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INTRODUCTION

This is a very straight forward document: it is a giant list of pre-made personal Weapons and Outfits for the Fragged Seas RPG.

While this document does not have 'all' of the possible options (particularly when it comes to Modifications) it does cover most of them.

If you have any suggestions, please send me an email: contact@fraggedempire.com

GMs Please Note:

If you give any of these Weapons to an NPC you need to give that item an additional +2 Hit bonus.



Dagger / Dirk

Weapons	Hit	Rng	2	End Dmg	2	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Keso
Kitchen Knife	+]	1 (Str)	1 (6)	3	2*	- (1)	0	- (0)	0	Blade, Steel, (Throw).	8w	
	Small, *+	2 Crit Dmg	vs Luck.	12 58 23	-		CALLS &	-	7. J.h			
Holy Navy Dirk	+0	1 (Str)	1 (6)	Ч	2*	- (1)	0	- (0)	0	Blade, Composite, (Throw).	9w	
	Small, *+	2 Crit Dmg	vs Luck.									
Khanjar Curved Dagger	+2	1 (Str)	1 (6)	Ч	2*	- (1)	0	- (0)	1	Blade, Blood Iron, (Throw).	10 w	
	Small, *+	2 Crit Dmg	vs Luck.		0.5	-		1000			181 3184	
Name Dagger	+]	1 (Str)	1 (6)	Ч	2*	- (1)	0	- (0)	0	Blade, Monster Bone, (Throw)). 8w, 14p	
	Small, *+	2 Crit Dmg	vs Luck, F	Pen 1 min 3.								
Antique Jeweled Stiletto	-1	1 (Str)	1 (6)	3	2*	- (1)	0	- (0)	0	Blade, Ancient, (Throw).	8w, 16p	
Martin Martin Contraction	Small, *+	2 Crit Dmg	vs Luck, G	ain +1 Momer	ntum at th	e end of ea	ach of your	Turns, You	have -2	Armour vs Luck Damage while	e you own th	is We
Ceremonial Dagger	-2	1 (Str)	1 (6)	5	2*	- (1)	0	- (0)	0	Blade, C, (Throw), Magic, Blood	d. 9w, 18t	
	Small, *+	2 Crit Dmg	vs Luck, *	*Once per Tu	urn when	a characte	r takes Atl	ribute Dam	age from	this Weapon you may take 6	End Dmg a	nd g
	Mom	nentum, Mod	dification: /	Arcane.								
Spark	+2*	1 (Str)	1 (6)	6	2**	- (1)	0	- (0)	0	Blade, C, (Throw), Magic, Fire	e. 9w, 18t	
	Small, **	+2 Crit Dm	g vs Luck,	Energy, Bur	n, Dangero	ous 1d3 (Sr	nall Fire),	*-2d6 Hit v	vs Wet tar	gets. Modification: Arcane.		
Blue Blade	-2*	2 (Str)	2 (6)	Ч	2**	- (1)	0	- (0)	0	Blade, C, (Throw), Magic, Storm	n. 9w,18t,1Kn	i
	Small, **	+2 Crit Dm	g vs Luck,	Dangerous 1	(Wind), *	You suffer	–1d6 Hit if	you're Wet,	Modificat	ion: Arcane.		
	Momentu	m 1: Wind: पु	jour next A	Attack with t	nis Weapoi	n Pushes a	ll non-lar	ge targets i	2 in any d	irection (Stacks).		
	Momentu	m 2: Lightir	ng: your ne	ext Attack wi	th this We	apon gains	Energy, P	en 3 min 3	, Indirect	(Above) and *+1d6 Hit vs Wet	t targets (Sta	acks)
Kinstrife	-4	1 (Str)	1 (6)	3	2*	- (]**)	0	- (0)	0	Blade, S, (Throw), M, C, Intimidate	2 8w,18t,1Kn	:
	Small, *+	2 Crit Dmg	vs Luck, [Dangerous 4	(Cursed G	round), **	Ammo is r	egained at	the end o	f Combat, Modification: Arcar	ne.	
	Strong Hi	t: Cursed (A	ttack, Hit)	You take 3 I	End Dmg a	and your ta	arget's nex	t Attack ga	ins Strong	g Hit -1 (Stacks).		
Night Blade	-2*	1 (Str)	1 (6)	Ч]**	- (1)	0	- (0)	0	Blade, C, (T), M, B, Tackle (14)*	* 9w,18t,2Kn	:
	Small **	*+2 Crit Dm	na vs Luck	. Blunt. Dan	aerous 1 (GM define	d). *Hit +L	uck with T	ackle Acti	ion, ***You don't gain Grabb	ina from thi	s Wi
	onnacc,	L OIR DI			J					J		

THROWING KNIVES

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire F	lesource
Throwing Blades	+1	1 (Str)	1 (6)	3	2*	- (12)	0	- (0)	0	Blade, Steel, (Throw).	10 w	1
	*+1 Crit Dr	ng vs Luck										
Balanced Skull Daggers	+0	1 (Str)	1 (6)	Ч	2*	- (12)	0	- (0)	0	Blade, Composite, (Throw).	llw	1
	*+1 Crit Dr	ng vs Luck										
Set of Khanjar Curved Daggers	+2	1 (Str)	1 (6)	Ч	2*	- (12)	0	- (0)	1	Blade, Blood Iron, (Throw).	12w	2
	*+1 Crit Dr	ng vs Luck										
Spine Shark Teeth	+]	1 (Str)	1 (6)	Ч	2*	- (12)	0	- (0)	0	Blade, Monster Bone, (Throw).	10w, 14p	2
	*+1 Crit Dr	ng vs Luck	, Pen 1 mir	n 3.								
Old World Main-Gauches	-1	1 (Str)	1 (6)	3	2*	- (12)	0	- (0)	0	Blade, Ancient, (Throw).	10w, 16p	3
	*+1 Crit Dr	ng vs Luck	. Gain +1 M	lomentum a	t the end o	of each of	your Turn	s, You have	-2 Armo	our vs Luck Damage while you	own this W	eapon.
Accursed Daggers	-2	1 (Str)	1 (6)	5	2*	- (12)	0	- (0)	0	Blade, C, (Throw), Magic, Blood.	11w, 18t	3
	*+1 Crit Dr	ng vs Luck,	*Once per	r Turn when	a characte	er takes At	tribute Dar	nage from I	his Weap:	on you may take 6 End Dmg ar	nd gain +1 M	omentu
	Modif	ication: Arc	ane.									
Grave Blades	-4	1 (Str)	1 (6)	5]*	- (12)	0	- (0)	0	B, C, (Throw), M, M, C, Acid.	10w, 18t	3
	*+1 Crit Dr	ng vs Luck	, Blunt, Da	ngerous 1d3	(Acid Poo	l), Burn, M	odification	: Arcane.				
	-3	1 (Str)	1 (6)	1	0*	- (12)	0	- (0)	0	B, S, (Throw), M, M, C, Poison.	10w, 18t	3
Assassin's Blades				1.10	(Asid Dee	l) Blunt M	Iodificatior	n: Arcane.				
Assassin's Blades	*+1 Crit Dr	ng vs Luck	, Blunt, Da	ngerous Id3	(ACIO POO	.,						
Assassin's Blades		5						nselves mo	re than 6	spaces in a Turn (does not S	tack).	
Assassin's Blades Fire Darts		5						nselves mo - (0)	re than 6 0	spaces in a Turn (does not St Blade, C, (Throw), Magic, Fire.	and the second second	5

SHORT SWORD

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire Re	source
Migi Cutlass	+]	1	1	4	3		1	-	1	Blade, Steel.	12w	1
Quality Short Sword	+0	1	1	5	3	-	1	-	1	Blade, Composite.	13 w	1
Blood Iron Short Sword	+2	1	1	5	3	-	1	-	2	Blade, Blood Iron.	14w	2
Bone Blade	+]	1	1	5	3	-	1	-	1	Blade, Monster Bone.	12w, 14p	2
	Pen 1 min 3											
Heirloom Short Sword	-1	1	1	Ч	3	-	1	-	1	Blade, Ancient.	12w, 16p	3
Sound and the second	Gain +1 Morr	nentum (at the end of	f each of y	jour Turns,	You have -	2 Armour	vs Luck D	lamage w	hile you own this Weapon.	St. Bak	
Barnacle Blade	-2	1	1	6	3*	-	1	-	1	Blade, Composite, Magic, Blood	. 13w, 18t	3
	*Once per T	urn whe	n a characte	er takes Atl	tribute Dam	nage from t	his Weapor	n you may	take 6 Er	nd Dmg and gain +1 Momentum	, Modification:	Arca
Dragon Sword	-3	1	1	4	2	-	1	-	1	Blade, S, M, C, Dragon's Piss.	14w, 18t	3
	Blunt, Dang	erous 1d	3 (Acid Pool)), Energy, B	Burn, <mark>Modi</mark> f	ication: Arc	ane.					
	Strong Hit: S	et Alight	(Attack, Hit)	Target take	es 5 End Dr	ng at the st	art of each	of their Tu	irns until I	hey receive First Aid or become	e Wet (does no	ot Stad
Blistering Blade	+2*	1	1	7	3	-	1	-	1	Blade, Composite, Magic, Fire.	12w, 18t	5
	Energy, Bur	n, Dange	erous 1d3 (Sn	nall Fire), ^s	*-2d6 Hit	vs Wet targ	ets, <mark>Modif</mark> ic	cation: Arc	ane.			
Storm Ripper	-]*	2	2	Ч	3	-	1	-	1	Blade, Steel, Magic, Storm.	12w,18t,1Kn	3
	Dangerous 1	(Wind),	*You suffer	-1d6 Hit if	you're Wet	, Modificatio	on: Arcane					
	Momentum	1: Wind;	your next At	tack with I	his Weapo	n Pushes al	l non-larg	je targets i	2 in any o	direction (Stacks).		
	Momentum	2: Lighti	ng: your nex	t Attack w	ith this We	apon gains	Energy, Pe	en 3 min 3	3, Indirect	(Above) and *+1d6 Hit vs Wet	targets (Stac	ks).
Two Coin Blade	+()	1	1	3	3	-	1	-	1	Blade, Steel.	12w	0
	Modification	Low Qu	iality.									

Spadroon / Broadsword

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire F	lesource
Naval Spadroon	+]	1	1	Ч	3	-	1	-	2	Blade, Steel.	12w	2
	Max Mome	ntum (+1d8	6 Hit).									
Blood Money Broadsword	+0	1	1	5	3	-	1	-	2	Blade, Composite.	13w	2
	Max Mome	ntum (+1d8	6 Hit).									
Boarding Blade	+2	1	1	5	3	-	1	-	3	Blade, Blood Iron.	14w	3
	Max Mome	ntum (+1d8	6 Hit).									
Kami Scimitar	+]	1	1	5	3	-	1	-	2	Blade, Monster Bone.	12w, 14p	3
	Max Mome	ntum (+1d8	6 Hit), Pen	1 min 3.								
Tooth of Fin-Derark	+0	1	1	Ч	3	-	1	-	2	Blade, Ancient.	12w, 16p	Ч
	Max Mome	ntum (+1d6	5 Hit), Gain	+1 Moment	um at the e	nd of eacl	h of your T	urns, You h	ave -2 A	rmour vs Luck Damage whil	e you own thi	s Weap
Heretical Blood Scimitar	+0	1	1	6	3*	-	1	-	2	Blade, Composite, Magic, Bloc	id. 12w. 18t	Ч
	0											
	° °	ntum (+1d	6 Hit), *On	ice per Tur	n when a c	haracter t	takes Attrit	oute Damag		his Weapon you may take 6		
	Max Mome		6 Hit), *On dification: /	1 C C	n when a c	haracter t	akes Attrit	oute Damag		, ,		
	Max Mome			1 C C	n when a c	haracter t -	takes Attrib 1	oute Damag -		, ,	End Dmg ar	
	Max Mome Mome -3	entum, Moo 1	dification: <i>F</i> 1	Arcane. 4		-	1	oute Damag -	e from t	his Weapon you may take 6:	End Dmg ar	nd gain
Scorch Sword	Max Mome Mome -3 Blunt, Dan	entum, Moo 1 gerous 1d3	dification: / 1 3 (Acid Poo	Arcane. 4 I), Energy,	2 Burn, Modifi	- cation: Arc	1 cane.	-	e from t 2	his Weapon you may take 6:	End Dmg ar 15w, 18t	nd gain 4
	Max Mome Mome -3 Blunt, Dan	entum, Moo 1 gerous 1d3	dification: / 1 3 (Acid Poo	Arcane. 4 I), Energy,	2 Burn, Modifi	- cation: Arc	1 cane.	-	e from t 2	his Weapon you may take 6 B, S, M, M, C, Dragon's Piss	End Dmg ar 15w, 18t ne Wet (does r	nd gain 4
Scorch Sword	Max Mome Mome -3 Blunt, Dan Strong Hit: +2*	entum, Moo 1 gerous 1d3 Set Alight 1	dification: / 1 3 (Acid Poo (Attack, Hit 1	Arcane. 4 I), Energy.) Target tak 7	2 Burn, Modific es 5 End Dm	- cation: Arc g at the sl	1 cane. tart of each 1	- of their Tur -	e from t 2 ns until t 2	this Weapon you may take 6 B. S. M. M. C. Dragon's Piss hey receive First Aid or becor	End Dmg ar 15w, 18t ne Wet (does r	nd gain 4 not Stac
Scorch Sword	Max Mome Mome -3 Blunt, Dan Strong Hit: +2*	entum, Moo 1 gerous 1d3 Set Alight 1	dification: / 1 3 (Acid Poo (Attack, Hit 1	Arcane. 4 I), Energy.) Target tak 7	2 Burn, Modific ies 5 End Dm 3	- cation: Arc g at the sl	1 cane. tart of each 1	- of their Tur -	e from t 2 ns until t 2	this Weapon you may take 6 B. S. M. M. C. Dragon's Piss hey receive First Aid or becor	End Dmg ar . 15w, 18t ne Wet (does r e. 13w, 18t	nd gain 4 not Stac
Scorch Sword Brand	Max Mome Mome -3 Blunt, Dan Strong Hit: +2* Energy, Bu -1*	entum, Mod 1 gerous 1d3 Set Alight 1 irn, Danger 2	dification: / 1 3 (Acid Poo (Attack, Hit 1 rous 1d3 (S 2	Arcane. 4 I). Energy.) Target tak 7 imall Fire), 4	2 Burn, Modifi a es 5 End Dm 3 *-2d6 Hit v	- g at the sl - s Wet targ -	1 cane. tart of each 1 gets, Modifi 1	of their Tur - cation: Arca	e from t 2 ns until t 2 ne.	this Weapon you may take 6 B, S, M, M, C, Dragon's Piss hey receive First Aid or becor Blade, Composite, Magic, Fir	End Dmg ar . 15w, 18t ne Wet (does r e. 13w, 18t	nd gain 4 not Staa 6
Scorch Sword Brand	Max Mome Mome -3 Blunt, Dan Strong Hit: +2* Energy, Bu -1* Dangerous	entum, Moo 1 gerous 1d3 Set Alight 1 irn, Danger 2 1 (Wind), *	dification: / 1 3 (Acid Poo (Attack, Hit 1 rous 1d3 (S 2 *You suffer	Arcane. 4 I). Energy.) Target tak 7 imall Fire). 4 -1d6 Hit if	2 Burn, Modifi es 5 End Dm 3 *-2d6 Hit v 3 you're Wet,	- g at the st - s Wet targ - Modificati	1 cane. tart of each 1 gets, Modifi 1	of their Tur - cation: Arca -	e from t 2 ns until t 2 ne. 2	this Weapon you may take 6 B, S, M, M, C, Dragon's Piss hey receive First Aid or becor Blade, Composite, Magic, Fir	End Dmg ar . 15w, 18t ne Wet (does r e. 13w, 18t	ud gain 4 not Stac 6
Scorch Sword Brand	Max Mome Mome -3 Blunt, Dan Strong Hit: +2* Energy, Bu -1* Dangerous Momentur	entum, Moo 1 gerous 1d3 Set Alight 1 urn, Danger 2 1 (Wind), ² 1 (Wind), ²	dification: / 1 3 (Acid Poo (Attack, Hit 1 rous 1d3 (S 2 *You suffer your next A	Arcane. 4 I). Energy.) Target tak 7 imall Fire). 4 -1d6 Hit if ittack with	2 Burn, Modifie es 5 End Dm 3 *-2d6 Hit v 3 you're Wet, this Weapon	- g at the sl - s Wet targ - Modificati Pushes a] tart of each] gets, Modifi] ion: Arcane Il non-larg	of their Tur - cation: Arca - e targets 2	e from t 2 ns until t 2 ne. 2 in any d	this Weapon you may take 6 B. S. M. M. C. Dragon's Piss hey receive First Aid or becor Blade, Composite, Magic, Fir Blade, Steel, Magic, Storm	End Dmg ar . 15w, 18t ne Wet (does r e. 13w, 18t 12w,18t,1Kn	nd gain 4 not Stad 6 4
Scorch Sword Brand	Max Mome Mome -3 Blunt, Dan Strong Hit: +2* Energy, Bu -1* Dangerous Momentur	entum, Moo 1 gerous 1d3 Set Alight 1 urn, Danger 2 1 (Wind), ² 1 (Wind), ²	dification: / 1 3 (Acid Poo (Attack, Hit 1 rous 1d3 (S 2 *You suffer your next A	Arcane. 4 I). Energy.) Target tak 7 imall Fire). 4 -1d6 Hit if ittack with	2 Burn, Modifie es 5 End Dm 3 *-2d6 Hit v 3 you're Wet, this Weapon	- g at the sl - s Wet targ - Modificati Pushes a] tart of each] gets, Modifi] ion: Arcane Il non-larg	of their Tur - cation: Arca - e targets 2	e from t 2 ns until t 2 ne. 2 in any d	this Weapon you may take 6 B, S, M, M, C, Dragon's Piss hey receive First Aid or becor Blade, Composite, Magic, Fir Blade, Steel, Magic, Storm lirection (Stacks).	End Dmg ar . 15w, 18t ne Wet (does r e. 13w, 18t 12w,18t,1Kn	nd gain 4 not Stac 6 4

