



# Five Move Murder Fest



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## Five Move Murder Fest

A StarshipLadDev RPG for Fast Paced Western Combat

INDEX(For What it's worth:)

### ***Items required to play Five Move Murder Fest:***

To play Five Move Murder Fest, you will need:

>Paper

> Pens/Pencils

> A 6-sided dice (D6) per person

### ***Basic Rules***

Five Move Murder Fest (FMMF) is a Role-playing game. One player will take the role of Game Master(GM), and narrate a story to the other players, who each are controlling a character in the story the GM is telling.

The other players may tell the GM that they wish to perform an action. When this occurs, the player rolls a dice using their characters' attributes to influence the dice roll. If the dice roll is an equal or greater value than a dice rolled by the GM, the GM narrates the success of the characters action, otherwise the character fails and the GM explains how a relevant trouble

occurs from the player's failure.

More difficult or easy situations will change the GM's roll by up to +/- 2.

### ***Example:***

*Carl's character, 'Eddy', is trying to lift a heavy object blocking a door he is trying to escape out of.*

*His character has a strength attribute of '+1', so he adds 1 to all of his strength rolls.*

*The GM and Carl both roll a dice, and compares their rolls.*

*Carl rolls a 5(Adding his 1 strength it is 6).*

*The GM rolls a 5.*

*This means the GM narrates Carl's character succeeding in removing the object*

*If the object had been especially heavy, the GM might have added 1 to their roll, making it a 6 and Eddy fail.*



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## ***Attributes And Character Creation:***

Character's in FMMF have the following attributes that assist/hinder relevant rolls, ranging from '-2' to '+2'.

**Shooting-** A character's ability to land range attacks on opponents

**Close Combat -** A character's ability to defeat opponents in hand-to-hand combat

**Intelligence-** A character's ability to perceive and understand situations and information

**Strength-** A character's ability to lift and move heavy objects

**Agility-** A character's ability to move and react quickly

**Charisma-** A character's ability to influence others and resolve disputes.

**Health-** A character's ability to take damage and continue functioning. Health starts at '1'

### **Character Creation:**

To create a character for FMMF, each player picks a name, 2 skills to make '+1' and 1 skill to make '-1'

Each character also gets 3 gold to spend on items (See pg.18).

At the end of each 'adventure'(See pg.13), any participating character who survived may increase one value by '+1', but to no more than '+2'. This is referred to as 'leveling up'.

Characters may carry 4 items 'unequipped', using an action to swap an equipped item for a stored item.

A character may not gain bonuses from or perform actions with an equipped item.

A character has 2 hand equip slots, and 1 back equip slot.



