sideways.
Critical: Pivot up to 45 degrees [TN16]

Strength: 2 | **Dodge:** 4 | **Protection:** 4.
1: 3" - 8" | **2:** 7" - 13" | **3:** 11" - 16".

Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐☐

Machine Gun:
TN: 16+Speed | Wounds: Lethal | Range: 15inch
Arch: 180 | Reload: Stopped
Spray & Pray: May re-roll 1 die per activation.
☐☐☐☐☐☐

Kick:
TN: 12 | Wounds: 0 | Stress: 1
Push either target or self 3 inches sideways.
Critical: Pivot up to 45 degrees [TN16]

Strength: 2 | **Dodge:** 4 | **Protection:** 4.
1: 3" - 8" | **2:** 7" - 13" | **3:** 11" - 16".

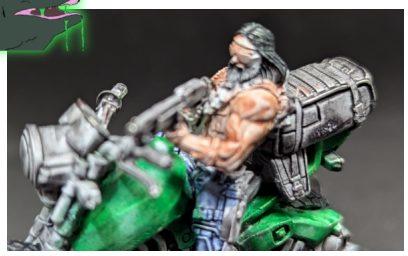
Wounds ☐☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐☐

Knucks:
TN: 13 | Wounds: 1 | Stress: 2 | Range: BTB
Critical: Stunned [TN18]

Kick:
TN: 12 | Wounds: 0 | Stress: 1
Push either target or self 3 inches sideways.
Critical: Pivot up to 45 degrees [TN16]

Strength: 2 | **Dodge:** 4 | **Protection:** 4.
1: 3" - 8" | **2:** 7" - 13" | **3:** 11" - 16".

Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐☐



Shotgun:
TN: 16+Speed | Wounds: Lethal | Range: 18in
Arch: 90 | Reload: Stopped
Boomstick: Target instantly gains 2 stress.
☐☐

Kick:
TN: 12 | Wounds: 0 | Stress: 1
Push either target or self 3 inches sideways.
Critical: Pivot up to 45 degrees [TN16]

Strength: 2 | **Dodge:** 4 | **Protection:** 4.
1: 3" - 8" | **2:** 7" - 13" | **3:** 11" - 16".

Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐☐

Hammer:
TN: 13 | Wounds: 2 | Stress: 1 | Range: BTB
Critical: Stunned [TN18]

Kick:
TN: 12 | Wounds: 0 | Stress: 1
Push either target or self 3 inches sideways.
Critical: Pivot up to 45 degrees [TN16]

Strength: 2 | **Dodge:** 4 | **Protection:** 4.
1: 3" - 8" | **2:** 7" - 13" | **3:** 11" - 16".

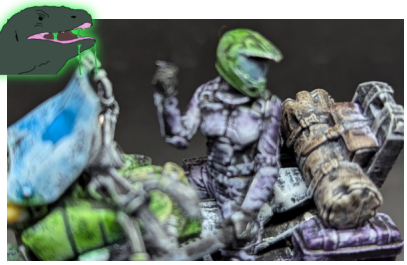
Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐☐

Molotov Cocktail:
TN: 14+* | Wounds: 3 | Stress: 3 | Burning.
Range: 5 + speed/strength inches.
Plus speed of target.
☐☐☐☐

Kick:
TN: 12 | Wounds: 0 | Stress: 1
Push either target or self 3 inches sideways.
Critical: Pivot up to 45 degrees [TN16]

Strength: 4 | **Dodge:** 2 | **Protection:** 2.
1: 3" - 8" | **2:** 7" - 13" | **3:** 11" - 16".

Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐☐



Sword:
TN: 13 | Wounds: 2 | Stress: 0 | Range: 1in
Bleeding | Critical: Decapitation [TN18]

Kick:
TN: 12 | Wounds: 0 | Stress: 1
Push either target or self 3 inches sideways.
Critical: Pivot up to 45 degrees [TN16]

Strength: 2 | **Dodge:** 4 | **Protection:** 4.
1: 3" - 8" | **2:** 7" - 13" | **3:** 11" - 16".

Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐☐

Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐☐

Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐☐