

Sheet1

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

RPG

Anti-Tank Rifle

Harpoon

Abilities

Time Period

Initiative – 2  
 Melee Defense Draws + 2  
 Dmg + 5 vs. Unaware Target  
 Specialty(Disarm) + 2  
 Adds to Unarmed attacks  
 Silent. Dart may carry **Poison**  
 Half value of armor on target  
 Dmg + 5 vs. Limbs  
**Gun Fever Advantage + 1**  
 Half value of armor on target  
 Dmg + 5 vs. Large target  
 Dmg + 5 vs. Unaware Target  
 Ignores target's Shield  
 Initiative – 1  
 Melee Defense Draws + 2  
 Silent. Bolt may carry **Poison**.  
**Savage Advantage + 1**  
 Melee Defense Draws + 2  
 Sacrifice 1 card on atk to hit all in target range. 0 Act reload.  
 Melee Defense Draws + 1  
 Can't be parried by weapons with < dmg  
 Initiative – 1.  
 Sacrifice 1 card on atk to hit all in target range. 0 Act reload.  
 Sacrifice 1 card on atk to hit all in melee range.  
 Dmg + 5 vs. Large target  
 Specialty(Lunge) + 2  
 Specialty(Trip) + 2  
 Half value of armor on target  
 Half value of armor on target. 2 Act reload.  
 Sacrifice 1 card on atk to hit all in target range. 2 Act reload.  
 Half value of armor on target  
 Damage – 2 at medium range, - 4 at long. Targets all in range.  
 Splash Damage (3) – See Pg. Xx