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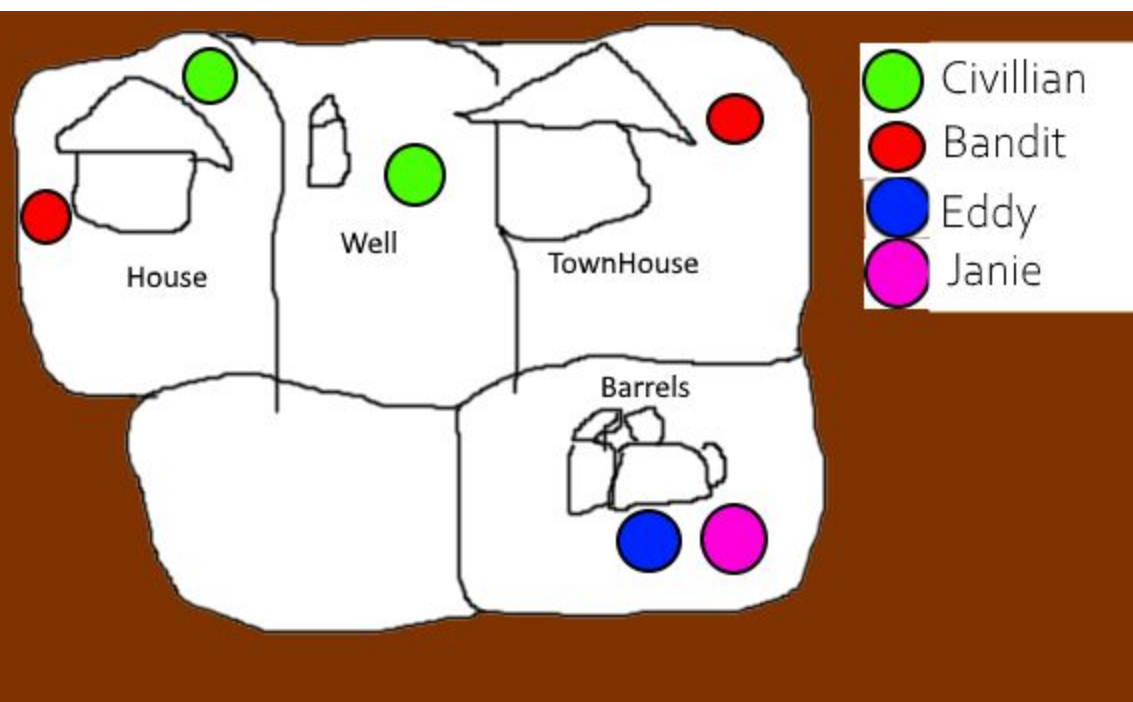
## Combat:

At several points during the character's journey, they will probably encounter some characters who will try and kidnap/capture/kill them. When this happens, the game shifts to 'Combat Mode'.

The GM draws the area the combat takes place in, and divides it up into key landmarks, separated by specific areas of no features if required (Grassy plains or featureless desert). The GM then notes the location of all people involved in the combat (Either willingly or accidentally!)

### Example:

*A Small town with 3 bandits, 2 civilians and 2 player characters (Eddy and Janie) Might look like the following:*



Combat is done in two stages- actions and reactions, with the GM controlling the choices of all enemy combatants, and neutral and allied characters not controlled by players action from a table(See pg.5)

To start a 'turn' of combat, a player character states they are going to do and action



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(E.G, Eddy tries to shoot at the bandit on the left).

Any character who has not performed an action yet, friend or foe, can then declare a reaction to that action

(E.G, the bandit on the left declares they will try and fire at Eddy first).

Again, any character who has not already performed or declared an action can then react to that reaction, creating a 'stack' of actions

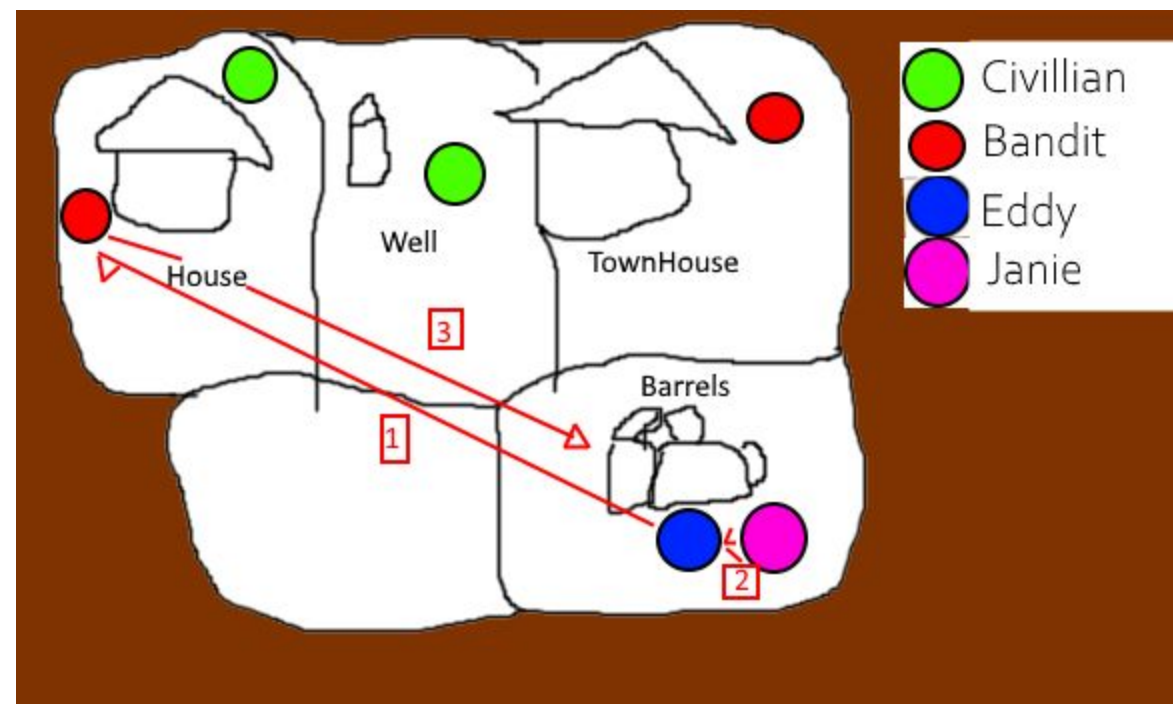
(E.G Janie declares she will push Eddy out of the way of the bandit's shot, leading to a 'stack' of [Eddy shoots bandit][bandit shoots Eddy][Janie pushes Eddy]).