CUTLASS

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire F	leso
Free Folk Cutlass	+2	1	1	6	3	-	1		2	Blade, Steel.	10w	í
Butterfly Blade	+]	1	1	7	3	-	1	-	2	Blade, Composite.	12w	í
Sharpened Ripper Thock Horne	+3	1	1	7	3	-	1		3	Blade, Blood Iron.	12w	:
Sea Gift Blade	+2	1	1	7	3	-	1	-	2	Blade, Monster Bone.	10w, 14p	:
	Pen 1 min 3.											
Rune Blade	+0	1	1	6	3	-	1	-	2	Blade, Ancient / Star Metal.	10w, 16p	ı
	Gain +1 Mom	entum a	at the end o	of each of y	jour Turns,	You have	-2 Armour	vs Luck D	amage wi	nile you own this Weapon.		
Jinn Sabre	+]	1	1	8	3*	-	1	-	2	Blade, Composite, Magic, Blood	. 10w, 18t	l
	*Once per Tu	urn whe	n a charact	er takes At	tribute Dam	age from	this Weapor	n you may	take 6 En	d Dmg and gain +1 Momentum	. Modificatio	n: Ai
Embre Blade	-2	1	1	6	2	-	1	-6	2	B, S, M, M, C, Dragon's Piss.	13wt, 18t	
	Blunt, Dange	rous 1d3	3 (Acid Pool	l), Energy, I	Burn, <mark>Mod</mark> ifi	cation: Ar	cane.					
	Strong Hit: Se	t Alight	(Attack, Hit)) Target tak	es 5 End Dm	ng at the s	tart of each	of their Tu	rns until t	hey receive First Aid or become	e Wet (does r	not S
Darkfire Sabre	+3*	1	1	9	3	-	1	-	2	Blade, Composite, Magic, Fire.	. 11w, 18t	(
	Energy, Burn	. Dange	rous 1d3 (Si	mall Fire),	*–2d6 Hit v	vs Wet targ	gets, Modifie	cation: Arc	ane.			
Cyclone Cutlass	+0*	2	2	6	3	-	1	-	2	Blade, Steel, Magic, Storm.	10w,18t,1Kn	l
	Dangerous 1	(Wind),	*You suffer	-1d6 Hit if	you're Wet,	Modificat	ion: Arcane					
	Momentum 1	Wind:	your next A	ttack with	this Weapor	Pushes a	Ill non-larg	je targets á	2 in any c	lirection (Stacks).		
	Momentum a	: Lightii	ng; your nex	kt Attack w	vith this Wea	apon gains	Energy, Pe	en 3 min 3	, Indirect	(Above) and *+1d6 Hit vs Wet	targets (Sta	icks)
Bad Bob's BInding Blade	+0*	1	1	6	2	-	1	-	2	Blade, S, M, B, Tackle (14)**.	10w,18t,2Kn	!
	Runt Dange	rous 1 (I	GM defined)	*Hit +Luc	k with Tack	la Action	**You don'	't gain Grat	hing fron	n this Weapon, Modification: Ar	reano	
	Dionic, Danye	1003 1 (1	Ji uenneu/	, IIIC LUG	K WICH HUCK	le Action,	100 0011	t yanı orai	obility from	i uns weapon, nouncation / n	curie.	

RAPIER

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire R	lesou
Poker	+3	2	2	Ч	3	-	1	-	2	Blade, Steel.	12w	2
Balanced Rapier	+2	2	2	5	3	-	1	-	2	Blade, Composite.	13w	2
Judgement	+4	2	2	5	3	-	1	-	3	Blade, Blood Iron.	14w	3
Status Rapier	+3	2	2	5	3	-	1	-	2	Blade, Monster Bone.	12w, 14p	3
	Pen 1 min 3	3.										
Hair Needle of Jakrakarla	+]	2	2	Ч	3	-	1	-	2	Blade, Star Metal.	12w, 16p	Ч
	Gain +1 Mor	mentum a	it the end o	of each of y	Jour Turns,	You have -	2 Armour	vs Luck D	amage wi	nile you own this Weapon.		
Sick Rick's Pustule Poker	+2	2	2	6	3*	-	1	-	2	Blade, Composite, Magic, Blood.	12w, 18t	Ч
	*Once per i	Turn whe	n a charact	er takes At	tribute Dam	age from t	his Weapor	n you may	take 6 En	d Dmg and gain +1 Momentum,	Modification	n: Ar
Inferno Blade	-1	2	2	Ч	2	-	1	1-1-	2	B, S, M, M, C, Dragon's Piss.	15w, 18t	Ч
	Blunt, Dang	jerous 1d3	(Acid Pool	l), Energy, I	Burn, Modifi	cation: Arc	ane.					
	Strong Hit: S	Set Alight	(Attack, Hit)) Target tak	es 5 End Dm	ng at the st	art of each	of their Tu	urns until t	hey receive First Aid or become	e Wet (does r	not S
Hot Poker	+4*	2	2	7	3	-	1	-	2	Blade, Composite, Magic, Fire.	13w, 18t	6
	Energy, Bur	n, Dange	rous 1d3 (S	mall Fire),	*-2d6 Hit v	rs Wet targ	ets, <mark>Modific</mark>	cation: Arc	ane.			
Gale Blade	+]*	3	3	Ч	3	-	1	-	2	Blade, Steel, Magic, Storm.	12w,18t,1Kn	Ч
	Dangerous	1 (Wind),	*You suffer	-1d6 Hit if	you're Wet,	Modificatio	on: Arcane.					
	Momentum	1: Wind:	your next A	ttack with	this Weapon	Pushes al	ll non-larg	e targets i	2 in any d	lirection (Stacks).		
						anon dains	Energy Pe	en 3 min 3	3. Indirect	(Above) and *+1d6 Hit vs Wet	targets (Sta	cks).
		2: Lightii	ng; your nex	kt Attack w	in this wea	ipon guins						
Cabin Boys Toothpick		2: Lightin 2	ng: your nex 2	kt Attack w 4	2	- -	1	-	2	Blade, S, M, B, Tackle (14)**.	12w,18t,2Kn	5
Cabin Boys Toothpick	Momentum +]*	2	2	Ч	2	-	1	– t gain Gra	-	Blade, S, M, B, Tackle (14)**. h this Weapon, Modification: Ar		5
Cabin Boys Toothpick Rusted Poker	Momentum +]*	2	2	Ч	2	-	1	– t gain Gra	-			5

Spear / Harpoon

Weapons	Hit Rng Max Rng End Dmg Crit Dmg Ammo Draw Reload Weight Weapon Type Acquire Reso	our
Pitchfork	-1* (+4) 1* (Str) 3 (12) 3 3 - (1) 2 - (2) 3 Blade**. (Throw), Steel. 12w	1
	Large, *+2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown.	
	May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action).	
Coffer Spear	-2* (+3) 1* (Str) 3 (12) 4 3 - (1) 2 - (2) 3 Blade**, (Throw), Composite. 13w	1
	Large, *+2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown.	
	May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action).	
High Spear	+0* (+5) 1* (Str) 3 (12) 4 3 - (1) 2 - (2) 4 Blade**. (Throw), Blood Iron. 14w	2
	Large, *+2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown.	
	May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action).	
Stalker Spear	-1* (+4) 1* (Str) 3 (12) 4 3 - (1) 2 - (2) 3 Blade**, (Throw), Monster Bone. 12w, 14p	2
	Large, *+2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown.	
	May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action), Pen 1 min 3.	
Mercurial Silver Spear	-3* (+2) 1* (Str) 3 (12) 3 3 - (1) 2 - (2) 3 Blade**. (Throw), Star Metal. 12w, 16p	3
	Large, *+2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown.	
	May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action),	
	Gain +1 Momentum at the end of each of your Turns, You have -2 Armour vs Luck Damage while you own this Weapon.	X
Goblin Spear	-2* (+3) 1* (Str) 3 (12) 5 3* - (1)*** 2 - (2) 3 Blade**, (Throw), C, M, Blood. 12w, 18t	3
	Large, *+2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown.	
	May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action).	
	***Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: A	١r
Pyre Spear	+0* (+5) 1* (Str) 3 (12) 6 3 - (1) 2 - (2) 3 Blade**, (Throw), C, Magic, Fire. 13w, 18t	5
	Large, *+2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown.	
	May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action),	
	Energy, Burn, Dangerous 1d3 (Small Fire), -2d6 Hit vs Wet targets, Modification : Arcane.	
Trident of the Black Sea		3
	Large, *+2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown.	
	May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action),	
	Dangerous 1 (Wind), You suffer –1d6 Hit if you're Wet, Modification : Arcane.	
	Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).	
	Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and *+1d6 Hit vs Wet targets (Stacks	5),
Fishing Spear	-2* (+3) 1* (Str) 3 (12) 2 3 - (1) 2 - (2) 3 Blade**, (Throw), Steel. 12w	0

WHIP

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Whip	-4*]*	Ч	0*	1	-	0	1	0	Tackle (14).	8w	1
	No Variatio	ns or Mo	difications. \	You can Swi	ing at almo	st anu tim	e. *+2 Hit	and End D	ma per R	ange Increment beyond	the first (normal	llu -2).

HOOK HAND

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
¥	Hook Hand	+0	1	1	3	2	-	0	-	0	Blade, Composite.	Free	0
		Natural, Ma	y be used	in place o	f a lost ha	nd (allows I	for the use	e of GM de	fined Two H	landed Ite	ems).		

Bow

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resourc
Raiding Bow	+0	Ч	35	5	3	10	1	1	3	Projectile, Bow, Wood.	12w	2
	May only p	reload wh	nile Active,	Two Handed.								
	Momentum	1: Your n	ext Attack	gains +2 Hit,	Rng, End	Dmg (Stac	ks).					
Hunters Bow	-1	5	40	5	3	10	1	1	3	Projectile, Bow, Composite.	14t	2
	May only p	reload wł	nile Active,	Two Handed.								
	Momentum	1: Your n	ext Attack	gains +2 Hit,	Rng, End	Dmg (Stac	ks).					
Sinew Bow	+0	Ч	35	6	3	10	1	1	3	Projectile, Bow, Monster Bone.	12w, 14p	3
	May only p	reload wh	nile Active,	Two Handed,	Pen 1 mir	1 3.						
	Momentum	1: Your n	ext Attack	gains +2 Hit,	Rng, End	Dmg (Stac	ks).					
Ripper Longbow	+2	Ч	35	7	3	10	1	1	3	Projectile, Bow, Bow, Ancient.	12w, 16p	Ч
	May only p	reload wł	nile Active,	Two Handed,	You have	-2 Armou	ur vs Luck	Damage wh	ile you c	wn this Weapon.		
	Momentum	1: Your n	ext Attack	gains +2 Hit,	Rng, End	Dmg (Stac	ks).					
Bow of Suffering	-2	Ч	35	6	3*	10	1	1 1	3	P. Bow, Wood, Magic, Blood.	12w, 18t	Ч
	May only p	reload wh	ile Active,	Two Handed,	*Once per	r Turn whe	en a chara	cter takes A	ttribute [Damage from this Weapon you	may take 6	5 End D
	and g	ain +1 Mor	nentum, Mo	dification: A	rcane.							
				dification: A gains +2 Hit,		Dmg (Stac	ks).					
Searing Bow						Dmg (Stac 10	ks). 1	1	3	P, Bow, Wood, Magic, Fire.	12w, 18t	6
Searing Bow	Momentum +2*	1: Your n 4	ext Attack 35	gains +2 Hit, 7	Rng, End 3	10	1	1 (Small Fire),	-	P, Bow, Wood, Magic, Fire. dit vs Wet targets, Modification		6
Searing Bow	Momentum +2* May only p	1: Your n 4 reload wh	ext Attack 35 nile Active,	gains +2 Hit, 7	Rng, End 3 Energy, B	10 Iurn, Dange	1 erous 1d3	1 (Small Fire),	-			6
Searing Bow Dread Bow	Momentum +2* May only p	1: Your n 4 reload wh	ext Attack 35 nile Active,	gains +2 Hit, 7 Two Handed,	Rng, End 3 Energy, B	10 Iurn, Dange	1 erous 1d3	1 (Small Fire), 1	-		Arcane.	6
	Momentum +2* May only p Momentum -5	1: Your n 4 reload wł 1: Your n 4	ext Attack 35 nile Active, ext Attack 35	gains +2 Hit, 7 Two Handed, gains +2 Hit, 5	Rng, End 3 Energy, B Rng, End 3	10 Jurn, Dange Dmg (Stac 10*	1 erous 1d3 :ks). 1	1	*-2d6 H	lit vs Wet targets, Modification	: Arcane. 12w,18t,1Kn	5
	Momentum +2* May only p Momentum -5 May only p	1: Your n 4 reload wh 1: Your n 4 reload wh	ext Attack o 35 nile Active, ext Attack o 35 nile Active,	gains +2 Hit, 7 Two Handed, gains +2 Hit, 5 Two Handed,	Rng, End 3 Energy, B Rng, End 3 Dangerou	10 Burn, Dange Dmg (Stac 10* is 4 (Curse	1 erous 1d3 :ks). 1 ed Ground)	1	*-2d6 H	lit vs Wet targets, Modification P, Bow, W, M, C, Intimidate.	: Arcane. 12w,18t,1Kn	5
	Momentum +2* May only p Momentum -5 May only p Momentum	1: Your n 4 reload wh 1: Your n 4 reload wh 1: Your n	ext Attack (35 nile Active, ext Attack (35 nile Active, ext Attack (gains +2 Hit, 7 Two Handed, gains +2 Hit, 5 Two Handed, gains +2 Hit,	Rng, End 3 Energy, B Rng, End 3 Dangerou Rng, End	10 Burn, Dange Dmg (Stac 10* s 4 (Curse Dmg (Stac	l erous 1d3 :ks). 1 ed Ground) :ks).	1 , *Ammo is	*-2d6 H 3 regained	Hit vs Wet targets, Modification P, Bow, W, M, C, Intimidate. at the end of Combat, Modific	: Arcane. 12w,18t,1Kn	5
	Momentum +2* May only p Momentum -5 May only p Momentum	1: Your n 4 reload wh 1: Your n 4 reload wh 1: Your n	ext Attack (35 nile Active, ext Attack (35 nile Active, ext Attack (gains +2 Hit, 7 Two Handed, gains +2 Hit, 5 Two Handed, gains +2 Hit,	Rng, End 3 Energy, B Rng, End 3 Dangerou Rng, End	10 Burn, Dange Dmg (Stac 10* s 4 (Curse Dmg (Stac	l erous 1d3 :ks). 1 ed Ground) :ks).	1 , *Ammo is	*-2d6 H 3 regained	lit vs Wet targets, Modification P, Bow, W, M, C, Intimidate.	: Arcane. 12w,18t,1Kn	5
Dread Bow	Momentum +2* May only p Momentum -5 May only p Momentum <u>Strong Hit</u> : -2	1: Your n 4 reload wh 1: Your n 4 reload wh 1: Your n <u>Cursed (/</u> 4	ext Attack (35 nile Active, ext Attack (35 nile Active, ext Attack (Attack, Hit) 35	gains +2 Hit, 7 Two Handed, gains +2 Hit, 5 Two Handed, gains +2 Hit, You take 3 E	Rng, End 3 Energy, B Rng, End 3 Dangerou Rng, End ind Dmg a 3	10 Burn, Dange Dmg (Stac 10* s 4 (Curse Dmg (Stac nd your ta 10	1 erous 1d3 eks). 1 ed Ground) eks). rget's nex 1	1 , *Ammo is	*-2d6 H 3 regained	Hit vs Wet targets, Modification P. Bow, W. M, C, Intimidate. at the end of Combat, Modific g Hit -1 (Stacks).	: Arcane. 12w.18t.1Kn cation: Arca	5

BLOW DART

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resource
Narrow Reed Dart	+0	3	9	2	0	8	0	1	1	Projectile, Chemical, Acid.	12t	1
	Strong Hit	(5-6), May	y only prelo	bad while A	ctive, Smal	l, Burn.						
Bloat Toad Dart	+0	3	9	0	0	8	0	1	1	Projectile, Chemical, Poison.	12t	1
	Strong Hit	(5-6), May	y only prelo	bad while A	ctive, Smal	l, Blunt.						
	Strong Hit:	Poisoned	(Attack, Hi	t) Target ha	is 6 End Dr	ng if they	move ther	mselves ma	ore than 6	spaces in a Turn (does not S	tack).	
Moon Flower Dart	+0	3	9	0	0	8	0	1	1	Projectile, Chemical, Toxic.	12t	1
	Strong Hit	(5-6), May	y only prelo	bad while A	ctive, Smal	l.						
	Strong Hit:	Toxic (Att	ack, Hit) Ta	arget has -i	2 to all Rol	ls until the	ey receive	Patch-Up o	or Extend	ed Care (does not Stack).		
Dragon's Piss Dart	+0	3	9	1	0	8	0	1	1	P, Chemical, Dragon's Piss.	14t	1
	Strong Hit	(5-6), May	y only prelo	bad while A	ctive, Smal	l, Energy,	Burn.					
	Strong Hit:	Set Alight	(Attack, Hit)) Target take	es 5 End Dr	ng at the sl	tart of eacl	n of their Tu	rns until	they receive First Aid or become	e Wet (does	not Stac
Glug Fish Dart	-2	3	9	0	0	8	0	1	1	P, Chemical, Noxious Cloud.	14t	1
	Strong Hit	(5-6), May	y only prelo	ad while Ad	tive, Small	, Blunt, Cre	eates Dang	erous Envir	onmental	area (6 End Dmg to any targel	t than enter	s or sta
	their	Turn in th	at space) ir	n a single s	pace under	the targe	t, Modifica	tion: Low Q	uality.			
Blinding Powder Dart	-2	3	9	0	0	8	0	1	1	Projectile, Chemical, Flash.	12t	1
	Strong Hit	(5-6), Mai	y only prelo	oad while A	ctive, Smal	l, Blunt, M	odification	: Low Quali	ty.			
	trong Hit. F	lash (Atta	ack Hit) All	Damaged	characters	are Sunnre	hazad		-			

