

9mm Pistol



A gun similar to the ones used by security guards.

Any Roll: Deal 1/4 damage.

Aim for the head, if you can find it. - Black Mesa Security officer

.357 Revolver



Superior handgun. Only found in armories.

Roll 1-3: Deal 1/2 damage.
Roll 4-6: Kill enemy.

Heh, that'll look nice in my trophy room. - Black Mesa Security officer

Crossbow



Honestly not quite sure where this came from.

Roll 1: Deal 1/2 damage.
Roll 2,3,4,5,6: Kill Enemy

So who is this guy Freeman? - H.E.C.U. Force

Crowbar



You found this lying on the ground after the accident.

Roll 1-5: Deal 1/4 damage
Roll 6: Deal 1/2 damage.

Hey Gordon, I think you left this behind back at Black Mesa! - Barney Calhoun

Gauss Cannon



Heavily experimental, probably not ready for live use.

Ability: Charge attack. Kill one enemy.

Charges: 3

Deal 1/2 damage per roll.

You know, theoretically, this is impossible. - Scientist

Gluon Gun



Another one of those weird science experiments.

Ability: Kill 2 enemies.

Charges: 2

Interesting. - Scientist

Grenade



The military should probably stop leaving these around.

Ability: Deal 1/2 damage to all enemies.

Charges: 3

Grenade! - H.E.C.U Force

RPG



Heavy weaponry only used by the military.

Ability: Kill one enemy, deal 1/2 damage to others.

Charges: 5

I've got something for you! - H.E.C.U Force



Shotgun



Heavy shotgun. Looks pretty strong.
Ability: Instantly kill an enemy.
Charges: 3
Roll 1,2,4,5,6: Deal 1/2 damage.
Roll 3: Deal 3/4 damage.

SMG



A powerful SMG with an attached underbarrel launcher.
Ability: Kill all enemies.
Charges: 2
Roll 5: Deal 1/2 damage.
Roll 1,2,3,4,6: Deal 1/4 damage.

Snarks



Alien creature from the border-world of Xen.
Ability: Deal 1/4 damage after each roll.
Charges: 5
Yes, you seem like someone i can trust - Scientist

Tripmines



The big red laser kind of defeats the purpose to kill you, giving it away
Ability: Play this card before a situation. Deal 1/2 damage to all enemies.
Charges: 2