Once all reactions have been declared, each character in the stack rolls an 'initiative check', adding their 'agility' attribute to their roll. All actions in the stack are performed in order of highest->lowest initiative roll, with draws happening simultaneously.

(E.G Eddy rolls a 4, and has '+1' speed, making a total of 5. The bandit rolls a 3, and Janie rolls a 4. The new order of events is [Eddy shoots bandit][Janie pushes Eddy out of the way][Bandit shoots at Eddy] ).

Actions in combat are done in the same way as out-of-combat actions, with the relevant character rolling a dice and adding any relevant attributes. The exceptions are close combat, where players roll against each other's values. If a character fails a roll in combat, they do not suffer any negative consequences but do not succeed in their action and lose their turn.

*Example*







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*Eddy goes first with the highest initiative roll. He rolls a 3 to shoot The bandit, adding his 'shooting' attribute of '+1' for a total of 4. If the bandit was in the open, this would have been a wounding shot, however, the bandit is on the same area as a house, and so counts as being 'in cover', making Eddy's roll -1 down to '3'. This means the shot misses as the Bandit takes cover behind the house.*

*Janie goes next as the second highest initiative roll, pushing Eddy out of harm's way. She rolls a 5 on her strength test, successfully pushing Eddy out of the way, making it harder to hit him (-1).*

*Finally, the bandit takes a shot, rolling a '2' to hit Eddy, who is on the same area as the barrels (-1) and has been pushed out of the way by Janie (-1). This makes his overall roll '0', meaning he definitely misses the shot!*

Once all actions in the stack have been resolved, another player character can declare an action, and the GM or other unactioned players can respond with their characters, continuing the cycle.

Once all player's characters have performed an action, the GM rolls for each unactioned enemy, neutral character and ally character's action from the tables below

Once all characters have performed an action, the turn is considered 'over', and another turn begins with a player character declaring the initial action of the turn.

Combat is over at the end of any turn that one of the following is true:

**>All player characters are dead/incapacitated.**

**>All Enemies are dead/incapacitated.**

**>It is the end of the fifth turn.**

## ***Non-Player Character Action table:***

Dice roll / Enemy Action	Dice roll / Enemy Action	Dice roll / Nuteral Action
1-2 / Shoot at closest player character/ally, otherwise they close combat/move towards closest player character/ally	1-2 Shoot at closest enemy character, otherwise they close combat/move towards closest enemy character.	1-2 Stay where they are
3-4 Either set off a fault a player character/ally is in, dividing damage in the least deadly way,	3-4 Either set off a fault an enemy character is in, dividing damage	3-4 Search for a fault in their current area that anyone can use



