

Sheet1

| Weapon | Short | Medium | Long | Range | Ammo | Dmg | Bonus |
|-------------------|-------|--------|------|---------|------|-----|-------|
| Knife | 5 | | 0 | -5 10" | 1 | | 2 |
| Main Gauche | - | - | - | - | - | | 2 |
| Blackjack | - | - | - | - | - | | 2 |
| Whip | -5 | - | - | 5" | - | | 2 |
| Brass Knuckles | - | - | - | - | - | | 2 |
| Blowgun | 0 | | 5 | -10 12" | 1 | | 2 |
| Throwing Star | 5 | | 0 | -5 10" | 1 | | 2 |
| Staff | - | - | - | - | - | | 3 |
| Machete | - | - | - | - | - | | 4 |
| Revolver | 5 | | -5 | -10 15" | 6 | | 4 |
| Pistol (9m) | 5 | | 0 | -10 20" | 9 | | 4 |
| Handaxe | 0 | | -5 | -10 8" | 1 | | 4 |
| Club | - | - | - | - | - | | 4 |
| Flail | - | - | - | - | - | | 4 |
| Rapier | - | - | - | - | - | | 4 |
| Hand Crossbow | -5 | | 0 | -5 15" | 1 | | 4 |
| Claw | - | - | - | - | - | | 4 |
| Shortsword | - | - | - | - | - | | 4 |
| Shortbow | -5 | | 0 | -5 20" | 1 | | 4 |
| Longsword | - | - | - | - | - | | 6 |
| Mace | - | - | - | - | - | | 6 |
| Javelin | 0 | | -5 | -10 10" | 1 | | 6 |
| Longbow | -10 | | 0 | 5 30" | 1 | | 6 |
| Zweihander | - | - | - | - | - | | 8 |
| Battle Axe | - | - | - | - | - | | 8 |
| Spear | - | - | - | 5" | - | | 8 |
| Halberd | - | - | - | 5" | - | | 8 |
| Warhammer | - | - | - | - | - | | 8 |
| Musket | -10 | | 0 | -5 25" | 1 | | 8 |
| Rifle (Black Pow) | -10 | | -5 | -10 35" | 1 | | 10 |
| Rifle (AK-47) | -10 | | 0 | 5 40" | 20 | | 10 |
| Shotgun | 5 | | -5 | -10 20" | 2 | | 10 |
| Grenade | 0 | | -5 | -10 10" | 1 | | 10 |

RPG

Anti-Tank Rifle

Harpoon

Sheet1

| Abilities | Time Period | Hands |
|--|-------------|-------|
| Ranged or melee. Initiative – 2. | | 1 |
| May play 1 extra card on Knife melee defense draws | | 1 |
| If target's BP = 0, Knocks Out Unaware opponent for 2 rounds | | 1 |
| May play 1 extra card on Disarm & Tag attempts | | 1 |
| Adds to Unarmed attacks | | 1 |
| Silent. Dart may carry Poison | | 1 |
| Half value of armor on target | | 1 |
| Physical attacks may use Mind or Spirit . | | 2 |
| May play 1 extra card on Called Shot & Break attempts | | 1 |
| May play 1 extra card on Stunt & Tag attempts | | 1 |
| Half value of armor on target | | 1 |
| May play 1 extra card on attacks vs. Large targets & Vehicles | | 1 |
| If target's BP = 0, Knocks Out Unaware opponent for 2 rounds | | 1 |
| Ignores target's Shield | | 1 |
| May play 1 extra card on Tag & attempts. Phys atks may use Mind . | | 1 |
| Silent. Bolt may carry Poison . | | 1 |
| May play 1 extra card on Disarm & climbing attempts | | 1 |
| May play 1 extra card on Sword melee defense draws | | 1 |
| Sacrifice 1 card on atk to hit all in front at Medium. 0 Act reload. | | 2 |
| May play 1 extra card on Called Shot attempts | | 1 |
| Can't be parried by weapons with < dmg | | 1 |
| Ranged or melee. May play 1 extra card on Lunge attempts. | | 1 |
| Sacrifice 1 card on atk to hit all in front at Long. 0 Act reload. | | 2 |
| Sacrifice 1 card on atk to hit all in melee range. | | 2 |
| May play 1 extra card on attacks vs. Large targets & Vehicles | | 2 |
| May play 1 extra card on Lunge & Charge attempts | | 2 |
| May play 1 extra card on Trip & Break attempts | | 2 |
| Half value of armor on target | | 2 |
| Half value of armor on target. 2 Act reload. | | 2 |
| Sacrifice 1 card on atk to hit all in front at Short – Medium. 2 Act reload. | | 2 |
| Half value of armor on target | | 2 |
| Sacrifice 1 card on atk to hit all in front at Short – Medium. 1 Act reload. | | 2 |
| Splash Damage (3) – See Pg. Xx | | 1 |