Boarding AXE / Tomahawk

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Boarding Axe	-1	1 (Str)	1 (5)	5	3	- (1)	1	-	3	Axe, (Throw), Steel.	10 w	5
	Max Mome	entum (+1 C	crit Dmg).									
Gale Warpick	-3	1 (Str)	1 (5)	Ч	3	- (1)	1	-	3	Axe, (Throw), Pick.	10 w	2
	Max Mome	entum (+1 C	crit Dmg), P	en 2 min 3	3.							
Kirk Hammer	-2	1 (Str)	1 (5)	Ч*	3	- (1)	1		3	Axe, (Throw), Hammer.	8w	2
	Max Mome	entum (+1 C	crit Dmg), E	Blunt, *+4 E	nd Dmg vs	character	s with 3+ /	Armour.				
Clapper	-3	1 (Str)	1 (5)	6	3	- (1)	1	-	3	Axe, (Throw), Thunder Stone.	10w, 14p	3
	Max Mome	entum (+1 C	crit Dmg).									
	Strong Hit	Thunder S	Smash (Att	ack, Hit, On	ice per Turr	n) Gain +1	Momentum	and knock	a non-la	arge target Prone.		
Split Bone Axe	+0	1 (Str)	1 (5)	5	3	- (1)	1		3	Axe, (Throw), Monster Bone.	10w, 14p	3
	Max Mome	entum (+1 C	crit Dmg), P	en 1 min 3				-				
Mourne Axe	+2	1 (Str)	1 (5)	6	3	- (1)	1	-	3	Axe, (Throw), Ancient.	10w, 16p	Ч
	Max Mome	entum (+1 C	crit Dmg), Y	′ou have –1	Armour vs	Luck Dam	nage while	you own th	is Weapo	n.		
Henry's Hated Hatchet	-3	1 (Str)	1 (5)	6	3*	- (1)	1		3	Axe, (Throw), S, Magic, Blood.	10w, 18t	Ч
	Max Mome	entum (+1 C	crit Dmg), *	Once per T	Turn when a	a characte	r takes Att	ribute Dam	age from	this Weapon you may take 6	End Dmg	and gain
	Mom	entum, Moo	lification: A	rcane.								
Coal Axe	+]*	1 (Str)	1 (5)	7	3	- (1)	1	-	3	Axe, (Throw), S, Magic, Fire.	10w, 18t	6
	Max Mome	entum (+1 C	crit Dmg), E	nergy, Buri	n, Dangerou	s 1d3 (Sm	all Fire), *-	-2d6 Hit vs	Wet targ	ets, Modification: Arcane.		
Tomahawk	-2	1 (Str)	1 (5)	Ч	3	- (1)	1		3	Axe, (Throw), Steel.	10 w	1
	Max Mome	entum (+1 C	rit Dma) M	Indification	: Low Qualit							

WOODCUTTERS AXE

Weapons	Hit	Rng	Max Rng	End Dmg	ı Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Woodcutters Axe	-2	1	2	9	3	-	1	-	Ч	Axe, Steel.	12w	3
	Large, Two	Handed,	Max Momer	tum (+1 Cr	rit Dmg).							
Great Pick	-4	1	2	8	3	-	1	-	Ч	Axe, Pick.	12w	3
	Large, Two	Handed,	Max Momer	tum (+1 Cr	rit Dmg), Pe	n 2 min 3.						
Ship Anchor	-3	1	2	8*	3	-15	1	-	Ч	Axe, Hammer.	10 w	3
	Large, Two	Handed,	Max Momer	tum (+1 Cr	it Dmg), Bl	unt, *+4 En	d Dmg vs	characters	with 3+	Armour.		
Divine Intervention	-4	1	2	10	3	-	1	-	Ч	Axe, Thunder Stone.	12w, 14p	Ч
	Large, Two	Handed,	Max Momer	tum (+1 Cr	rit Dmg).							
	Strong Hit:	Thunder	Smash (Att	ack, Hit, O	nce per Tur	n) Gain +1	Momentum	and knock	kanon-	large target Prone.		
Sea Dragon Axe	-1	1	2	9	3	-	1		Ч	Axe, Monster Bone.	12w, 14p	Ч
	Large, Two	Handed,	Max Momer	tum (+1 Cr	rit Dmg), Pe	n 1 min 3.						
Ogdor's Gaze	+]	1	2	10	3	-	1	-	Ч	Axe, Ancient.	12w, 16p	5
	Large, Two	Handed,	Max Momer	tum (+1 Cr	it Dmg), Yo	u have –1 A	Armour vs	Luck Dama	ige while	you own this Weapon.		
Cid's Revenge	-4	1	5	10	3*	-	1	-	Ч	Axe, Steel, Magic, Blood.	12w, 18t	5
	Large, Two	Handed, I	Max Momen	tum (+1 Cri	it Dmg), *0	nce per Tur	n when a d	character ta	akes Attr	ibute Damage from this Weap	on you may	take 6 Er
	Dmg	and gain	+1 Momentu	m, Modific	ation: Arca	ne.						
	+0*	1	2	11	3	-	1	-	Ч	Axe, Steel, Magic, Fire.	12w, 18t	7
Combustion Axe											(inching Are	
Combustion Axe	Large, Two	Handed,	Max Momer	tum (+1 Cr	rit Dmg), En	ergy, Burn,	Dangerous	s 1d3 (Sma	ll Fire), *	-2d6 Hit vs Wet targets, Modi	fication: Arc	ane.
	Large, Two -4*	Handed. 2	Max Momer 3	ltum (+1 Cr 9	it Dmg), En 3	ergy, Burn, –	Dangerous 1	s 1d3 (Sma –	ll Fire), * 4	-2d6 Hit vs Wet targets, Modi Axe, Steel, Magic, Storm.	12w,18t,1Kn	ane. 5
	-4*	2	3	9	3	-	1	-	Ч		12w,18t,1Kn	
Combustion Axe Storm Cutter	- 4 * Large, Two	2 Handed,	3 Max Momer	9 Itum (+1 Cr	3 tit Dmg), Da	- ngerous 1 (1 (Wind), *Yo	- u suffer -1c	4 16 Hit if i	Axe, Steel, Magic, Storm.	12w,18t,1Kn	
	-4* Large, Two Momentum	2 Handed, 1 1: Wind:	3 Max Momer your next A	9 Itum (+1 Cr Ittack with	3 tit Dmg), Da this Weapo	- ngerous 1 (n Pushes a	l (Wind), *Yo Ill non-larg	– u suffer –lo ge targets á	4 16 Hit if i 2 in any	Axe, Steel, Magic, Storm. you're Wet, Modification: Arcar	12w,18t,1Kn ne.	5

GREATSWORD

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire F	lesources
Spin 'n Kick	-1	1	2	6	3	-	2	-	5	Blade, Steel.	14w	3
	Large, Two H	landed.										
	Momentum	l: Your ne	xt Attack w	with this We	eapon gains	-1 Max Rr	ng2 End	Dmg and	Splash +1	(does not Stack).		
Quality Greatsword	-2	1	2	7	3	-	2	-	5	Blade, Composite.	15 w	3
	Large, Two I	landed.										
	Momentum	l: Your ne	xt Attack v	with this We	eapon gains	-1 Max Rr	ng, –2 End	Dmg and	Splash +1	(does not Stack).		
Great Storm Blade	+0	1	2	7	3		2	-	6	Blade, Blood Iron.	16w	Ч
	Large, Two H	landed.										
	Momentum	I: Your ne	xt Attack v	with this We	eapon gains	-1 Max Rr	ng2 End	Dmg and	Splash +1	(does not Stack).		
Tithe Greatsword	-1	1	2	7	3	-	2	-	5	Blade, Monster Bone.	14w, 14p	Ч
	Large, Two I	landed, P	en 1 min 3									
	Momentum	l: Your ne	xt Attack v	with this We	eapon gains	–1 Max Rr	ng, -2 End	Dmg and	Splash +1	(does not Stack).		
Bastion Blade	-3	1	2	6	3	-01235	2	1-1	5	Blade, Ancient.	14w, 16p	5
	Large, Two H	landed, G	ain +1 Morr	nentum at I	the end of e	each of yo	ur Turns, '	You have -a	2 Armour	vs Luck Damage while you o	wn this Weap	oon.
	Momentum	I: Your ne	xt Attack v	with this We	eapon gains	-1 Max Rr	ng2 End	Dmg and	Splash +1	(does not Stack).		
Kraken Tooth	-3	1	2	7	3*	-	2	-	5	Blade, Steel, Magic, Blood.	14w, 18t	5
	Large, Two H	landed, *	Once per T	urn when a	a character	takes Attr	ibute Dam	age from t	nis Weapo	in you may take 6 End Dmg a	nd qain +1 M	omentu
	Modific	ation: Arc	ane.					5		.	5	
	Momentum	l: Your ne	xt Attack v	with this We	eapon gains	-1 Max Rr	ng, -2 End	Dmg and	Splash +1	(does not Stack).		
Unbalanced Greatsword	-4	1	2	6	3	-	2	_	5	Blade, Composite.	15 w	2
	Large, Two H	landed. M	lodification	: Low Quali	tu.							
	-				5	1 May Dr	- 25-4	Deserand	Calash 1	(does not Stack).		

PIKE

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire R	esourc
Chapel Pike	-2*]*	3	5**	3	-	2	-	Ч	Axe, Steel.	14w	2
	Large, Two	Handed,	*+2 Hit per	Range Incre	ement beyo	nd the firs	st (normal	ly -2), **+	6 End Dm	ng with Ready Attack vs C	harging targets.	
	May use R	eady Atta	ck against	any characte	er as soon	as they c	ome withir	n Range (n	ormally a	t the end of an Action).		
War Scythe	-4*]*	3	Ц**	3	-	2	-	Ч	Axe, Pick.	14w	2
	Large, Two	Handed,	*+2 Hit per	Range Incre	ement beyo	nd the firs	st (normal	ly -2), **+	6 End Dr	ng with Ready Attack vs C	harging targets.	
	May use R	eady Atta	ck against	any characte	er as soon	as they c	ome withir	n Range (n	ormally a	t the end of an Action), Pe	en 2 min 3.	
Long Maul	-3*]*	3	Ц**	3	-	2	-	4	Axe, Hammer.	12w	2
	Large, Two	Handed.	*+2 Hit per	Range Incre	ement beuo	nd the firs	st (normal	lu -2). **+	6 End Dm	ng with Ready Attack vs C	harging targets.	
								-		at the end of an Action),	5 5 5	Dmr
		-	1 3+ Armou			i us they	oonne with	in nange	inormating	at the end of an riotony,	Dione, Fene	Ding
Griffin Pike	_U*]*	3	6	3	-	2	-	Ч	Axe. Thunder Stone.	14w, 14p	3
	Large Two	Handed	*+2 Hit nor	Range Incre	oment heun	nd the fire	t (normal	lu _2) **+		ng with Ready Attack vs C		Ŭ
	3			2	5			5		t the end of an Action).	narging targets.	
	Mail lise R			ung onuluou	ci us soon	us they o	offic within	i nunge (n	onnaccy a	c the end of an Action.		
	2	2	2	ack Hit Ope	o por Turn) Gain +1 M	Iomontum	and knoo	le a non-l	argo targot Propo		
Gloru Spoar	Strong Hit:	Thunder	Smash (Att) Gain +1 M	4omentum 2	and knoc		arge target Prone.	1U1/ 1Up	3
Glory Spear	Strong Hit: -1*	Thunder 1*	Smash (Att 3	5	3	-	2	-	Ч	Axe, Monster Bone.	14w. 14p	3
Glory Spear	Strong Hit: -1* Large, Two	Thunder 1* Handed,	Smash (Att 3 *+2 Hit per	5 Range Incre	3 ement beyo	– nd the firs	2 st (normal	- ly -2), **+	4 6 End Dm	Axe. Monster Bone. ng with Ready Attack vs C	harging targets.	3
	Strong Hit: -1* Large, Two May use R	Thunder 1* Handed,	Smash (Att 3 *+2 Hit per ck against	5 Range Incre	3 ement beyo	– nd the firs	2 st (normal ome withir	- ly -2), **+	4 6 End Dm ormally a	Axe, Monster Bone. Ing with Ready Attack vs C t the end of an Action)., P	harging targets. en 1 min 3.	
Glory Spear Marid Pike	Strong Hit: -1* Large, Two May use R +1*	Thunder 1* Handed, eady Atta 1*	Smash (Att 3 *+2 Hit per ck against 3	5 Range Incre any characte 6**	3 ement beyo er as soon 3	– nd the firs as they c –	2 st (normal ome withir 2	- ly -2), **+ n Range (n -	Ч 6 End Dm ormally a Ч	Axe, Monster Bone. Ing with Ready Attack vs C t the end of an Action)., P Axe, Ancient.	harging targets. en 1 min 3. 14w, 16p	Ч
	Strong Hit: -1* Large, Two May use R +1* Large, Two	Thunder 1* Handed, eady Atta 1* Handed, *+	Smash (Att 3 *+2 Hit per ck against 3 +2 Hit per Ra	5 Range Incre any characte 6** ange Incremen	3 ement beyo er as soon 3 nt beyond th	– as they c – ne first (nor	2 st (normal ome withir 2 mally -2),	- ly -2), **+ n Range (n - **+6 End [4 6 End Drr ormally a 4)mg with F	Axe, Monster Bone. Ig with Ready Attack vs C t the end of an Action)., P Axe, Ancient. leady Attack vs Charging tar	harging targets. en 1 min 3. 14w, 16p gets, May use Rea	4 dy At
	Strong Hit: -1* Large. Two May use R +1* Large, Two agains	Thunder 1* Handed, eady Atta 1* Handed, *+	Smash (Att 3 *+2 Hit per ck against 3 +2 Hit per Ra	5 Range Incre any characte 6** ange Incremen	3 ement beyo er as soon 3 nt beyond th	– as they c – ne first (nor	2 st (normal ome withir 2 mally -2),	- ly -2), **+ n Range (n - **+6 End [4 6 End Drr ormally a 4)mg with F	Axe, Monster Bone. Ing with Ready Attack vs C t the end of an Action)., P Axe, Ancient.	harging targets. en 1 min 3. 14w, 16p gets, May use Rea	4 dy At
	Strong Hit: -1* Large, Two May use R +1* Large, Two	Thunder 1* Handed, eady Atta 1* Handed, *+	Smash (Att 3 *+2 Hit per ck against 3 +2 Hit per Ra	5 Range Incre any characte 6** ange Incremen	3 ement beyo er as soon 3 nt beyond th	– as they c – ne first (nor	2 st (normal ome withir 2 mally -2),	- ly -2), **+ n Range (n - **+6 End [4 6 End Drr ormally a 4)mg with F	Axe, Monster Bone. Ig with Ready Attack vs C t the end of an Action)., P Axe, Ancient. leady Attack vs Charging tar	harging targets. en 1 min 3. 14w, 16p gets, May use Rea	4 dy At
Marid Pike	Strong Hit: -1* Large, Two May use R +1* Large, Two agains -3*	Thunder 1* Handed, eady Atta 1* Handed, *• tany chan	Smash (Att 3 *+2 Hit per ck against 3 +2 Hit per Ra acter as soor 3	5 Range Incre any characte 6** ange Incremen n as they com 4	3 ement beyo er as soon 3 nt beyond th ne within Ran 3	- nd the firs as they c - ne first (nor ige (normal -	2 st (normal ome within 2 mally -2), ly at the en 2	- h Range (n - **+6 End [id of an Acti	4 6 End Drr ormally a 4 Drng with F on), You ha 4	Axe, Monster Bone. Ig with Ready Attack vs C t the end of an Action)., P Axe, Ancient. leady Attack vs Charging tar ve –1 Armour vs Luck Damag	harging targets. en 1 min 3. 14w, 16p gets, May use Rea e while you own th 14w	4 dy At