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or otherwise set up a fault at the location nearest to them that has a player character	in the most deadly way, or otherwise set up a fault at the location nearest to them that has an enemy character	
5-6 GM chooses the least favourable option for the player characters. They might blaze away if they have a suitable weapon for example	5-6 GM chooses the least favourable option for the enemy characters. They might set up a flank attack on an enemy or grapple the leader.	5-6 Move towards the area with the least amount of characters on it

## ***Non-fighting Combat Actions:***

### **Movement:**

A character may take an action to move to an adjacent area at no cost of a roll. If they pass an agility test they may move 2 areas instead.

Any character who is on a horse may move 2 areas for free, but may not climb unless they use an action to dismount.

### **Assisting:**

A character may take an action to yell advice or encouragement to an ally, throw them out of harm's way or distract an enemy by running around.

To assist an ally, a character must declare which ally in the same area they are assisting, and how they are going to assist them.

**(E.G Janie declares she will assist Eddy by pushing him(using strength) to give anyone shooting him a negative modifier)**

They choose either agility, strength, intelligence or charisma and then if they succeed in that roll, the ally gets a +1 bonus to the given action until the end of their next action, or enemies get -1 when targeting that ally until the end of that ally's next action.

### **Cover:**

A character who is in an area that has a feature that can be used for cover can also spend a turn getting 'into cover'. This gives them a bonus against shots directed at them, but makes them more vulnerable to close combat.



A character can leave cover at the start of any declared action for free.

### **Climbing:**

A character who is on an area with a feature may pass an agility test to climb on top of that feature, gaining the high ground. This gives them an advantage when shooting.

Furthermore, characters on top of a feature cannot be attacked in close combat by characters who have not climbed up, even if they are in the same area.

Any character may move off the high ground as an action with no roll required.

A character who fails the climb roll takes 1 damage instantly (See below) and remains on the ground.

### **Multiple Moves:**

A character may want to perform a heroic combination of two moves in a single action when times are desperate. To do this, the character declares two different moves they will do in a single action (E.G “**Move to the tower area and then shoot the bandit**”).

After the character performs this action, they must pass an agility test or they spend the next turn unable to perform any action as they run out of breath.

Characters who fail one of these agility tests also spend the rest of the combat at -1 to all rolls as they are tired.

### **Stealth:**

If the GM considers it story-friendly, the players may enter combat with the enemy unaware.

Unaware enemies cannot perform reactions, and remain unaware until they pass an intelligence test when a player character enters their area, or a non-*silent* ranged weapon is used.

## ***Fighting and damage:***

There are 3 ways a character can cause damage to an opponent (or ‘friend’).

**Shooting damage.**

**Close combat damage.**

**Environmental damage.**

### **Damage:**

For each point of damage taken, the target loses a point of health.

If the target has 0 health left, they are ‘wounded’, and suffer -1 to all rolls until they receive healing that brings them to 1 or more health points.

If the target falls below 0 health, they are dead, unless the attacker was aiming to incapacitate (See below).

### **Shooting damage:**





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To damage an opponent via shooting, a character rolls a D6, adding their ‘shooting’ value.

A character can only shoot if they have a ranged weapon with relevant ammo.

After rolling to hit, add the following modifiers to the roll. The character being shot at takes damage equal to the end roll-3.

**(E.G a character in the open takes 1 damage on a 4)**

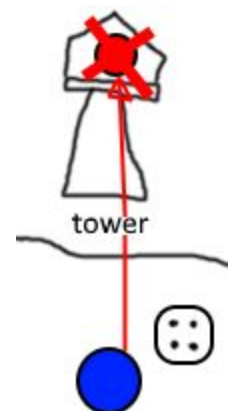
Situation	Modifier To Roll
The target is in the same area as a feature that can be used for cover	-1
The target has had an ally perform an action that helps them avoid shooting and has not been shot at since	-1
The target has been called out by the shooter’s ally	+1
The target has been shot at this turn from a different area	+1
The target is ‘In cover’	-1
The shooter is ‘Blazing away’	-1
The target is unaware of the shooter	+2
The target is below the shooter	+1
The shooter is aiming to incapacitate <i>(They will not kill the target if they deal more damage than the target has remaining health, instead of knocking them out. The target can then be healed to 0 or more health points, where they will wake up)</i>	-1



