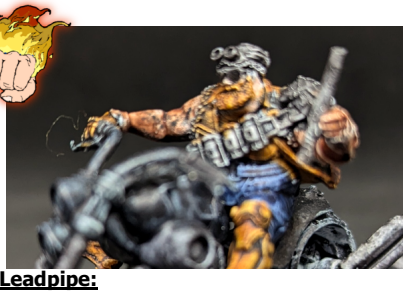


Leadpipe:
TN: 14 | Wounds: 2 | Stress: Speed | Range: 1in
Critical: Stunned [TN18]

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

Strength: 4 | **Dodge:** 2 | **Protection:** 2.
1: 4" - 7" | **2:** 7" - 13" | **3:** 13" - 17**".**

Wounds ☐☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐

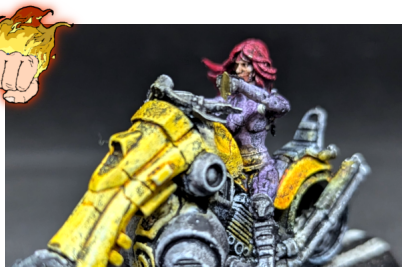
Machine Gun:
TN: 16+Speed | Wounds: Lethal | Range: 18in
Arch: 180 | Reload: N/A
Spray & Pray: You may reroll 1 die per activation.

☐☐☐☐☐☐

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

Strength: 4 | **Dodge:** 2 | **Protection:** 2.
1: 4" - 7" | **2:** 7" - 13" | **3:** 13" - 17**".**

Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐

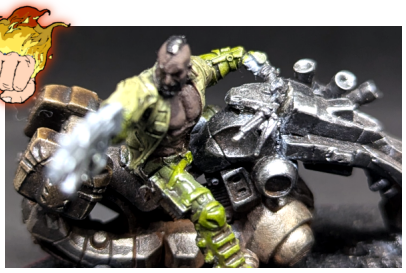


Knucks:
TN: 13 | Wounds: 1 | Stress: 2 | Range: BTB
Critical: Stunned [TN18]

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

Strength: 4 | **Dodge:** 2 | **Protection:** 2.
1: 4" - 7" | **2:** 7" - 13" | **3:** 13" - 17**".**

Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐



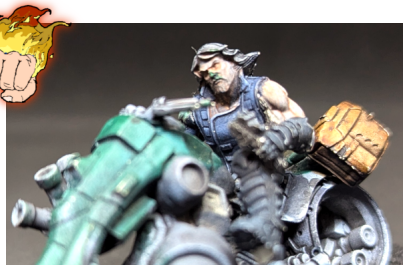
Shotgun:
TN: 16+Speed | Wounds: Lethal | Range: 15in
Arch: 90 | Reload: Stopped
Boomstick: Target instantly gains 2 stress.

☐☐

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

Strength: 4 | **Dodge:** 2 | **Protection:** 2.
1: 4" - 7" | **2:** 7" - 13" | **3:** 13" - 17**".**

Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐

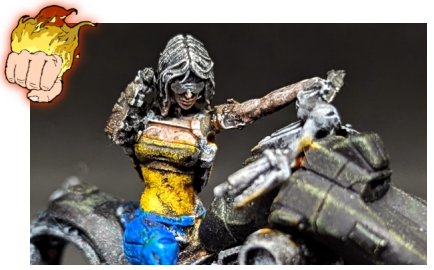


Hammer:
TN: 13 | Wounds: 2 | Stress: 1 | Range: BTB
Critical: Stunned [TN18]

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

Strength: 4 | **Dodge:** 2 | **Protection:** 2.
1: 4" - 7" | **2:** 7" - 13" | **3:** 13" - 17**".**

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: 4" - 7" | **2:** 7" - 13" | **3:** 13" - 17**".**

Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐

Wounds ☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐☐

Chain:
TN: 12 | Wounds: ^ | Stress: 3/2 | Range: 2in
Combo Attack, Distracted
^ A rider takes 1 wound for each distracted token.

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: 4" - 7" | **2:** 7" - 13" | **3:** 13" - 17**".**

Wounds ☐☐☐☐☐☐
Max Stress ☐☐☐☐☐☐☐☐☐

Wounds
Max Stress ☐☐☐☐☐☐☐☐☐☐