GRENADE

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire I	Resources
ldds & Ends Bomb	-1	Str+1	12	8	2	2	0	0	0	Explosive, Throw, Shrapnel.	12t	1
	Small, Spl	ash 1d3-1.										
renade	-2	Str+1	12	9	2	2	0	0	0	Explosive, Throw, Black Powder.	12t	1
	Small, Spl	ash 1d3-1.										
	Momentum	1: Destroy	j two spaci	es of destru	ctible terra	ain that yo	u have just	: damaged.				
ottle of Dragon Powder	-2	Str+1	12	8	2	2	0	0	0	Explosive, Throw, Dragon Powder.	12t, 1Kn	2
	Small, Spl	ash 1d3-1,	Splash +1,	Dangerous 2	2 (Small F	ire).						
	Momentum	1: Destroy	y three spa	ices of destr	uctible ter	rrain that y	jou have ju	st damage	d.		1.27.1.73	1915
l' Smith's Parrot Bomb	-3	Str+1	12	9	2*	2	0	0	0	E, Throw, Potion, Magic, Blood.	12t, 1Kn	2
	Small, Spl	ash 1d3-1, '	*Once per	Turn when a	a characte	r takes Att	ribute Dam	age from t	his Weap	on you may take 6 End Dmg ar	nd gain +1 M	omentum
Pete's Big ol' Explody Thing	+]*	Str+1	12	10	2	2	0	0	0	E, Throw, Potion, Magic, Fire.	12t, 1Kn	Ч
	Small, Spl	ash 1d3-1,	Energy, Bu	ırn, Dangeroi	us 1d3 (Sm	nall Fire), '	*-2d6 Hit v	vs Wet targ	ets.			
Captain's Hangover	-3*	Str+1	12	8	1	2	0	0	0	E, Throw, P, M, Bind, Tackle (14)**.	12t, 3Kn	3
	Small, Spl	ash 1d3-1,	Blunt, Dan	gerous 1 (GM	l defined),	*Hit +Luck	with Tack	le Action, ^a	**You do	n't gain Grabbing from this Wea	apon.	
harab Almalik	-4	Str+1	12	6	0	1	0	0	0	E, Throw, Elixir, C, Poison.	12t	1
	Small, Spl	ash 1d3-1,	Dangerous	2 (GM defin	ed), Blunt							
	Strong Hit:	Poisoned	(Attack, Hil	t) Target has	s 6 End Dr	mg if they	move them	nselves mo	re than 6	spaces in a Turn (does not Sl	tack).	
lystery Drink	-1d6-4	Str+1	12	6	1	2	0	0	0	E, Throw, Elixir, C, Toxic.	12t	1
	Small, Spl	ash 1d3-1,	Dangerous	2 (GM defin	ied).							
	Strong Hit:	Toxic (Atta	ack, Hit) Ta	arget has -2	to all Rol	lls until th	ey receive	Patch-Up o	or Extend	ed Care (does not Stack).		
lureat Alnaar	-4	Str+1	12	8	1	2	0	0	0	E, Throw, Elixir, C, Dragon's Piss.	14t	1
	Small, Spl	ash 1d3-1,	Dangerous	2 (GM defin	ied), Energ	ıy, Burn.						
	Strong Hit:	Set Alight	(Attack, Hit)) Target take	s 5 End Dn	ng at the s	tart of each	of their Tu	rns until	they receive First Aid or become	Wet (does	not Stack
ar of Bees	-4	Str+1	12	6	0	2	0	0	0	E, Throw, E, C, Noxious Cloud.	14t	2
	Small, Spl	ash 1d3-1,	Dangerous	2 (GM defin	ied), Blunt,	, Creates D	langerous E	Invironmen	tal area ((6 End Dmg to any target than	enters or s	tarts thei
	Turn	in that spa	ce) equal i	in size to th	is Weapon	's Splash a	area or a si	ingle space	e (if it do	es not have Splash).		
trongbox Surprise	-4	Str+1	12	8	0	2	0	0	0	E, Throw, Elixir, C, Flash.	12t	2
	Small, Spl	ash 1d3-1,	Dangerous	2 (GM defin	ed), Blunt							
	Strong Hit:	Flash (Att	ack, Hit) A	ll Damaged	character	s are Sunn	ressed					

Combat Net / Bolas

Weapons	Hit	Rng	Max Rng	End Dmg (Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Combat Net / Bolas	+]	2	Str	Ч	-	1	2	2	2	Tackle-Grabbed (14)*.	10 w	1
	Large, Two	Handed,	*You don't g	gain Grabbing	g from thi	s Weapon.	*Can only	, be used to	o Grab.			
	Momentum	2: Solas	h 1 (does no	t Stack)								

HOOKED CHAIN

	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weigh	t Weapon Type	Acquire F	lesou
Hooked Chain	-2*]*	3	5	5	-	5	- 1	3	Axe, Steel, Tackle-Trip.	10 w	1
	*+2 Hit and	per Range	e Increme	nt beyond t	ne first.							
	Momentum 1	: Your nex	kt Attack	with this We	apon gains	s -1 Max Ri	ng and Spl	ash +1 (doe	s not St	ack).		
Prisoner's Chains	-3*]*	3	Ч*	2	-	2	-	3	Axe, Hammer, Tackle-Trip.	8w	1
	*+2 Hit and	per Range	e Increme	nt beyond tl	ne first, Bl	unt, *+4 Ei	nd Dmg vs	characters	with 3+	Armour.		
	Momentum 1	: Your nex	kt Attack (with this We	apon gains	s –1 Max Ri	ng and Spl	ash +1 (doe	s not St	ack).		
Storm Whip	-4*]*	3	6	2	-	2	-	3	Axe, T Stone, Tackle-Trip.	10w, 14p	2
	*+2 Hit and	per Range	e Increme	nt beyond t	ne first.							
	Momentum 1	: Your nex	kt Attack	with this We	apon gains	s -1 Max Ri	ng and Spl	ash +1 (doe	s not St	ack).		
	Strong Hit: T	hunder Si	mash (Atta	ack, Hit, Ond	ce per Turi	n) Gain +1	Momentum	and knock	a non-	large target Prone.		
Living Tentacle	-]*]*	3	5	2	-	2	-	3	Axe, M Bone, Tackle-Trip.	10 w, 14p	2
	*+2 Hit and	per Range	e Increme	nt beyond tl	ne first, Pe	n 1 min 3.						
	Momentum 1	· Your ne>	kt Attack v	with this We	apon gains	s –1 Max Ri	ng and Spl	ash +1 (doe	s not St	ack).		
Golden Rope	+]*]*	3	6	2		2	-	3	Axe, Ancient, Tackle-Trip.	10w, 16p	3
	*+2 Hit and	per Range	e Increme	nt beyond t	ne first, Yo	u have -1	Armour vs	Luck Dama	age whil	e you own this Weapon.		
	Momentum 1	· Your nex	kt Attack	with this We	apon gains	s -1 Max Ri	ng and Spl	ash +1 (doe	s not St	ack).		
Dread Hooks of Captain Shale	-4*]*	3	6	2**	-	2	-	3	Axe, S, M, Blood, Tackle-Trip	p. 10w. 18t	
	End Dm	ig and ga	in +1 Mom	entum., Mod	lification: A	Arcane.				Attribute Damage from this We		- 5
	End Dm Momentum 1	5 5								-		- y -
Torture Hooks		5 5								-		
Torture Hooks	Momentum 1 +0*	: Your ne>]*	kt Attack v 3	with this We 7	apon gains 2	s –1 Max Ri –	ng and Spl 2	ash +1 (doe -	s not St 3	ack).	10w, 18t	Ę
Torture Hooks	Momentum 1 +0*	: Your nex]* per Range	kt Attack v 3 e Increme	with this We 7 nt beyond tl	apon gains 2 he first, En	s -1 Max Rı - ergy, Burn	ng and Spl 2 1, Dangerou	ash +1 (doe - s 1d3 (Sma	s not St 3 Il Fire),	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets, Mod	10w, 18t	Ę
Torture Hooks Elemental Chain	Momentum 1 +0* *+2 Hit and p	: Your nex]* per Range	kt Attack v 3 e Increme	with this We 7 nt beyond tl	apon gains 2 he first, En	s -1 Max Rı - ergy, Burn	ng and Spl 2 1, Dangerou	ash +1 (doe - s 1d3 (Sma	s not St 3 Il Fire),	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets, Mod	10w, 18t lification: Arc	ane.
	Momentum 1 +0* *+2 Hit and Momentum 1 -4*	: Your ne> 1* per Range : Your ne> 2*	kt Attack v 3 e Incremen kt Attack v 4	with this We 7 nt beyond tl with this We 5	apon gains 2 ne first, En apon gains 2	s -1 Max Ri - ergy, Burn s -1 Max Ri -	ng and Spl 2 1, Dangerou ng and Spl 2	ash +1 (doe - s 1d3 (Sma ash +1 (doe -	s not St 3 Ill Fire), s not St 3	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets., Mod ack).	10w, 18t lification: Arc b.10w,18t,1Kn	ane.
	Momentum 1 +0* *+2 Hit and Momentum 1 -4*	: Your nex 1* per Range : Your nex 2* per Range	kt Attack v 3 e Incremen kt Attack v 4 e Incremen	with this We 7 nt beyond th with this We 5 nt beyond th	apon gains 2 he first, En apon gains 2 he first, Da	s –1 Max Rı – ergy, Burn s –1 Max Rı – ngerous 1	ng and Spl 2 n, Dangerou ng and Spl 2 (Wind), *Yo	ash +1 (doe - s 1d3 (Sma ash +1 (doe - ou suffer -1	s not St 3 IL Fire), s not St 3 d6 Hit if	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar	10w, 18t lification: Arc b.10w,18t,1Kn	ane.
	Momentum 1 +0* *+2 Hit and Momentum 1 -4* *+2 Hit and Momentum 1	: Your nex 1* per Range : Your nex 2* per Range : Your nex	kt Attack v 3 e Increme kt Attack v 4 e Increme kt Attack v	with this We 7 nt beyond tl with this We 5 nt beyond tl with this We	apon gains 2 ne first, En apon gains 2 ne first, Da apon gains	s –1 Max Ri – ergy, Burn s –1 Max Ri – ingerous 1 s –1 Max Ri	ng and Spl 2 1. Dangerou ng and Spl 2 (Wind), *Yo ng and Spl	ash +1 (doe - s 1d3 (Sma ash +1 (doe - ou suffer -1 ash +1 (doe	s not St 3 Ill Fire), s not St 3 d6 Hit if s not St	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar	10w, 18t lification: Arc b.10w,18t,1Kn	ane.
	Momentum 1 +0* *+2 Hit and 1 Momentum 1 -4* *+2 Hit and 1 Momentum 1	: Your ne> 1* per Range : Your ne> 2* per Range : Your ne> : Wind: your	kt Attack v 3 e Incremen kt Attack v 4 e Incremen kt Attack v bur next A	with this We 7 nt beyond tl with this We 5 nt beyond tl with this We ttack with t	apon gains 2 ne first, En apon gains 2 ne first, Da apon gains his Weapor	s -1 Max Ri - ergy, Burn s -1 Max Ri - ingerous 1 s -1 Max Ri n Pushes a	ng and Spl. 2 I, Dangerou ng and Spl. 2 (Wind), *Yo ng and Spl. Il non-larg	ash +1 (doe - s 1d3 (Sma ash +1 (doe - ou suffer -1 ash +1 (doe ge targets 2	s not St 3 Ill Fire), s not St 3 d6 Hit if s not St ! in any	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar ack).	10w, 18t Ilfication: Arc d.10w,18t,1Kn ne.	çane.
	Momentum 1 +0* *+2 Hit and 1 Momentum 1 -4* *+2 Hit and 1 Momentum 1	: Your ne> 1* per Range : Your ne> 2* per Range : Your ne> : Wind: your	kt Attack v 3 e Incremen kt Attack v 4 e Incremen kt Attack v bur next A	with this We 7 nt beyond tl with this We 5 nt beyond tl with this We ttack with t	apon gains 2 ne first, En apon gains 2 ne first, Da apon gains his Weapor	s -1 Max Ri - ergy, Burn s -1 Max Ri - ingerous 1 s -1 Max Ri n Pushes a	ng and Spl. 2 I, Dangerou ng and Spl. 2 (Wind), *Yo ng and Spl. Il non-larg	ash +1 (doe - s 1d3 (Sma ash +1 (doe - ou suffer -1 ash +1 (doe ge targets 2	s not St 3 Ill Fire), s not St 3 d6 Hit if s not St ! in any	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar ack). direction (Stacks).	10w, 18t lification: Arc b.10w,18t,1Kn ne. : targets (Sta	t tane. t t cks)
Elemental Chain	Momentum 1 +0* *+2 Hit and 1 Momentum 1 -4* *+2 Hit and 1 Momentum 1 Momentum 2	: Your nex 1* per Range : Your nex 2* per Range : Your nex : Your nex : Wind: yo 2: Lighting 1*	kt Attack k 3 e Incremen kt Attack k 4 e Incremen kt Attack k pour next A g; your nex 3	with this We 7 nt beyond th with this We 5 nt beyond th with this We ttack with th xt Attack wi 5	apon gains 2 he first, En apon gains 2 he first, Da apon gains his Weapor th this Wea 2	s -1 Max Ri - ergy, Burn s -1 Max Ri - ingerous 1 s -1 Max Ri n Pushes a apon gains -	ng and Spl 2 , Dangerou ng and Spl 2 (Wind), *Yo ng and Spl Ill non-larg Energy, Po 2	ash +1 (doe - - ash +1 (doe - ou suffer -1 ash +1 (doe ge targets 2 en 3 min 3 -	s not St 3 Ill Fire), s not St 3 d6 Hit if s not St ! in any , Indirect 3	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar ack). direction (Stacks). t (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate	10w, 18t lification: Arc b.10w,18t,1Kn ne. : targets (Sta	t tane. t t cks)
Elemental Chain	Momentum 1 +0* *+2 Hit and Momentum 1 -4* *+2 Hit and Momentum 1 Momentum 1 Momentum 2 -7*	: Your nex 1* per Range : Your nex 2* per Range : Your nex : Wind: your : Lighting 1* per Range	kt Attack k 3 e Incremen kt Attack k e Incremen kt Attack k bur next A g: your nex 3 e Incremen	with this We 7 nt beyond th with this We 5 nt beyond th with this We ttack with th kt Attack wi 5 nt beyond th	apon gains 2 he first, En apon gains 2 he first, Da apon gains his Weapor th this Wea 2 he first,Dan	s -1 Max Ri - ergy, Burn s -1 Max Ri - ngerous 1 s -1 Max Ri n Pushes a apon gains - ngerous 4	ng and Spl 2 , Dangerou ng and Spl 2 (Wind), *Yo ng and Spl II non-larg Energy, Pa 2 (Cursed Gm	ash +1 (doe - s 1d3 (Sma ash +1 (doe - u suffer -1 ash +1 (doe ye targets 2 en 3 min 3 - u sunn 3 -	s not St 3 Ill Fire), s not St 3 d6 Hit if s not St ! in any , Indirec 3 fication:	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar ack). direction (Stacks). t (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip. Intimidate Arcane.	10w, 18t lification: Arc b.10w,18t,1Kn ne. : targets (Sta	t tane. t t cks)
Elemental Chain	Momentum 1 +0* *+2 Hit and Momentum 1 -4* *+2 Hit and Momentum 1 Momentum 2 -7* *+2 Hit and Momentum 1	: Your nex 1* per Range 2* per Range : Your nex : Wind: your 2: Lighting 1* per Range : Your nex	kt Attack n 3 e Incremen kt Attack n e Incremen kt Attack n g: your nex 3 e Incremen kt Attack n	with this We 7 nt beyond th with this We 5 nt beyond th kt Attack wi 5 nt beyond th with this We	apon gains 2 ne first, En apon gains 2 ne first, Da apon gains his Weapor th this Wea 2 ne first,Dar apon gains	s -1 Max Ri - ergy, Burn s -1 Max Ri - ngerous 1 s -1 Max Ri - ngerous 4 s -1 Max Ri s -1 Max Ri	ng and Spl. 2 , Dangerou ng and Spl. 2 (Wind), *Yo ng and Spl. (Il non-larg Energy, Po 2 (Cursed Gr ng and Spl.	ash +1 (doe - - s 1d3 (Sma ash +1 (doe - ou suffer -1 - ash +1 (doe e targets 2 en 3 min 3 - - ound), Mod i ash +1 (doe	s not St 3 Ill Fire), s not St 3 d6 Hit if s not St ! in any , Indirect 3 fication: s not St	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar ack). direction (Stacks). t (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip. Intimidate Arcane.	10w, 18t lification: Arc b.10w,18t,1Kn ne. : targets (Sta	t tane. C
Elemental Chain	Momentum 1 +0* *+2 Hit and Momentum 1 -4* *+2 Hit and Momentum 1 Momentum 2 -7* *+2 Hit and Momentum 1	: Your nex 1* per Range 2* per Range : Your nex : Wind: your 2: Lighting 1* per Range : Your nex	kt Attack n 3 e Incremen kt Attack n e Incremen kt Attack n g: your nex 3 e Incremen kt Attack n	with this We 7 nt beyond th with this We 5 nt beyond th kt Attack wi 5 nt beyond th with this We	apon gains 2 ne first, En apon gains 2 ne first, Da apon gains his Weapor th this Wea 2 ne first,Dar apon gains	s -1 Max Ri - ergy, Burn s -1 Max Ri - ngerous 1 s -1 Max Ri - ngerous 4 s -1 Max Ri s -1 Max Ri	ng and Spl. 2 , Dangerou ng and Spl. 2 (Wind), *Yo ng and Spl. (Il non-larg Energy, Po 2 (Cursed Gr ng and Spl.	ash +1 (doe - - s 1d3 (Sma ash +1 (doe - ou suffer -1 - ash +1 (doe e targets 2 en 3 min 3 - - ound), Mod i ash +1 (doe	s not St 3 Ill Fire), s not St 3 d6 Hit if s not St ! in any , Indirect 3 fication: s not St	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar ack). direction (Stacks). t (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate Arcane. ack).	10w, 18t lification: Arc p.10w,18t,1Kn ne. : targets (Sta p.10w,18t,1Kn	t tane. t t t t
Elemental Chain Goul Tongue	Momentum 1 +0* *+2 Hit and 1 -4* *+2 Hit and 1 Momentum 1 Momentum 1 Momentum 1 -7* *+2 Hit and 1 Momentum 1 Strong Hit: C -4*	: Your nex 1* per Range : Your nex 2* per Range : Your nex : Wind: your 1* per Range 1* per Range : Your nex ursed (At 1*	kt Attack n 3 e Incremen kt Attack n 4 e Incremen kt Attack n 3 e Incremen kt Attack n 3 e Incremen kt Attack n 3 3	with this We 7 nt beyond th with this We 5 nt beyond th with this We ttack with this t Attack wi 5 nt beyond th with this We You take 3 5	apon gains 2 he first, En apon gains 2 he first, Da apon gains his Weapor th this Wea 2 he first,Dar apon gains End Dmg a 1	s -1 Max Ri - ergy. Burn s -1 Max Ri - ngerous 1 s -1 Max Ri - ngerous 4 s -1 Max Ri and your ta	ng and Spl. 2 , Dangerou ng and Spl. 2 (Wind), *Yo ng and Spl. (Cursed Gn ng and Spl. urget's next 2	ash +1 (doe - - s 1d3 (Sma ash +1 (doe uu suffer -1 ash +1 (doe e targets 2 en 3 min 3 - ound). Mod ash +1 (doe t Attack ga	s not St 3 III Fire), s not St 3 d6 Hit if s not St in any fication: s not St ins Stror 3	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar ack). direction (Stacks). t (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate Arcane. ack). ng Hit -1 (Stacks).	10w, 18t lification: Arc o. 10w,18t,1Kn ne. : targets (Sta e. 10w,18t,1Kn	t t t t t
Elemental Chain Goul Tongue	Momentum 1 +0* *+2 Hit and Momentum 1 -4* *+2 Hit and Momentum 1 Momentum 1 Momentum 2 -7* *+2 Hit and Strong Hit: C -4*	: Your nex 1* per Range : Your nex 2* per Range : Your nex : Wind: you 2: Lighting 1* per Range your nex ursed (At per Range	kt Attack n 3 e Incremen kt Attack n 4 e Incremen kt Attack n 3 e Incremen kt Attack n 3 e Incremen kt Attack n 3 3	with this We 7 nt beyond th with this We 5 nt beyond th with this We ttack with this kt Attack wi 5 nt beyond th with this We You take 3 5 nt beyond th	apon gains 2 he first, En apon gains 2 he first, Da apon gains his Weapor th this Wea 2 he first,Dar apon gains End Dmg a 1	s -1 Max Ri - ergy. Burn s -1 Max Ri - ngerous 1 s -1 Max Ri - ngerous 4 s -1 Max Ri and your ta	ng and Spl. 2 , Dangerou ng and Spl. 2 (Wind), *Yo ng and Spl. (Cursed Gn ng and Spl. urget's next 2	ash +1 (doe - - s 1d3 (Sma ash +1 (doe uu suffer -1 ash +1 (doe e targets 2 en 3 min 3 - ound). Mod ash +1 (doe t Attack ga	s not St 3 III Fire), s not St 3 d6 Hit if s not St in any fication: s not St ins Stror 3	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar ack). direction (Stacks). t (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate Arcane. ack). ng Hit -1 (Stacks). A, S, M, B, T-Trip, Tackle (14)**	10w, 18t lification: Arc o. 10w,18t,1Kn ne. : targets (Sta e. 10w,18t,1Kn	t t t t t
Elemental Chain Goul Tongue	Momentum 1 +0* *+2 Hit and Momentum 1 -4* *+2 Hit and Momentum 1 Momentum 1 Momentum 2 -7* *+2 Hit and Strong Hit: C -4*	: Your nex 1* per Range 2* per Range 2* your nex : Your nex : Wind: your 2: Lighting 1* per Range trange trange trange trange per Range trang	kt Attack o 3 e Incremen kt Attack o 4 e Incremen kt Attack o 5 your next A 3 e Incremen kt Attack o tack, Hit) 3 e Incremen dification:	with this We 7 nt beyond th with this We 5 nt beyond th with this We ttack with this We 5 nt beyond th With this We 5 nt beyond th 6 nt beyond th Arcane.	apon gains 2 he first, En apon gains 2 he first, Da apon gains his Weapor th this Wea 2 he first,Dar apon gains End Dmg a 1 he first, Blu	s -1 Max Ri - ergy, Burn s -1 Max Ri - ngerous 1 s -1 Max Ri n Pushes a apon gains - ngerous 4 s -1 Max Ri nd your ta - - - ngerous 4 s -1 Max Ri - ngerous 4 s -1 Max Ri - ngerous 4 s -1 Max Ri - ngerous 4 s -1 Max Ri - - - - - - - - - - - - - - - - - - -	ng and Spl 2 , Dangerou ng and Spl 2 (Wind), *Yo ng and Spl (Mind), *Yo ng and Spl (Cursed Gr ng and Spl roget's next 2 rous 1 (GM	ash +1 (doe - - s 1d3 (Sma ash +1 (doe - uu suffer -1 dos +1 (doe ge targets 2 en 3 min 3 - ound). Modi ash +1 (doe t Attack ga - - defined). *1	s not St 3 III Fire), s not St 3 d6 Hit If s not St in any fication: s not St ins Stror 3 Hit +Lucl	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar ack). direction (Stacks). t (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate Arcane. ack). ng Hit -1 (Stacks). A, S, M, B, T-Trip, Tackle (IH)** < with Tackle Action, **You do	10w, 18t lification: Arc o. 10w,18t,1Kn ne. : targets (Sta e. 10w,18t,1Kn	Stane. 3 ucks). L
Elemental Chain Goul Tongue	Momentum 1 +0* *+2 Hit and Momentum 1 -4* *+2 Hit and Momentum 1 Momentum 1 Momentum 2 -7* *+2 Hit and Strong Hit: C -4* *+2 Hit and this Wea	: Your nex 1* per Range 2* per Range 2* your nex : Your nex : Wind: your 2: Lighting 1* per Range trange trange trange trange per Range trang	kt Attack o 3 e Incremen kt Attack o 4 e Incremen kt Attack o 5 your next A 3 e Incremen kt Attack o tack, Hit) 3 e Incremen dification:	with this We 7 nt beyond th with this We 5 nt beyond th with this We ttack with this We 5 nt beyond th With this We 5 nt beyond th 6 nt beyond th Arcane.	apon gains 2 he first, En apon gains 2 he first, Da apon gains his Weapor th this Wea 2 he first,Dar apon gains End Dmg a 1 he first, Blu	s -1 Max Ri - ergy, Burn s -1 Max Ri - ngerous 1 s -1 Max Ri n Pushes a apon gains - ngerous 4 s -1 Max Ri nd your ta - - - ngerous 4 s -1 Max Ri - ngerous 4 s -1 Max Ri - ngerous 4 s -1 Max Ri - ngerous 4 s -1 Max Ri - - - - - - - - - - - - - - - - - - -	ng and Spl 2 , Dangerou ng and Spl 2 (Wind), *Yo ng and Spl (Mind), *Yo ng and Spl (Cursed Gr ng and Spl roget's next 2 rous 1 (GM	ash +1 (doe - - s 1d3 (Sma ash +1 (doe - uu suffer -1 dos +1 (doe ge targets 2 en 3 min 3 - ound). Modi ash +1 (doe t Attack ga - - defined). *1	s not St 3 III Fire), s not St 3 d6 Hit If s not St in any fication: s not St ins Stror 3 Hit +Lucl	ack). Axe, S, M, Fire, Tackle-Trip. *-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar ack). direction (Stacks). t (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate Arcane. ack). ng Hit -1 (Stacks). A, S, M, B, T-Trip, Tackle (IH)** < with Tackle Action, **You do	10w, 18t lification: Arc o. 10w,18t,1Kn ne. : targets (Sta e. 10w,18t,1Kn	t t t t t t

Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack),

Large Shield

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Large Shield	+3	1	1 /	Ч	1		3	-	5	Tackle-Push.	12w	2
Laigo oniota	While you'r	e not Sur										1

MARTIAL TRAINING

Rng	Max Rng	End Dma									
		chu bhig	Crit Umg	Ammo	Draw	Reload	Weight	Weapon Type		Acquire	Resources
1	1	5	3	-	-	- 0	-	Tackle.	Mar .	X Kn	3
Small, Blun	t.					-					
it: Dramatic	Victory (H	it) If your t	arget has a	2 or more	Attributes	reduced to	o 1 or bel	ow OR is a Crew,	Henchmen o	or Summo	n: you may
		I I Small, Blunt. Iit: Dramatic Victory (H	Small, Blunt.	Small, Blunt.	Small, Blunt.						

choose to disable them in a dramatic way of your choice (eg: you disarm them by flicking their weapon into one of your spare hands and holding their weapon against their neck, or by knocking them unconscious).



SCOUNDRELS

1		Hit	Rng	Max Rng	End Dmg C		Ammo	Draw	Reload	Weight	Weapon Type	Acquire	
	Card Cheats	+]	1	1	3	3	-	-	- 1	-	Crew, Well Armed, Blade, C.	Free	(
		+2	3	9	2	3	Bodies	-	1	-	C, W Armed, Firearm, Flintlock.		
			2 Armour:	1 Movemer	t: 7 Bodies: 5		arry 8 Equip	oment Slot	s of gear fo	or you.			19.27
1	Wannabes	+]	1	1	3	3	-	-	-	-	Crew, Well Armed, Blade, C.	Free	(
		+3	3	9	1	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
			D Armour:	0 Moveme	nt: 7 Bodies:	5	arry 8 Equi	pment Slo	ts of gear f	or you.			
1	Black Bay Scoundrels	+]	1	1	3	3	-	-	14	-	Crew, W Armed, Blade, C.	Free	(
		+]	3	9	0	3	Bodies	-	1	-	Crew, Pack, Firearm, Flintlock.		
		and differences of the	O Armour:	1 Movemer	t: 5 Bodies: 5	5	arry 14 Equi	ipment Slo	ts of gear f	or you.			
ľ	Useless Scoundrels	+]	1	1	3	3	-	-	-	-	Crew, W Armed, Blade, C.	Free	
		+3	3	9	2	3	Bodies	-	1	-	C, Armoured, Firearm, Flintlock.		
			l Armour: a		it: 5 Bodies: 5	5	arry 8 Equip	oment Slot	s of gear fo	5			
1	Deckhands	+2	1	2	5	3	-	-	- 6	-	Crew, Vicious, Blade, C.	Free	i
		+3	3	9	1	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
_			O Armour:	0 Moveme	nt: 9 Bodies:	5	arry 4 Equi	pment Slo	ts of gear f	or you.		12-112	2.2
I	Rot Magi	+]	1	1	3	3	-	-	-	-	Crew, W Armed, Blade, C.	ЧKn	
		-3	5	11	3	2	Bodies	-	1	-	C, A, Firearm, F, Magic, M, C, Acid.		
		Blunt, Dan	gerous 1d3	(Acid Poo	.), Burn.								
					nt: 7 Bodies: all Crew die),	-			-	for you, N	<i>l</i> ou may have Summons if you	ı also havı	e this
	Troublesome Pyromaniacs	+]	1	1	3	3	-			-	Crew, W Armed, Blade, C.	ЧKn	
	Troublesome Pyromaniacs	+] +3*	1 5	ן 11	3 4	3 3	- Bodies		-	-	Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire.	ЧКn	
	Troublesome Pyromaniacs	+3*				3		- - ets.	- 1	-		ЧKn	
	Troublesome Pyromaniacs	+ 3* Energy, Bu	rn, Danger	ous 1d3 (Si	4 mall Fire), *-	3 2d6 Hit	vs Wet targ		- 1 uts of gear	- - for you, 1			
	Troublesome Pyromaniacs	+3* Energy, Bu Defence: 14	rn, Danger 0 Armour:	ous 1d3 (Si 1 Movemer	4 mall Fire), *-	3 2d6 Hit	vs Wet targ		- 1 ots of gear	- - for you, N	C. A. Firearm, F. Magic, Fire.		
	Troublesome Pyromaniacs Storm Accoltists	+3* Energy, Bu Defence: 14	rn, Danger 0 Armour:	ous 1d3 (Si 1 Movemer	4 mall Fire), *- nt: 7 Bodies:	3 2d6 Hit	vs Wet targ		- 1 ots of gear -	- - for you, N	C. A. Firearm, F. Magic, Fire.		e this
		+3* Energy, Bu Defence: 10 prese	rn, Danger 0 Armour:	ous 1d3 (Si 1 Movemer	4 mall Fire), *- nt: 7 Bodies: all Crew die).	3 2d6 Hit 5, May c	vs Wet targ		- 1 uts of gear - 1	- - for you, N - -	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C.	u also havu 5Kn	e this
		+3* Energy, Bu Defence: 14 prese +1 -1*	rn, Danger 0 Armour: nt (Summo 1 6	ous 1d3 (Si 1 Movemen ins lost if 1 12	4 mall Fire), *- nt: 7 Bodies: all Crew die). 3 2	3 2d6 Hit 5, May c 3 3	vs Wet targ arry 4 Equi - Bodies		- 1 ots of gear - 1	- - for you, N - -	C, A, Firearm, F, Magic, Fire. You may have Summons if you	u also havu 5Kn	e this
		+3* Energy, Bu Defence: 11 prese +1 -1* Dangerous	rn, Danger D Armour: nt (Summo 1 6 1 (Wind), *	ous 1d3 (Si 1 Movemer Ins lost if 1 12	4 mall Fire), *- at: 7 Bodies: all Crew die). 3 2 -1d6 Hit if yc	3 2d6 Hit 5, May c 3 3 ou're Wet	vs Wet targ arry 4 Equi - Bodies	ipment Slo - -	- 1	-	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm.	u also havu 5Kn	e this
		+3* Energy, Bu Defence: 11 prese +1 -1* Dangerous Momentum	rn, Danger D Armour: nt (Summo 1 6 1 (Wind), * 1 1: Wind: y	ous 1d3 (Si 1 Movemer ins lost if 1 12 You suffer our next A	4 mall Fire), *- at: 7 Bodies: all Crew die). 3 2 -1d6 Hit if yc ttack with thi	3 2d6 Hit 5, May c 3 3 bu're Wet s Weapo	vs Wet targ arry 4 Equi - Bodies n Pushes al	ipment Slo - - Il non-larg	- 1 je targets 2	- - in any d	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm.	u also havı 5Kn	e this
		+3* Energy, Bu Defence: 10 prese +1 -1* Dangerous Momentum Momentum	rn, Danger O Armour: nt (Summo 1 6 1 (Wind), * 1 I: Wind: y 1 2: Lightin	ous 1d3 (S 1 Movemen Ins lost if (1 12 You suffer our next A g; your ney	4 mall Fire), *- at: 7 Bodies: all Crew die). 3 2 -1d6 Hit if yo ttack with thi at Attack with	3 2d6 Hit 5. May c 3 3 ou're Wet s Weapo n this We	vs Wet targ arry 4 Equi Bodies n Pushes al apon gains	ipment Slo - - Il non-larg Energy, Pe	- 1 je targets 2 en 3 min 3,	- - in any d Indirect	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A. Firearm, F, Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet 1	u also hav 5Kn targets (SI	e this
		+3* Energy, Bu Defence: 11 prese +1 -1* Dangerous Momentum Defence: 11	rn, Danger D Armour: nt (Summo 1 6 1 (Wind), * 1 : Wind: y 2 : Lightin 0 Armour:	ous 1d3 (Si 1 Movemen ins lost if d 1 12 You suffer our next A g; your nex 1 Movemen	4 mall Fire), *- at: 7 Bodies: all Crew die). 3 2 -1d6 Hit if yc ttack with thi at: 7 Bodies:	3 2d6 Hit 5. May c 3 3 ou're Wet s Weapo n this We	vs Wet targ arry 4 Equi Bodies n Pushes al apon gains	ipment Slo - - Il non-larg Energy, Pe	- 1 je targets 2 en 3 min 3,	- - in any d Indirect	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm.	u also hav 5Kn targets (SI	e this
	Storm Accollists	+3* Energy. Bu Defence: 10 prese +1 -1* Dangerous Momentum Momentum Defence: 10 prese	rn, Danger D Armour: nt (Summo 1 6 1 (Wind), * 1 : Wind: y 2 : Lightin 0 Armour:	ous 1d3 (Si 1 Movemen ins lost if d 1 12 You suffer our next A g; your nex 1 Movemen	4 mall Fire), *- nt: 7 Bodies: all Crew die). 3 2 -1d6 Hit if yo ttack with thi at Attack with nt: 7 Bodies: all Crew die).	3 2d6 Hit 5, May c 3 3 bu're Wet s Weapo h this We 5, May c	vs Wet targ arry 4 Equi Bodies n Pushes al apon gains	ipment Slo - - Il non-larg Energy, Pe	- 1 je targets 2 en 3 min 3,	- - in any d Indirect	C, A, Firearm, F, Magic, Fire. fou may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet 1 fou may have Summons if you	u also havu 5Kn targets (St u also havu	e this tacks
		+3* Energy, Bu Defence: 10 prese +1 -1* Dangerous Momentum Momentum Defence: 10 prese +0	rn, Danger D Armour: nt (Summo 1 6 1 (Wind), * 1 (Wind), * 1 (Wind), * 1 Wind: y 1 2: Lightin 0 Armour: nt (Summo 1	ous 1d3 (Si 1 Movemen ins lost if a 1 12 You suffer our next A g: your nex 1 Movemen ins lost if a 1	4 mall Fire), *- at: 7 Bodies: all Crew die). 3 2 -1d6 Hit if yc ttack with thi at: 7 Bodies:	3 22d6 Hit 5. May c 3 3 3 3 0u're Wet 5 Weapo 1 this We 5. May c 3	vs Wet targ arry 4 Equi - Bodies n Pushes al apon gains arry 4 Equi	ipment Slo - - Il non-larg Energy, Pe	- 1 je targets 2 en 3 min 3,	- - in any d Indirect	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, C Fodder, Blade, C.	skn 5Kn targets (SI also hav Free	e this tacks) e this
	Storm Accollists	+3* Energy, Bu Defence: 10 prese +1 -1* Dangerous Momentum Defence: 10 prese +0 +3	rn, Danger O Armour: nt (Summo 1 6 1 (Wind), * 1 Wind: y 2 : Lightin 0 Armour: nt (Summo 1 3	us 1d3 (S 1 Movemen Ins lost if i 1 12 You suffer our next A g: your nex 1 Movemen Ins lost if i 1 9	4 mall Fire), *- it: 7 Bodies: all Crew die). 3 2 -1d6 Hit if yo ttack with thi at Attack with it: 7 Bodies: all Crew die). 2 1	3 2d6 Hit 5. May c 3 3 ou're Wet 5 Weapo 1 this We 5. May c 3 3	vs Wet targ arry 4 Equi Bodies n Pushes al apon gains arry 4 Equi - Bodies	ipment Slo - - Ul non-larg Energy, Pe ipment Slo - - -	- 1 en 3 min 3, ats of gear - 1	- - In any d Indirect for you, Y - -	C, A, Firearm, F, Magic, Fire. fou may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet 1 fou may have Summons if you	skn 5Kn targets (SI also hav Free	e this tacks) e this
	Storm Accoltists Armed Slaves	+3* Energy, Bu Defence: 10 prese +1 -1* Dangerous Momentum Defence: 10 prese +0 +3 Defence: 8	rn, Danger O Armour: nt (Summo 1 6 1 (Wind), * 1 Wind: y 2 : Lightin 0 Armour: nt (Summo 1 3	us 1d3 (S 1 Movemen Ins lost if i 1 12 You suffer our next A g: your nex 1 Movemen Ins lost if i 1 9	4 mall Fire), *- at: 7 Bodies: all Crew die). 3 2 -1d6 Hit if yc ttack with thi at: 7 Bodies: all Crew die). 2 1 1 2	3 2d6 Hit 5. May c 3 3 ou're Wet 5. Weapo 1 this We 5. May c 3 3 9. May ca	vs Wet targ arry 4 Equi Bodies n Pushes al apon gains arry 4 Equi - Bodies	ipment Slo - - Ul non-larg Energy, Pe ipment Slo - - -	- 1 en 3 min 3, ats of gear - 1	- - In any d Indirect for you, Y - -	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. Iirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock.	skn 5Kn targets (St also hav Free	e this tacks) e this
	Storm Accollists	+3* Energy, Bu Defence: 10 prese +1 -1* Dangerous Momentum Momentum Defence: 10 prese +0 +3 Defence: 20 +0	rn, Danger O Armour: nt (Summo 1 6 1 (Wind), * 1 Wind: y 2 Lightin O Armour: 1 3 3 Armour: (1	ous 1d3 (S 1 Movemen ins lost if a 1 12 You suffer our next A g: your next A g: your nex 1 Movemen ins lost if a 9) Movemen 1	4 mall Fire), *- at: 7 Bodies: all Crew die). 3 2 -1d6 Hit if yc ttack with thi tt Attack with tt: 7 Bodies: 1 1 1 2 3	3 2d6 Hit 5. May c 3 3 00're Wet 5. Way c 5. May c 3 3 9. May ca 3	vs Wet targ arry 4 Equi Bodies n Pushes al apon gains arry 4 Equi Bodies arry 8 Equi -	ipment Slo - - Ul non-larg Energy, Pe ipment Slo - - -	- 1 en 3 min 3, ats of gear - 1	- - Indirect for you, N - - or you.	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock. Crew, Armoured, Blade, C.	skn 5Kn targets (SI also hav Free	e this tacks;
	Storm Accoltists Armed Slaves	+3* Energy, Bu Defence: 1 prese +1 -1* Dangerous Momentum Momentum Defence: 10 prese +0 +3 Defence: 2 +0 +3	rn, Danger O Armour: nt (Summo 1 6 1 (Wind), * 1 Wind: y a 1: Wind: y a 2: Lightin O Armour: 1 3 4 Armour: (1 3	ous 1d3 (S 1 Movemen ins lost if i 1 2 You suffer our next A g: your nex 1 Movemen ins lost if i 9 0 Movemen 1 9	4 mall Fire), *- at: 7 Bodies: all Crew die). 3 2 -1d6 Hit if yo ttack with thi tt Attack with tt: 7 Bodies: 1 1 tt: 7 Bodies: 9 3 2	3 2d6 Hit 5. May c 3 3 ou're Wet 5. Way c 5. May c 3 3 9. May c 3 3 3	vs Wet targ arry 4 Equi Bodies n Pushes al apon gains arry 4 Equi Bodies arry 8 Equi Bodies	ipment Slo - - Energy, Pe ipment Slo - - - - - - - - - - - - - - - - - - -	- 1 en 3 min 3, uts of gear - 1 ss of gear fo - 1	- - In any d Indirect for you, N - - or you. - - -	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. Iirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock.	skn 5Kn targets (St also hav Free	e this ; tacks) e this
	Storm Accoltists Armed Slaves	+3* Energy, Bu Defence: 1 prese +1 -1* Dangerous Momentum Momentum Defence: 10 prese +0 +3 Defence: 2 +0 +3	rn, Danger O Armour: nt (Summo 1 6 1 (Wind), * 1 Wind: y a 1: Wind: y a 2: Lightin O Armour: 1 3 4 Armour: (1 3	ous 1d3 (S 1 Movemen ins lost if i 1 2 You suffer our next A g: your nex 1 Movemen ins lost if i 9 0 Movemen 1 9	4 mall Fire), *- at: 7 Bodies: all Crew die). 3 2 -1d6 Hit if yc ttack with thi tt Attack with tt: 7 Bodies: 1 1 1 2 3	3 2d6 Hit 5. May c 3 3 ou're Wet 5. Way c 5. May c 3 3 9. May c 3 3 3	vs Wet targ arry 4 Equi Bodies n Pushes al apon gains arry 4 Equi Bodies arry 8 Equi Bodies	ipment Slo - - Energy, Pe ipment Slo - - - - - - - - - - - - - - - - - - -	- 1 en 3 min 3, uts of gear - 1 ss of gear fo - 1	- - In any d Indirect for you, N - - or you. - - -	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock. Crew, Armoured, Blade, C.	skn 5Kn targets (St also hav Free	tacks)