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*Example:*



*Eddy throws a throwing knife at a bandit in a tower. He has a 'shooting' skill of '+1' and his throwing knives add '+1' to shooting rolls for a total of '+2'.*

*The bandit is in the same area as a piece of cover (-1), but is unaware of Eddy's attack (+2). Eddy rolls a 4, adding his +2 for gear and skills (8), -1 for the cover of the tower (7) and adding +2 for the enemy being unaware (9). This deals 5 damage to the bandit, who, having only 1 health, is silently dispatched with a knife to the heart!*

## Ideal Range:

Some weapons have a 'ideal range' as well. If the target of the shooter is the 'ideal range' amount of areas away, the shooter adds +1 to their roll.

For example, a shotgun adds 1 to attacks against opponents in the same area, whereas a rifle will add 1 to attacks against a target 2 squares away.

## Blazing away:

Certain weapons have the option of 'blazing away'. This means the shooter is firing rapidly at the target area, careless of ammunition and collateral damage.

If a character declares they will 'blaze away', they target an area rather than a character. The shooter deals 3 attacks at -1, each against a random character in that area. After the attack, any surviving characters who are not already 'In Cover' in that area, even if they were not targeted, must pass a 'Intelligence' test against the GM's roll, or cancel any declared action and automatically 'Take Cover' as their action this turn if they have not already acted, representing people ducking their heads as bullets fly.

After a 'Blazing away' attack, the shooter must roll a 4+ to pass an 'ammo roll'. Failure to do this means they have expended more ammo than they planned. They lose an ammunition point for the weapon, being unable to fire the weapon at all if it was their last ammunition point.



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Even if a character has ammunition points left, if they fail the ammo roll, they cannot perform another shoot action until they spend a whole action reloading that weapon.

## **Close combat damage:**

If a character is in the same area as a character they would like to attack in close combat (Wrestling/stabbing/punching), they can declare a close combat attack.

When the characters engage in close combat, each rolls a D6 and adds their ‘Close combat’ value, adding the following modifiers:

Situation	Modifier
The opponent is grappled	+3
The opponent has already been attacked in close combat this turn	+1
The opponent is ‘In Cover’	+1
The opponent is unaware	+2
The character is aiming to incapacitate <i>(They will not kill the target if they deal more damage than the target has remaining health in a strike, instead of knocking them out. The target can then be healed to 0 or more health points, where they will wake up)</i>	-1

On a draw, neither character can get the upper hand and both scuffle then back off, ending the action.

Otherwise, the character who rolled higher succeeded in gaining an opportunity to deal damage to the other characters. They may choose one of the following options:

**Strike**

**Grapple**

**Control**

**Strike**

The winner attempts to perform a simple strike against the loser.



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The winner rolls a D6, adding any close combat bonuses for any equipped weapons they have.  
The loser takes damage to the total roll-3.

## Grapple

The winner may put the loser into a grapple instantly as long as they are not currently grappling another character.

A character in a grapple cannot perform any action in their turn other than a ‘break out’ action, where they perform a close combat attack against the person grappling them.

If they win the break out action they may then perform a second action for free.

The grapple ends if the person grappling is killed or incapacitated.

The grappler can perform other actions at -1 to rolls while still grappling their opponent.

Attacks against the grappled person do not suffer this -1 attack.

A grappler may chose to end grappling at any point in a turn.

## Control:

The winning character may attempt to use their strength or agility to control the other characters actions.

