

Weapons

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1 Quick Reference Chart

Name	Type	Damage	Range	Critical	Special
Pistol	M	1d6	40	19-20x2	None
Magnum	M	1d6+1	45	18-20x2	None
Machete	S	1d6	5	19-20x2	None
Rifle	E	1d8	60	19-20x2	Rapid fire optional
Shotgun	M	1d6	20	20x2	within 5 ft, instant critical
Marksman Rifle	E	2d8	120	20x3	None
Sniper Rifle	E	2d10	120	20x4	None
PDW	M	1d6	40	20x2	Rapid fire optional
Chain saw	M	2d4	5	18-20x2	On hit cloth or nylon, 1d4 chance of jamming, needs fuel
Baseball bat	S	1d6	5	18-20x2	None
Battle rifle	E	1d10	70	18-20x2	None
LMG	E	2d4	50	19-20x2	Rapid fire
Rocket launcher	E	15d2 splash	20	None	Takes full round action to reload
Molotov	M	1d6 splash	thrown	None	Lights 3x3 area on fire for 1 d6 rounds
Grenade	M	15d2 splash	thrown	None	None