Defence: 12 Armour: 1 Movement: 9 Bodies: 5, May carry 0 Equipment Slots of gear for you.

Thugs

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire F	leso
Bruisers	-1	1	1	5	3		-	-	-	Crew, Well Armed, Blade, C.	13w	â
	+0	3	8	3	3	Bodies	-	1	-	C, W Armed, Firearm, Flintlock.		
	Defence: 10) Armour:	3 Moveme	nt: 5 Bodie	es: 3, May o	carry 8 Equi	ipment Sl	ots of gear I	or you.			
Expendable Thugs	-1	1	1	5	3	-	-	-	-	Crew, Well Armed, Blade, C.	13w	ć
	+]	3	8	2	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 8	Armour: a	2 Movemer	nt: 5 Bodie	s: 5, May c	arry 8 Equip	pment Slo	its of gear f	or you.			
Ralkara Brutes	-1	1	1	5	3			-	1	Crew, W Armed, Blade, C.	13w	:
	-1	3	8	1	3	Bodies		1	-	Crew, Pack, Firearm, Flintlock.		
	Defence: 8	Armour: 3	3 Movemer	it: 3 Bodie	s: 3, May c	arry 14 Equi	ipment Sl	ots of gear I	or you.			
Fin-Derark's Chosen	-1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	13w	:
	+]	3	8	3	3	Bodies	-	1	-	C, Armoured, Firearm, Flintlock.		
	Defence: 6	Armour: I	4 Movemer	it: 3 Bodie	s: 3, May c	arry 8 Equip	pment Slo	ots of gear f	or you.			
Nasty Pieces of Work	+0	1	2	7	3		-	- N	- 1	Crew, Vicious, Blade, C.	31w	10
	+]	3	8	2	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 8	Armour: a	2 Movemer	t: 7 Bodie	s: 5, May c	arry 4 Equip	pment Slo	ts of gear fo	or you.			
Acolytes of Ogdor	-]	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	13w, 4Kn	
5 5	-5	5	10	1	1	Bodies	-	1	_	C, A, Firearm, F, M, M, C, Poison.		
	Blunt, Dani	gerous 1d3	(Acid Pool	l),								
	5	Poisoned	(Attack, Hil	:) Target h		5 5) spaces in a Turn (does not St You may have Summons if you		thic
	Strong Hit: Defence: 8 prese	Poisoned Armour: 3	(Attack, Hil	:) Target h n t: 5 Bodie all Crew di	e s: 3 , May c ie).	5 5				You may have Summons if you	ı also have	
Purge Monks	Strong Hit: Defence: 8 preser -1	Poisoned Armour: 3 nt (Summo 1	(Attack, Hil 3 Movemer ons lost if a 1	:) Target h nt: 5 Bodie all Crew di 5	es: 3, May c ie). 3	carry 4 Equi				You may have Summons if you Crew, W Armed, Blade, C.		this
Purge Monks	Strong Hit: Defence: 8 preser -1 +]*	Poisoned Armour: 3 nt (Summo 1 5	(Attack, Hil 3 Movemer ons lost if a 1 10	:) Target h nt: 5 Bodie all Crew di 5 5	es: 3, May c ie). 3 3	carry 4 Equi - Bodies	ipment Sl - -			You may have Summons if you	ı also have	
Purge Monks	Strong Hit: Defence: 8 preser -1 +1* Energy, Bu	Poisoned Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour: Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour: Armour: Armour: Armour: Armour: Armour: Armour: Armour: Armour: Armour	(Attack, Hil 3 Movemer ons lost if a 1 10 rous 1d3 (Si	:) Target h nt: 5 Bodie all Crew di 5 5 mall Fire),	es: 3, May o ie). 3 3 *-2d6 Hit	carry 4 Equi - Bodies vs Wet targ	ipment Sl - - jets.	ots of gear - 1	for you, ' - -	You may have Summons If you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire.	ı also have 13w. 4Kn	
Purge Monks	Strong Hit: Defence: 8 preser -1 +1* Energy, Bu	Poisoned Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour: Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour Armour: Armour: Armour: Armour: Armour: Armour: Armour: Armour: Armour: Armour: Armour: Armour	(Attack, Hil 3 Movemer ons lost if a 1 10 rous 1d3 (Si	:) Target h nt: 5 Bodie all Crew di 5 5 mall Fire),	es: 3, May o ie). 3 3 *-2d6 Hit	carry 4 Equi - Bodies vs Wet targ	ipment Sl - - jets.	ots of gear - 1	for you, ' - -	You may have Summons if you Crew, W Armed, Blade, C.	ı also have 13w. 4Kn	
	Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser	Poisoned Armour: 3 nt (Summo 1 5 rn, Danger Armour: 3	(Attack, Hil 3 Movemer ons lost if a 1 10 rous 1d3 (Si	:) Target h nt: 5 Bodie all Crew di 5 5 5 mall Fire), nt: 5 Bodie all Crew di	es: 3, May o ie). 3 3 *-2d6 Hit es: 3, May o	carry 4 Equi - Bodies vs Wet targ	ipment Sl - - jets.	ots of gear - 1	for you, ' - -	You may have Summons If you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons If you	ı also have 13w. 4Kn	this
Purge Monks Ralkara Hunters	Strong Hit: Defence: 8 -1 +1* Energy. Bu Defence: 8 preser -1	Poisoned Armour: 3 nt (Summo 1 5 rn, Danger Armour: 3	(Attack, Hill 3 Movemen ons lost if a 1 10 ous 1d3 (Si 3 Movemen ons lost if a 1	:) Target h nt: 5 Bodie all Crew di 5 5 5 mall Fire), nt: 5 Bodie	es: 3, May c ie). 3 3 *-2d6 Hit es: 3, May c ie). 3	carry 4 Equi - Bodies vs Wet targ	ipment Sl - - jets.	ots of gear - 1	for you, ' - -	You may have Summons If you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire.	ı also have 13w. 4Kn	this
	Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser	Poisoned Armour: 3 nt (Summo 1 5 rn, Danger Armour: 3	(Attack, Hill 3 Movemer ons lost if 1 10 rous 1d3 (Si 3 Movemer	:) Target h nt: 5 Bodie all Crew di 5 5 5 mall Fire), nt: 5 Bodie all Crew di	es: 3, May c ie). 3 *-2d6 Hit es: 3, May c ie).	carry 4 Equi - Bodies vs Wet targ	ipment Sl - - jets.	ots of gear - 1	for you, ' - -	You may have Summons If you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons If you	also have 13w. 4Kn also have	this
	Strong Hit: Defence: 8 prese -1 +1* Energy, Bu Defence: 8 prese -1 -3	Poisoned Armour: : 1 5 rn, Danger Armour: : nt (Summo 1 5	(Attack, Hil 3 Movemer ons lost if a 1 10 ous 1d3 (S 3 Movemer ons lost if a 1 10	t) Target h nt: 5 Bodie all Crew di 5 5 mall Fire), nt: 5 Bodie all Crew di 5 3	es: 3. May c ie). 3 3 *-2d6 Hit es: 3. May c ie). 3 2	Bodies vs Wet targ carry 4 Equi	ipment Sl - - yets. ipment Sl - -	ots of gear 1 ots of gear - 1	for you, ' - -	You may have Summons If you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons If you Crew, W Armed, Blade, C.	also have 13w. 4Kn also have	this
	Strong Hit: Defence: 8 -1 +1* Energy, Bu Defence: 8 prese -1 -3 Blunt, Dan	Poisoned Armour: : I S rn, Danger Armour: : Armour: : nt (Summo I S S gerous 1 (G	(Attack, Hil 3 Movemer ons lost if a 1 10 rous 1d3 (Si 3 Movemer ons lost if a 1 10	t) Target h nt: 5 Bodie all Crew di 5 5 mall Fire), nt: 5 Bodie all Crew di 5 3 , *You don	es: 3, May o ie). 3 3 *-2d6 Hit es: 3, May o ie). 3 2 i't gain Graf	Bodies vs Wet targ carry 4 Equi	ipment SL - jets. ipment SL - - this Weap	ots of gear 1 ots of gear 1 on.	for you, " - for you, " - -	You may have Summons If you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons If you Crew, W Armed, Blade, C.	13w. 4Kn 13w. have also have 13w. 6Kn	this
	Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser -1 -3 Blunt, Dan Defence: 8	Poisoned Armour: : 1 5 rn, Danger Armour: : 1 5 gerous 1 (G Armour: :	(Attack, Hil 3 Movemer ons lost if a 1 10 rous 1d3 (Si 3 Movemer ons lost if a 1 10	t) Target h ht: 5 Bodie all Crew di 5 5 mall Fire), ht: 5 Bodie all Crew di 5 3 , *You dor ht: 5 Bodie	es: 3, May o (e). 3 3 *-2d6 Hit es: 3, May o (e). 3 2 (t gain Gral es: 3, May o	Bodies vs Wet targ carry 4 Equi	ipment SL - jets. ipment SL - - this Weap	ots of gear 1 ots of gear 1 on.	for you, " - for you, " - -	You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, M, B, Tackle (4)*.	13w. 4Kn 13w. have also have 13w. 6Kn	this
	Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser -1 -3 Blunt, Dan Defence: 8	Poisoned Armour: : 1 5 rn, Danger Armour: : 1 5 gerous 1 (G Armour: :	(Attack, Hil 3 Movemer ons lost if a 1 10 ous 1d3 (S 3 Movemer ons lost if a 1 10 5M defined) 3 Movemer	t) Target h ht: 5 Bodie all Crew di 5 5 mall Fire), ht: 5 Bodie all Crew di 5 3 , *You dor ht: 5 Bodie	es: 3, May o (e). 3 3 *-2d6 Hit es: 3, May o (e). 3 2 (t gain Gral es: 3, May o	Bodies vs Wet targ carry 4 Equi	ipment SL - jets. ipment SL - - this Weap	ots of gear 1 ots of gear 1 on.	for you, " - for you, " - -	You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, M, B, Tackle (4)*.	13w. 4Kn 13w. have also have 13w. 6Kn	this
Ralkara Hunters	Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser -1 -3 Blunt, Dan Defence: 8 preser	Poisoned Armour: : 1 5 rn, Danger Armour: : 1 5 gerous 1 (G Armour: :	(Attack, Hil 3 Movemer ons lost if a 1 10 ous 1d3 (S 3 Movemer ons lost if a 1 10 5M defined) 3 Movemer	t) Target h ht: 5 Bodie all Crew di 5 5 mall Fire), ht: 5 Bodie all Crew di 5 3 , *You don ht: 5 Bodie all Crew di	es: 3, May o (e). 3 3 *-2d6 Hit es: 3, May o (e). 3 2 ('t gain Gral es: 3, May o (e).	Bodies vs Wet targ carry 4 Equi	ipment SL - jets. ipment SL - - this Weap	ots of gear 1 ots of gear 1 on.	for you, " - for you, " - -	You may have Summons If you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons If you Crew, W Armed, Blade, C. C, A, Firearm, F, M, B, Tackle (44)*. You may have Summons If you	also have 13w. 4Kn also have 13w. 6Kn also have 13w	this
Ralkara Hunters	Strong Hit: Defence: 8 preser -1 +1* Energy. Bu Defence: 8 preser -1 -3 Blunt, Dan Defence: 8 preser -2 +1	Poisoned Armour: : 1 5 rn, Danger Armour: : 1 5 gerous 1 (G Armour: : 1 3	(Attack, Hil 3 Movemer ons lost if a 1 10 ous 1d3 (S 3 Movemer ons lost if a 1 10 5M defined) 3 Movemer ons lost if a 1 8	c) Target h ht: 5 Bodie all Crew di 5 5 mall Fire), ht: 5 Bodie all Crew di 5 3 , *You don ht: 5 Bodie all Crew di 4 2	ss: 3, May o (e). 3 3 *-2d6 Hit (ss: 3, May o (e). 3 2 2 3 4 (t gain Gral (ss: 3, May o (e). 3 3 3	Bodies vs Wet targ carry 4 Equi carry 4 Equi Bodies bbing from carry 4 Equi - Bodies	ipment Sl - - ipts. ipment Sl - this Weap ipment Sl - -	ots of gear 1 ots of gear 1 on.	for you, ' - - for you, ' - for you, ' - -	You may have Summons If you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons If you Crew, W Armed, Blade, C. C, A Firearm, F, M, B, Tackle (H)*. You may have Summons If you Crew, C Fodder, Blade, C.	also have 13w. 4Kn also have 13w. 6Kn also have 13w	this
Ralkara Hunters	Strong Hit: Defence: 8 preser -1 +1* Energy. Bu Defence: 8 preser -1 -3 Blunt, Dan Defence: 8 preser -2 +1	Poisoned Armour: : 1 5 rn, Danger Armour: : 1 5 gerous 1 (G Armour: : 1 3	(Attack, Hil 3 Movemer ons lost if a 1 10 ous 1d3 (S 3 Movemer ons lost if a 1 10 5M defined) 3 Movemer ons lost if a 1 8	c) Target h ht: 5 Bodie all Crew di 5 5 mall Fire), ht: 5 Bodie all Crew di 5 3 , *You don ht: 5 Bodie all Crew di 4 2	ss: 3, May o (e). 3 3 *-2d6 Hit (ss: 3, May o (e). 3 2 2 3 4 (t gain Gral (ss: 3, May o (e). 3 3 3	Bodies vs Wet targ carry 4 Equi carry 4 Equi Bodies bbing from carry 4 Equi - Bodies	ipment Sl - - ipts. ipment Sl - this Weap ipment Sl - -	ots of gear 1 ots of gear 1 on. ots of gear - 1 ots of gear	for you, ' - - for you, ' - for you, ' - -	You may have Summons If you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons If you Crew, W Armed, Blade, C. C, A Firearm, F, M, B, Tackle (H)*. You may have Summons If you Crew, C Fodder, Blade, C.	also have 13w. 4Kn also have 13w. 6Kn also have 13w	this
Ralkara Hunters Cowardly Bullies	Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser -1 -3 Blunt, Dan Defence: 8 preser -2 +1 Defence: 6	Poisoned Armour: : 1 5 rn, Danger Armour: : 1 5 gerous 1 (G Armour: : 1 3	(Attack, Hil 3 Movemer ons lost if a 1 10 ous 1d3 (S 3 Movemer ons lost if a 1 10 5M defined) 3 Movemer ons lost if a 1 8	c) Target h ht: 5 Bodie all Crew di 5 5 mall Fire), ht: 5 Bodie all Crew di 5 3 , *You don ht: 5 Bodie all Crew di 4 2 2 t: 5 Bodies	es: 3, May o (e). 3 3 *-2d6 Hit es: 3, May o (e). 3 2 (°t gain Gral es: 3, May o (e). 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	Bodies vs Wet targ carry 4 Equi carry 4 Equi Bodies bbing from carry 4 Equi - Bodies	ipment Sl - - ipts. ipment Sl - this Weap ipment Sl - -	ots of gear 1 ots of gear 1 on. ots of gear - 1 ots of gear	for you, ' - - for you, ' - for you, ' - -	You may have Summons If you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons If you Crew, W Armed, Blade, C. C, A, Firearm, F, M, B, Tackle (H)*. You may have Summons IF you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock.	also have 13w. 4Kn also have 13w. 6Kn also have 13w	this
Ralkara Hunters Cowardly Bullies	Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser -1 -3 Blunt, Dan Defence: 8 preser -2 +1 Defence: 6 -2 +1	Poisoned Armour: : 1 5 rn, Danger Armour: : 1 5 gerous 1 (C Armour: : 1 3 Armour: 1 1 3 Armour: 1 3	(Attack, Hil 3 Movemer ons lost if a 1 10 ous 1d3 (S 3 Movemer ons lost if a 1 10 5M defined) 3 Movemer 1 8 1 Movemeni 1 8	t) Target h ht: 5 Bodie all Crew di 5 5 mall Fire), ht: 5 Bodie all Crew di 5 3 , * You don ht: 5 Bodie all Crew di 4 2 5 5 3	es: 3, May o (e). 3 3 *-2d6 Hit es: 3, May o (e). 3 2 (t't gain Graf es: 3, May o (e). 3 3 (c). 3 3 (c). 3 3 (c). 3 3 (c). 3 3 (c). 3 3 (c). (c). (c). (c). (c). (c). (c). (c).	Bodies vs Wet targ carry 4 Equi carry 4 Equi Bodies bbing from carry 4 Equi - Bodies rry 8 Equip - Bodies	ipment Sl - - ipment Sl - - this Weap ipment Sl - - - ment Slot - - -	ots of gear - 1 ots of gear - 1 on. ots of gear - 1 s of gear fo - 1	for you, ' - - for you, ' for you, ' - - r you, - - - -	You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, M, B, Tackle (H)*. You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock. Crew, Armoured, Blade, C.	also have 13w. 4Kn also have 13w. 6Kn also have 13w	this
Ralkara Hunters Cowardly Bullies	Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser -1 -3 Blunt, Dan Defence: 8 preser -2 +1 Defence: 6 -2 +1	Poisoned Armour: : 1 5 rn, Danger Armour: : 1 5 gerous 1 (C Armour: : 1 3 Armour: 1 1 3 Armour: 1 3	(Attack, Hil 3 Movemer ons lost if a 1 10 ous 1d3 (S 3 Movemer ons lost if a 1 10 5M defined) 3 Movemer 1 8 1 Movemeni 1 8	t) Target h ht: 5 Bodie all Crew di 5 5 mall Fire), ht: 5 Bodie all Crew di 5 3 , * You don ht: 5 Bodie all Crew di 4 2 5 5 3	es: 3, May o (e). 3 3 *-2d6 Hit es: 3, May o (e). 3 2 (t't gain Graf es: 3, May o (e). 3 3 (c). 3 3 (c). 3 3 (c). 3 3 (c). 3 3 (c). 3 3 (c). (c). (c). (c). (c). (c). (c). (c).	Bodies vs Wet targ carry 4 Equi carry 4 Equi Bodies bbing from carry 4 Equi - Bodies rry 8 Equip - Bodies	ipment Sl - - ipment Sl - - this Weap ipment Sl - - - ment Slot - - -	ots of gear - 1 ots of gear - 1 on. ots of gear - 1 s of gear fo -	for you, ' - - for you, ' for you, ' - - r you, - - - -	You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, M, B, Tackle (H)*. You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock. Crew, Armoured, Blade, C.	also have 13w. 4Kn also have 13w. 6Kn also have 13w	this