The winning character makes their choice of agility or strength test against the other characters opposite

**(I.E If the winner rolls with their agility, the opponent rolls with their strength or vice versa).**

If the test is successful, the other character cancels all current declared actions and cannot act for the rest of the turn, furthermore the winning character can make the loser perform one action of their choice, however any tests made cannot use the loser’s positive attribute values.

**(E.G Janie overpowers a bandit sniper, making him shoot at his companion. When he does this, he does not add his usual ‘+1’ shooting value.)**

## Environmental damage:

Non-combat focused characters who wish to help out the fight may use their strength, intelligence and agility to use the environment to damage opponents.

Any character can declare a ‘search’ action on an area with a feature that they can see

**(I.E all visible areas that are not coverless/featureless areas).**

The character rolls a D6, adding their intelligence attribute, and compares it to the GM’s roll.

If the search rolls is successful, that area has a ‘fault’ with a strength equal to the difference between the GM and the searcher’s roll, +1 . Roll a D6 to see what kind of fault it is:

1-3	Strength fault(Rocks on a roof, weak wall,
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	throwable barrels)
4-6	Agility fault (Trap door, weak floorboards, rattlesnake cave)

Any friendly character in that area can then make a test using the relevant skills (Strength for strength faults, agility for agility faults). If they succeed, they use the danger posed by the fault to deal the fault's strength as damage spread how they wish between any enemies in that area. The fault is then removed until another successful search is made.

*Example:*



*Janie sees Eddy surrounded by two 1 health bandits, one of whom has been wounded and is on 0 health. She is quite an intelligent young lady, and searches for something Eddy can use to hurt the bandits. She declares a search action on the mineshaft Eddy is in, using her '+2' intelligence. She rolls a 3, adding the 2 for a total of 5. The GM rolls a 2, meaning Janie spots a fault of strength 3. The GM rolls a dice to see what kind of fault it is. He rolls a 3, it is a strength fault. The GM describes how the mineshaft has several heavy minecarts held up by a soggy pole. In his next turn, Eddy succeeds a Strength test to use the fault, removing the fault and dealing 3 damage to the 2 bandits inside the mineshaft. He chooses to do 2 damage to the 1 health bandit and 1 damage to the wounded bandit, crushing both under rocks and saving Eddy's life!*





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## ***Running an adventure:***

FMMF can be played using any user-made content, as long as you have fun.

However, as a new GM, the person running the RPG may want a framework to go off.

Below is a rough outline for how to run encounters for a group playing FMMF.

This system uses *Campaign Points*, that start at 0, indicating the success of the adventure.

Each combat will have d6-3 Ally versions of a random enemy(See pg.15) and d6-3 civilians (Neutral characters with 0 in all attributes except health- 1).

### **Step 1: The set up:**

The players encounter *An Employer* with money/items and a problem (Think authority figures- mayors, sheriffs, colonels). The person explains who *The Villain* is, and offer 1 gold per player if the solve *The Problem The Villain* has caused. Players can pass charisma tests to increase the reward to D6 gold for them or relevant value items.

This is also an opportunity to purchase gear for the adventure (See pg.18)

### **Step 2: The Journey**

The players either encounter enemies equal to their level value (See pg.15) or encounter 2 consecutive trials requiring resolving using skills.

If the party do not beat the opponents, they lose 2 campaign points.

The party lose a campaign point for every trial more than ½ fail fail.

If the party wins the fight or pass both trials, they gain 1 campaign point.

### **Step 3: The Chance**

The players have the option of engaging in a combat with 1.5 their total level value in return for 2x D6 gold worth of items between them.

If over half pass a relevant trial, they also only have to fight their level value(They make a cliff collapse on



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1/3 of the enemy or cause a distraction).

Succeeding here will earn the players 1 campaign point

## **Step 4: The Sidekick:**

The players encounter a *friend*, with 3 '+1's spread out amongst their attributes as the GM sees fit, with 3 gold worth of items.

The players can attempt to succeed in 2 consecutive trials to save this *friend* from a danger of some sort.

If 50% of the group or more pass each test, the *friend* is saved and joins the group, acting as an ally in all future combats until they perish, and obeying any commands the party give. (The *friend* does not add to the party's total level value)

If the party fails one or both of their tests, the *friend* suffers a gruesome death.

If the party fails both of their tests, they lose a campaign point.

## **Step 5: The Pushback:**

The players have attracted the attention of *The Villain* and are attacked.

They must fight their total level value+d6 worth of enemies.

If they do not win the combat, they lose a campaign point.

If they win the combat, they gain a campaign point for a heroic victory.

## **Step 6: The Finale:**

The characters have finally arrived just in time to stop *The villain* from enacting *the problem*.

The party must win against an enemy force of (every campaign point below 0 +1).

The enemy party will also include the special *The villain* character (See pg.15).

If the party has *the friend* they have a secret way to remove D6 of the enemy party's points before the fight.

This is allowed to remove all enemies except *the villain* if possible.

One area of the combat map must also include a feature that is the centerpiece for *the problem*.

*The problem* can be resolved by succeeding an attribute roll (at the GM's discretion) on that area.

If the party are successful at beating all the enemies, they gain a campaign point.

If the party manage to kill *the villain*, they gain a campaign point.

## **Step 7: The Finale:**

The characters (if alive) return to *the employer*, either victorious and gleeful, or solemn and defeated.

If *the problem* was resolved, the GM should describe how grateful the people are, and what parts of their lives they can retain, describing the opposite if *the problem* was not resolved.

If *the problem* was resolved, *the employer* gives the party their promised gold, plus an item worth D6 gold



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for each campaign point above 0.  
Every surviving player character gains a level, and may begin another adventure.

## Enemy Characters:

Below are some examples of characters for the GM to pit against or with the players.  
Feel free to create your own characters based on the below examples  
Any items defeated enemies drop can be used by the player characters, and sold for their listed value.

### The Humble Bandit

Level Cost:1

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*A simple bandit, driven to banditry for a variety of reasons, ranging from morally correct to dark as night.  
Great cannon fodder, low survival rate.*

Equipment : Pick 1: Simple pistol. Ammo 1. Ideal Range:1 || Shotgun. Ammo 1. Ideal Range:0

Both Worth ¼ gold

Shooting	Close Combat	Intelligence	Strength	Agility	Charisma	Health
0	0	0	0	0	0	1

### Wolf

Level Cost:1

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*The west can be a dangerous place. If the sun, hunger or snakes don't get you, mother nature has a few more tricks up her sleeve before you can make it to a rare refuge, not least of all being wild packs of wolves.  
Note: This stat block can also represent bandit guard dogs for example*



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Equipment : Wolf cloak worth  $\frac{1}{3}$  gold.

Shooting	Close Combat	Intelligence	Strength	Agility	Charisma	Health
N/A	+1	0	0	+1	0	1

---

## Tribal Warrior

Level Cost:1

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*The west is host to a large variety of foes and allies who use primitive weapons, from indian tribes to men who felt the call of the wild a little too much.*

Equipment : Pick 1 Bone Knife +1 Strike Close Combat Only || Bow And Arrow Ammo 1 Silent

Shooting	Close Combat	Intelligence	Strength	Agility	Charisma	Health
0	0	0	+1	0	0	1

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## Bandit Sniper

Level Cost:2

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*Sometimes a bandit is driven to their trade not from desperation, but to hone their ability in killing.*

*These individuals often find themselves employed by some character of ill repute as camp guards and snipers.*

Equipment : Lever action rifle. Ammo 1. Ideal range:2. Worth  $\frac{1}{2}$  gold

Shooting	Close Combat	Intelligence	Strength	Agility	Charisma	Health
+2	-1	+1	0	0	-1	2

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## Bandit Veteran

Level Cost:2

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*Too intelligent to be oblivious to the pain their life of crime has caused, too good at it for comeuppance, the bandit veteran is a formidable foe with a six-shooter*

Equipment : Six shooter pistol. Ammo 2. Blaze Away. Worth  $\frac{1}{2}$  gold.



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Shooting	Close Combat	Intelligence	Strength	Agility	Charisma	Health
0	+1	+1	+1	+1	0	2

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## Bandit Rider

Level Cost:2

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*They probably didn't buy the horse they ride on raids, but the previous owner sure did.*

*Note: The Bandit Rider will not dismount unless the last enemies are high up, and will re-mount as soon as possible.*

Equipment : Good pistol. Ammo 1. Ideal range:1 Worth  $\frac{1}{3}$  gold. || Horse-2move, 1 health worth:1 gold.

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Shooting	Close Combat	Intelligence	Strength	Agility	Charisma	Health
0	0	0	0	+1	+1	2

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## The Villain

Level Cost:N/A

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*A corrupt sheriff, a disenfranchised army captain or any other sort of highly-competent, nefarious individual to scheme a way to hurt the employer and their folk.*

*The Villain can only be used in the final part of the campaign.*

Equipment :Fantastic Pistol. Ammo 2. *Blaze Away*. Worth  $\frac{1}{2}$  gold. || Officer sword +2 Strike Close Combat

Only Worth:1 gold

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Shooting	Close Combat	Intelligence	Strength	Agility	Charisma	Health
+1	+1	+1	+1	+1	+1	4

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## ***Purchasing Items:***

Below are some examples of items for the GM to offer players as rewards or for purchase.

Feel free to create your own items based on the below examples.

Any item can be sold for half its original price at the same time you can purchase items.

### Basic Pistol

Cost: 1 Gold

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*A trusty six shooter revolver, a basic pistol is a hero's best friend in the west.*

Ranged Weapon || Ideal range:1

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### Lever Action Rifle

Cost: 2 Gold

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*Lever Action Rifles are the perfect weapon for someone okay with getting their hands dirty, but preferring to do it away from the danger.*

Ranged Weapon || Ideal range:2 || Needs 2 hands

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### Shotgun

Cost: 2 Gold

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*Classic for a reason, very little says "I'm taking ownership of this area" like a double barrel shotgun.*

Ranged Weapon || Ideal range:0 || *Blaze Away* || Needs 2 hands

---

### Quickfire Revolver

Cost: 4 Gold



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*A hair-trigger revolver, the quickfire can be used to lay down a hail of fire on an area deemed disposable*

Ranged Weapon || Ideal range:1 || *Blaze Away*

---

## Bow And Arrow

Cost: 2 Gold

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*The bow and arrow has remained a solid foundation of ranged combat for millina , and for good reason.*

Ranged Weapon || *Silent* || Needs 2 hands

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## Throwing Knives

Cost: 4 Gold

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*As a wise man once said "Guns are for show, knives are for a pro".*

Ranged Weapon || Ideal range:1 || *Silent*

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## Horse

Cost: 4 Gold

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*A staple of the era of cowboys, a horse is a good friend to have when you want to spend 1 day in the sun instead of 14*

Mount || Move 2

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## Survival Kit

Cost: 4 Gold

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*A pack containing a useful selection of torches, flint and steel, rations rope and other useful instruments*

Item || Adds +1 to trials requiring survival gear || Uses Back Item Slot

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## Ammo

Cost: 1 Gold

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*If you want to be firing willy-nilly into the sunset, you'd better have the money to back that habit up*

Item || Allows a character to reload a gun that has failed and ammo check || 1-use

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## 3 Sticks of Dynamite

Cost: 6 Gold

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*Sometimes an area of a battlefield just really needs to be gotten rid of.*

Item || 3-uses || Ranged || *Can only use blaze away* || Deals double damage after subtracting 3 originally

---

## Combat Knife

Cost: 2 Gold

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*A scuffle is a quick way to stop shooting, and to stop shooting is a quick way to end up dead.*

*A knife makes sure a scuffle doesn't take long at all.*

Weapon || *Close Combat Only* || Adds +1 to Strike

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