Defence: 10 Armour: 3 Movement: 9 Bodies: 3, May carry 0 Equipment Slots of gear for you.

ROGUES

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire F	Reso
Trusted Rogues	+5	1	2	3	3	-	-	- 1	-	Crew, Well Armed, Blade, C.	13w	
	+4	Ч	9	3	3	Bodies	-	1	-	C, W Armed, Firearm, Flintlock.		
	Defence: 16	5 Armour:	2 Moveme	nt: 10 Bodies	s: 3, May	carry 8 Equ	uipment Sla	ots of gear	for you.		121	
Mob	+5	1	2	3	3	-	-	-	-	Crew, Well Armed, Blade, C.	13w	
	+5	Ч	9	2	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 1 ⁱ	Armour:	1 Movemen	t: 10 Bodies:	5 , May c	arry 8 Equ	ipment Slo	ts of gear	for you.			
Ya Mates	+5	1	2	3	3	-	-	1	-	Crew, W Armed, Blade, C.	13w	
	+3	Ч	9	1	3	Bodies	-	1	-	Crew, Pack, Firearm, Flintlock.		
	Defence: 1 ¹	Armour:	2 Moveme	nt: 8 Bodies:	3, May c	arry 14 Equ	vipment Slo	ots of gear	for you.			
Thieves	+5	1	2	3	3	-	-	-	-	Crew, W Armed, Blade, C.	13w	
	+5	Ч	9	3	3	Bodies	-	1	-	C, Armoured, Firearm, Flintlock.		
	Defence: 12	2 Armour:	3 Moveme	nt: 8 Bodies:	: 3 , May c	arry 8 Equ	ipment Slo	ts of gear	for you.			
Low Lifes	+6	1	3	5	3	-	-	- 1	-	Crew, Vicious, Blade, C.	13w	
	+5	Ч	9	2	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 14	Armour:	1 Movemen	t: 12 Bodies:	5, May c	arry 4 Equi	ipment Slo	ts of gear	or you.			
Zealots	+5	1	2	3	3	-	-	-	-	Crew, W Armed, Blade, C.	13w, 4Kn	
	+5*	6	11	5	3	Bodies	-	1	-	C, A, Firearm, F, Magic, Fire.		
		_	110 (0									
				mall Fire), *· nt: 10 Bodies				ots of gear	for uou.	You mau have Summons if uou	u also have	thi
	Defence: 1ª prese	Armour:	2 Moveme ons lost if a	nt: <mark>10 Bodie</mark> s all Crew die)	s: 3 , May			ots of gear	for you,	You may have Summons if you		
Sea Witches	Defence: 14 prese +5	H Armour: nt (Summa 1	2 Moveme ons lost if a 2	nt: 10 Bodies all Crew die) 3	s: 3, May 3	carry 4 Equ -		ots of gear -	for you, -	Crew, W Armed, Blade, C.	13w. 4Kn	this
Sea Witches	Defence: 14 prese +5 +1*	H Armour: nt (Summo 1 7	2 Movemen ons lost if a 2 12	nt: 10 Bodies all Crew die) 3 3	s: 3, May 3 3	carry 4 Equ - Bodies		ots of gear - 1	for you, - -		13w. 4Kn	
Sea Witches	Defence: 14 prese +5 +1* Dangerous	H Armour: nt (Summo 1 7 1 (Wind), *	2 Movemen ons lost if a 2 12 *You suffer	nt: 10 Bodies all Crew die) 3 3 -1d6 Hit if y	s: 3, May 3 3 you're Wet	carry 4 Equ - Bodies	uipment Su - -	-1	-	Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm.	13w. 4Kn	thi
Sea Witches	Defence: 14 prese +5 +1* Dangerous Momentum	H Armour: nt (Summo 1 7 1 (Wind), * 1 : Wind: y	2 Movemen ons lost if a 2 12 You suffer pour next Al	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y tack with th	s: 3, May 3 gou're Wet nis Weapo	carry 4 Equ - Bodies :. n Pushes a	Jipment Sl - - Il non-larg	- 1 le targets 2	- - in any c	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Storm. lirection (Stacks).	13w, 4Kn	
Sea Witches	Defence: 14 prese +5 +1* Dangerous Momentum Momentum	H Armour: nt (Summo 1 7 1 (Wind), * 1 : Wind: y 2 : Lightin	2 Movemer ons lost if a 2 12 You suffer pur next Al	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y ttack with th tt Attack with	s: 3, May 3 gou're Wet nis Weapo ch this We	carry 4 Equ - Bodies n Pushes a apon gains	Jipment Sl - - Il non-larg Energy, Pé	- 1 ee targets 2 en 3 min 3	- - in any c Indirect	Crew, W Armed, Blade, C. C, A, Firearm, F. Magic, Storm. Irrection (Stacks). (Above) and *+1d6 Hit vs Wet I	13w. 4Kn targets (Sta	icks
Sea Witches	Defence: 14 prese +5 +1* Dangerous Momentum Momentum Defence: 14	H Armour: nt (Summa 1 7 1 (Wind), * 1 Wind: y 2: Lightin H Armour:	2 Movemen ons lost if a 2 12 You suffer pur next Al g; your nex 2 Movemen	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y ttack with th tt Attack wit nt: 10 Bodies	s: 3. May 3 gou're Wet his Weapo h this We s: 3. May	carry 4 Equ - Bodies n Pushes a apon gains	Jipment Sl - - Il non-larg Energy, Pé	- 1 ee targets 2 en 3 min 3	- - in any c Indirect	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Storm. lirection (Stacks).	13w. 4Kn targets (Sta	icks
	Defence: 14 prese +5 +1* Dangerous Momentum Momentum Defence: 14 prese	H Armour: nt (Summa 1 7 1 (Wind), * 1 Wind: y 2: Lightin H Armour:	2 Movemen ons lost if a 2 12 You suffer pur next Al og: your nex 2 Movemen ons lost if a	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y ttack with th tt Attack wit nt: 10 Bodies all Crew die)	s: 3, May 3 gou're Wet nis Weapo h this We s: 3, May	carry 4 Equ - Bodies n Pushes a apon gains	Jipment Sl - - Il non-larg Energy, Pé	- 1 ee targets 2 en 3 min 3	- - in any c Indirect	Crew, W Armed, Blade, C. C. A. Firearm, F. Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you	13w. 4Kn targets (Sta u also have	icks
Sea Witches Ladies of Jakrakarla	Defence: 14 prese +5 +1* Dangerous Momentum Momentum Defence: 14 prese +5	H Armour: nt (Summa 7 1 (Wind), * 1 (Wind), * 1 Wind: y 2: Lightin H Armour: nt (Summa 1	2 Movemen ons lost if a 2 12 You suffer pour next Al g: your nex 2 Movemen ons lost if a 2	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y ttack with th tt Attack wit nt: 10 Bodies all Crew die) 3	s: 3, May 3 apurre Wet nis Weapo h this We s: 3, May 3	carry 4 Equ Bodies n Pushes a apon gains carry 4 Equ	Jipment Sl - - Il non-larg Energy, Pé	– 1 en 3 min 3 ots of gear –	- - in any c Indirect	Crew, W Armed, Blade, C. C, A. Firearm, F. Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons If you Crew, W Armed, Blade, C.	13w. 4Kn targets (Sta	icks
	Defence: 14 prese +5 +1* Dangerous Momentum Momentum Defence: 14 prese +5 +1	H Armour: nt (Summo 1 7 1 (Wind), * 1 Wind: y 2: Lightin 4 Armour: nt (Summo 1 6	2 Movemen ons lost if a 2 12 You suffer pour next Al ig: your nex 2 Movemen ons lost if a 2 11	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y ttack with th tt Attack with nt: 10 Bodies all Crew die) 3 3	s: 3, May 3 gou're Wet iis Weapo h this We s: 3, May 3 2	carry 4 Equ Bodies In Pushes a Iapon gains carry 4 Equ Bodies	uipment Slu - - Ul non-larg Energy, Pe Energy, Pe Inipment Slu - -	– 1 er targets 2 en 3 min 3 ots of gear – 1	- - in any c Indirect	Crew, W Armed, Blade, C. C. A. Firearm, F. Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you	13w. 4Kn targets (Sta u also have	icks
	Defence: IV prese +5 +1* Dangerous Momentum Momentum Defence: IV prese +5 +1 Blunt, Dan	H Armour: nt (Summa 1 7 1 (Wind), * 1: Wind: y 2: Lightin 4 Armour: nt (Summa 1 6 gerous 1 (B	2 Movemen ons lost if a 2 12 You suffer pour next A ig: your nex 2 Movemen ons lost if a 2 11 SM defined)	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y ttack with th tt Attack with nt: 10 Bodies all Crew die) 3 3 , *You don't	s: 3, May 3 3 you're Wet iis Weapo h this We s: 3, May 3 2 gain Graf	carry 4 Equ Bodies In Pushes a Iapon gains Carry 4 Equ Bodies Isbing from	vipment Sl - - Energy, Pe vipment Sl - - - this Weapo	- 1 en 3 min 3 obs of gear - 1 n.	- In any c Indirect for you, -	Crew, W Armed, Blade, C. C. A. Firearm, F. Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, W Armed, Blade, C. C. A. F. F. M. Blind, Tackle (14)*.	13w, 4Kn targets (Sta u also have 13w, 6Kn	icks thi
	Defence: 14 prese +5 +1* Dangerous Momentum Momentum Defence: 14 prese +5 +1 Blunt, Danu Defence: 14	H Armour: nt (Summa 1 7 1 (Wind), * 1: Wind: y 2: Lightin 4 Armour: nt (Summa 1 6 gerous 1 (C H Armour:	2 Movement ons lost if a 2 12 You suffer pour next Al gg: your nex 2 Movement ons lost if a 1 SM defined) 2 Movement	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y ttack with th tt Attack with th: 10 Bodies all Crew die) 3 3 . *You don't nt: 10 Bodies	s: 3, May 3 gou're Wet his Weapo h this We s: 3, May 2 gain Graf s: 3, May	carry 4 Equ Bodies In Pushes a Iapon gains Carry 4 Equ Bodies Isbing from	vipment Sl - - Energy, Pe vipment Sl - - - this Weapo	- 1 en 3 min 3 obs of gear - 1 n.	- In any c Indirect for you, -	Crew, W Armed, Blade, C. C, A. Firearm, F. Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons If you Crew, W Armed, Blade, C.	13w, 4Kn targets (Sta u also have 13w, 6Kn	thi
Ladies of Jakrakarla	Defence: 14 prese +5 +1* Dangerous Momentum Defence: 14 prese +5 +1 Blunt, Dan Defence: 14 prese	H Armour: nt (Summa 1 7 1 (Wind), * 1: Wind: y 2: Lightin 4 Armour: nt (Summa 1 6 gerous 1 (C H Armour:	2 Movemen ans lost if a 2 12 You suffer pour next Ai g: your nex 2 Movemen ans lost if a 11 SM defined) 2 Movemen ans lost if a	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y ttack with th tt Attack wit nt: 10 Bodies all Crew die) 3 . *You don't nt: 10 Bodies all Crew die)	s: 3, May 3 gou're Wet als Weapo h this We s: 3, May 3 2 gain Grat s: 3, May	carry 4 Equ Bodies In Pushes a Iapon gains Carry 4 Equ Bodies Isbing from	vipment Sl - - Energy, Pe vipment Sl - - - this Weapo	- 1 en 3 min 3 obs of gear - 1 n.	- In any c Indirect for you, -	Crew, W Armed, Blade, C. C, A. Firearm, F. Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, W Armed, Blade, C. C, A, F. F. M, Blind, Tackle (14)* You may have Summons if you	13w, 4Kn targets (Sta v also have 13w, 6Kn v also have	thi
	Defence: 14 prese +5 +1* Dangerous Momentum Defence: 14 prese +5 +1 Blunt, Dan Defence: 14 prese +4	A Armour: nt (Summo 1 7 1 (Wind), * 1: Wind: y 2: Lightin 4 Armour: nt (Summo 1 6 gerous 1 (C 4 Armour: nt (Summo 1 3	2 Movement ans lost if a 2 12 You suffer pour next Al gg: your nex 2 Movement ans lost if a 11 SM defined) 2 Movement ans lost if a 2	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y ttack with th tt Attack wit nt: 10 Bodies all Crew die) 3 , *You don't nt: 10 Bodies all Crew die) 2	s: 3, May 3 gou're Wet als Weapo h this We s: 3, May 3 2 gain Grat s: 3, May 3	carry 4 Equ Bodies n Pushes a apon gains carry 4 Equ Bodies obing from carry 4 Equ	vipment Sl - - Energy, Pe vipment Sl - - - this Weapo	- 1 en 3 min 3 obs of gear - 1 n.	- - Indirect for you. - for you. -	Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Blind, Tackle (14)*. You may have Summons if you Crew, C Fodder, Blade, C.	13w, 4Kn targets (Sta u also have 13w, 6Kn u also have 13w	thi:
Ladies of Jakrakarla	Defence: 14 prese +5 +1* Dangerous Momentum Momentum Defence: 14 prese +5 +1 Blunt, Dani Defence: 14 prese +1 +1 Stunt, Dani	H Armour: nt (Summa 1 7 1 (Wind), * 1 Wind: y 2: Lightin 4 Armour: nt (Summa 6 gerous 1 (E 4 Armour: nt (Summa 1 4 4 4 4 4 4 4 4 4 4 4 4 4	2 Movement ons lost if a 2 12 You suffer pour next Al g: your next 2 Movement ons lost if a 2 11 SM defined) 2 Movement ons lost if a 2 9	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y ttack with th at 10 Bodies all Crew die) 3 3 , *You don't nt: 10 Bodies all Crew die) 2 2 2	s: 3. May 3 3 pou're Wet nis Weapo h this We s: 3. May 2 gain Graf s: 3. May 3 3 3	carry 4 Equ Bodies In Pushes a Iapon gains carry 4 Equ Bodies bbing from carry 4 Equ Bodies	vipment Sl - - Ul non-larg Energy, Pe jipment Sl - - uipment Sl - - - - - - - - - - - - - - - - - - -	- 1 er targets 2 en 3 min 3 obts of gear 1 in. obts of gear - 1	- - Inn any c Indirect for you, - - for you, - - -	Crew, W Armed, Blade, C. C, A. Firearm, F. Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, W Armed, Blade, C. C, A, F. F. M, Blind, Tackle (14)* You may have Summons if you	13w, 4Kn targets (Sta u also have 13w, 6Kn u also have 13w	icks thi
Ladies of Jakrakarla Cutpurses	Defence: 14 prese +5 +1* Dangerous Momentum Momentum Defence: 14 prese +5 +1 Blunt, Danu Defence: 14 prese +4 +5 Defence: 16	H Armour: nt (Summa 1 7 1 (Wind), * 1 Wind: y 2: Lightin 4 Armour: nt (Summa 6 gerous 1 (E 4 Armour: nt (Summa 1 4 4 4 4 4 4 4 4 4 4 4 4 4	2 Movement ons lost if a 2 12 You suffer pour next Al ig: your next 2 Movement ons lost if a 2 11 SM defined) 2 Movement ons lost if a 2 9 0 Movement	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y ttack with th tt Attack with nt: 10 Bodies all Crew die) 3 3 . *You don't nt: 10 Bodies all Crew die) 2 2 nt: 10 Bodies	s: 3. May 3 3 pou're Wet nis Weapo h this We s: 3. May 3 2 gain Grat s: 3. May 3 3 3 3 5: 7. May o	carry 4 Equ Bodies In Pushes a Iapon gains carry 4 Equ Bodies bbing from carry 4 Equ Bodies	vipment Sl - - Ul non-larg Energy, Pe jipment Sl - - uipment Sl - - - - - - - - - - - - - - - - - - -	- 1 er targets 2 en 3 min 3 obts of gear 1 in. obts of gear - 1	- - Inn any c Indirect for you, - - for you, - - -	Crew. W Armed, Blade, C. C. A. Firearm, F. Magic, Storm. Irrection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, W Armed, Blade, C. C, A. F. F. M. Blind, Tackle (I4)*. You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock.	13w, 4Kn targets (Sta a also have 13w, 6Kn a also have 13w	thi
Ladies of Jakrakarla	Defence: 14 prese +5 +1* Dangerous Momentum Momentum Defence: 14 prese +5 +1 Blunt, Danu Defence: 14 +4 +5 Defence: 14	4 Armour: nt (Summa 7 1 (Wind), * 1 Wind: y 2 : Lightin 4 Armour: nt (Summa 6 gerous 1 (C 4 Armour: nt (Summa 1 4 4 4 4 4 1 1 1 1 1 1 1 1 1 1 1 1 1	2 Movement ons lost if a 2 12 You suffer pour next Al ig: your next 2 Movement 2 Movement ons lost if a 2 9 0 Movement 2	nt: 10 Bodies all Crew die) 3 3 -1d6 Hit if y ttack with th at Attack with nt: 10 Bodies all Crew die) 3 3 . *You don't nt: 10 Bodies all Crew die) 2 2 nt: 10 Bodies 3	s: 3. May 3 3 you're Wet its Weapo h this We s: 3. May 3 2 gain Grat s: 3. May 3 3 3 5: 7. May o 3	carry 4 Equ Bodies In Pushes a apon gains carry 4 Equ Bodies bbing from carry 4 Equ - Bodies carry 8 Equ -	vipment Sl - - Ul non-larg Energy, Pe jipment Sl - - uipment Sl - - - - - - - - - - - - - - - - - - -	- 1 er targets 2 en 3 min 3 obts of gear 1 in. obts of gear - 1	- - Inn any c Indirect for you, - - for you, - - -	Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Blind, Tackle (14)*. You may have Summons if you Crew, C Fodder, Blade, C.	13w, 4Kn targets (Sta u also have 13w, 6Kn u also have 13w	thi
Ladies of Jakrakarla Cutpurses	Defence: 14 prese +5 +1* Dangerous Momentum Momentum Defence: 14 prese +5 +1 Blunt, Danu Defence: 14 prese +4 +5 Defence: 16	H Armour: nt (Summa 1 7 1 (Wind), * 1 Wind: y 2: Lightin 4 Armour: nt (Summa 6 gerous 1 (E 4 Armour: nt (Summa 1 4 4 4 4 4 4 4 4 4 4 4 4 4	2 Movement 2 2 12 You suffer pour next Al ig: your next 2 Movement ons lost if a 2 11 SM defined) 2 Movement ons lost if a 2 9 0 Movement	nt: 10 Bodies all Crew die) 3 -1d6 Hit if y ttack with th tt Attack with nt: 10 Bodies all Crew die) 3 3 . *You don't nt: 10 Bodies all Crew die) 2 2 nt: 10 Bodies	s: 3. May 3 3 pou're Wet nis Weapo h this We s: 3. May 3 2 gain Grat s: 3. May 3 3 3 3 5: 7. May o	carry 4 Equ Bodies In Pushes a Iapon gains carry 4 Equ Bodies bbing from carry 4 Equ Bodies	vipment Sl - - Ul non-larg Energy, Pe jipment Sl - - uipment Sl - - - - - - - - - - - - - - - - - - -	- 1 er targets 2 en 3 min 3 obts of gear 1 in. obts of gear - 1	- in any c Indirect for you, - for you, - for you,	Crew. W Armed, Blade, C. C. A. Firearm, F. Magic, Storm. Irrection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, W Armed, Blade, C. C, A. F. F. M. Blind, Tackle (I4)*. You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock.	13w, 4Kn targets (Sta) also have 13w, 6Kn) also have 13w	icks thi
Ladies of Jakrakarla Cutpurses	Defence: 14 prese +5 +1* Dangerous Momentum Defence: 14 prese +5 +1 Blunt, Danu Defence: 14 prese +4 +5 Defence: 14 +4 +5	H Armour: nt (Summa 1 7 1 (Wind), * 1: Wind: y 2: Lightin 4 Armour: nt (Summa 1 6 gerous 1 (C 4 Armour: nt (Summa 1 4 4 4 4 4 4 4 4 4 4 4 4 4	2 Movement ons lost if a 2 12 You suffer pour next Ai g: your next 2 Movement ons lost if a 2 11 SM defined) 2 Movement 2 9 0 Movement 2 9	nt: 10 Bodies all Crew die) 3 3 -1d6 Hit if y ttack with th at Attack with nt: 10 Bodies all Crew die) 3 3 . *You don't nt: 10 Bodies all Crew die) 2 2 nt: 10 Bodies 3	s: 3, May 3 gou're Wet als Weapo h this We s: 3, May 3 2 gain Grat s: 3, May 3 3 3 3 3 3 3 3 3 3 3	carry 4 Equ Bodies In Pushes a Dapon gains carry 4 Equ Bodies carry 4 Equ - Bodies carry 8 Equ - Bodies	Jipment Sli - - Energy, Pe Jipment Sli - - this Weapo Jipment Sli - - - -	- 1 an 3 min 3 bots of gear - 1 m. bots of gear - 1 ots of gear - 1	- in any c Indirect for you, - for you, - for you, - -	Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Blind, Tackle (14)* You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock.	13w, 4Kn targets (Sta) also have 13w, 6Kn) also have 13w	thi:
Ladies of Jakrakarla Cutpurses	Defence: 14 prese +5 +1* Dangerous Momentum Defence: 14 prese +5 +1 Blunt, Danu Defence: 14 prese +4 +5 Defence: 14 +4 +5	H Armour: nt (Summa 1 7 1 (Wind), * 1: Wind: y 2: Lightin 4 Armour: nt (Summa 1 6 gerous 1 (C 4 Armour: nt (Summa 1 4 4 4 4 4 4 4 4 4 4 4 4 4	2 Movement ons lost if a 2 12 You suffer pour next Ai g: your next 2 Movement ons lost if a 2 11 SM defined) 2 Movement 2 9 0 Movement 2 9	nt: 10 Bodies all Crew die) 3 3 -1d6 Hit if y ttack with th tt Attack with th: 10 Bodies all Crew die) 3 3 . *You don't th: 10 Bodies all Crew die) 2 2 at: 10 Bodies 3 3 3	s: 3, May 3 gou're Wet als Weapo h this We s: 3, May 3 2 gain Grat s: 3, May 3 3 3 3 3 3 3 3 3 3 3	carry 4 Equ Bodies In Pushes a Dapon gains carry 4 Equ Bodies carry 4 Equ - Bodies carry 8 Equ - Bodies	Jipment Sli - - Energy, Pe Jipment Sli - - this Weapo Jipment Sli - - - -	- 1 an 3 min 3 bots of gear - 1 m. bots of gear - 1 ots of gear - 1	- in any c Indirect for you, - for you, - for you, - -	Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. lirection (Stacks). (Above) and *+1d6 Hit vs Wet I You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Blind, Tackle (14)* You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock.	13w, 4Kn targets (Sta) also have 13w, 6Kn) also have 13w	thi:

Defence: 16 Armour: 2 Movement: 14 Bodies: 3, May carry 0 Equipment Slots of gear for you.

Riflemen

Weapons	Hit	Rng	Max Rng	End Dmg	g Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire R	esourc
Navy Marksmen	+]	1	1 /	5	3		-	-		Crew, Well Armed, Blade, C.	12t, 13w	Ч
	+0	6	30	7	1d2+2	Bodies+2	-	1	-	C. W Armed, Firearm, Flintlock.		
	Defence: 10	Armour:	2 Movemer	nt: 5 Bodi	es: 2, May	carry 8 Equ	uipment Sl	ots of gear	for you, !	Strong Hit (5–6).		
Shooting Buddies	+]	1	1	5	3	-	-	-	-	Crew, Well Armed, Blade, C.	12t, 13w	Ч
	+]	6	30	6	1d2+2	Bodies+2	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 8	Armour	1 Movement	: 5 Bodie	s: 4, May c	arry 8 Equip	pment Slot	s of gear f	or you, Sl	trong Hit (5–6).		
Looters	+]	1	1	5	3	- 41	- 37 - 18	-	1. 1. 1 M.	Crew, W Armed, Blade, C.	12t, 13w	Ч
	-1	6	30	5	1d2+2	Bodies+2		1	-	Crew, Pack, Firearm, Flintlock.		
	Defence: 8	Armour:	2 Movemen	t: 3 Bodie	es: 2, May o	arry 14 Equ	uipment Slo	ots of gear	for you, S	Strong Hit (5–6).		
Navy Officers	+]	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	12t, 13w	5
	+]	6	30	7	1d2+2	Bodies+2	-	1	-	C, Armoured, Firearm, Flintlock.		
	Defence: 6	Armour	3 Movemen	t: 3 Bodie	es: 2, May o	arry 8 Equi	ipment Slo	ts of gear I	for you, S	Strong Hit (5–6).		
Black Powder Scallywags	+2	1	2	7	3	-	-	- N	- 1	Crew, Vicious, Blade, C.	12t, 13w	6
	+]	6	30	6	1d2+2	Bodies+2	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 8	Armour:	1 Movement	7 Bodie	s: 4, May c	arry 4 Equip	oment Slot	s of gear fo	or you, St	trong Hit (5–6).		
Initiates of the Sickly Flame	+]	1	1	5	3	-	-	-	-		12t,13w,4Kn	8
								,		0 A 5 5 M 3 5		
	+]*	8	32	9	1d2+2	Bodies+2	-	1	-	C, A, Firearm, F, Magic, Fire.		
		Ŭ	32 rous 1d3 (Sr	U			– gets.	I	-	C, A, Firearm, F, Magic, Fire.		
	Energy, Bu	rn, Dange	rous 1d3 (Sr	nall Fire)	, *-2d6 Hit	vs Wet targ	~	I ots of gear		, i i i i i i i i i i i i i i i i i i i	u also have	this
	Energy, Bu Defence: 8	rn, Dange Armour:	rous 1d3 (Sr	nall Fire) t: 5 Bodi	, *–2d6 Hit es: 2 , May	vs Wet targ carry 4 Equ	~	l ots of gear		C, A, Firearm, F, Magic, Fire. You may have Summons if you	ı also have	this
Undead Magi	Energy, Bu Defence: 8	rn, Dange Armour:	rous 1d3 (Sr 2 Movemen	nall Fire) t: 5 Bodi	, *–2d6 Hit es: 2 , May	vs Wet targ carry 4 Equ	~	l ots of gear -		You may have Summons if you	u also have 12t,13w,5Kn	
Undead Magi	Energy, Bu Defence: 8 prese	rn, Dange Armour:	rous 1d3 (Sr 2 Movemen	nall Fire) t: 5 Bodi Ill Crew c	, *-2d6 Hit es: 2 , May lie), Strong	vs Wet targ carry 4 Equ	Jipment SU	l ots of gear - 1		You may have Summons if you	12t,13w,5Kn	
Undead Magi	Energy, Bu Defence: 8 prese +1 -6	rn, Dange Armour: nt (Summ 1 8	rous 1d3 (Sr 2 Movemen ons lost if a 1	nall Fire) t: 5 Bodi Ill Crew c 5 7	, *-2d6 Hit es: 2, May lie), Strong 3 1d2+2	vs Wet targ carry 4 Equ Hit (5–6). – Bodies+2*	uipment SU - -		for you, –	You may have Summons if you Crew, W Armed, Blade, C.	12t,13w,5Kn	
Undead Magi	Energy, Bu Defence: 8 prese +1 -6 Dangerous	rn, Dange Armour: nt (Summ 1 8 4 (Cursed	rous 1d3 (Sr 2 Movemen ons lost if a 1 32 d Ground), *	nall Fire) t: 5 Bodi Ill Crew c 5 7 Ammo is	, *-2d6 Hit es: 2, May lie), Strong 3 1d2+2 regained a	vs Wet targ carry 4 Equ Hit (5-6). - Bodies+2* t the end o	jipment SU - - f Combat.	- 1	for you, – –	You may have Summons if you Crew, W Armed, Blade, C.	12t,13w,5Kn	
Undead Magi	Energy, Bu Defence: 8 rese +1 -6 Dangerous Strong Hit:	rn, Dange Armour: nt (Summ 1 8 4 (Cursed (/	rous 1d3 (Sr 2 Movemen ons lost if a 1 32 d Ground), * Attack, Hit) Y	nall Fire) t: 5 Bodi ill Crew c 5 7 Ammo is fou take	, *-2d6 Hit es: 2, May lie), Strong 3 1d2+2 regained a 3 End Dmg	vs Wet targ carry 4 Equ Hit (5-6). - Bodies+2* t the end o and your ta	jipment Sl - f Combat. arget's nex	– 1 t Attack ga	for you, - - ins Stron	You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate.	12t,13w,5Kn	7
Undead Magi	Energy, Bu Defence: 8 prese +1 -6 Dangerous Strong Hit: Defence: 8	rn, Dange Armour: nt (Summ 1 8 4 (Cursed Cursed (/ Armour:	rous 1d3 (Sr 2 Movemen ons lost if a 1 32 d Ground), * Attack, Hit) Y	nall Fire) t: 5 Bodi ill Crew c 5 7 Ammo is You take t: 5 Bodi	, *-2d6 Hit es: 2, May lie), Strong 3 1d2+2 regained a 3 End Dmg es: 2, May	vs Wet targ carry 4 Equ Hit (5-6). - Bodies+2* t the end o and your ta carry 4 Equ	jipment Sl - f Combat. arget's nex	– 1 t Attack ga	for you, - - ins Stron	You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate. 19 Hit –1 (Stacks).	12t,13w,5Kn	7
Undead Magi God Borne Hunters	Energy, Bu Defence: 8 prese +1 -6 Dangerous Strong Hit: Defence: 8	rn, Dange Armour: nt (Summ 1 8 4 (Cursed Cursed (/ Armour:	rous 1d3 (Sr 2 Movemen ons lost if a 1 32 d Ground), * Attack, Hit) \ 2 Movemen	nall Fire) t: 5 Bodi ill Crew c 5 7 Ammo is You take t: 5 Bodi	, *-2d6 Hit es: 2, May lie), Strong 3 1d2+2 regained a 3 End Dmg es: 2, May	vs Wet targ carry 4 Equ Hit (5-6). - Bodies+2* t the end o and your ta carry 4 Equ	jipment Sl - f Combat. arget's nex	– 1 t Attack ga	for you, - - ins Stron	You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate. 19 Hit –1 (Stacks).	12t,13w,5Kn	7 this
	Energy, Bu Defence: 8 prese +1 -6 Dangerous Strong Hit: Defence: 8 prese	rn, Dange Armour: nt (Summ 1 8 4 (Cursed Cursed (/ Armour:	rous 1d3 (Sr 2 Movemen ons lost if a 1 32 d Ground), * Attack, Hit) \ 2 Movemen	nall Fire) t: 5 Bodi Ill Crew c 5 7 Ammo is You take t: 5 Bodi Ill Crew c	, *-2d6 Hit es: 2, May lie), Strong 3 1d2+2 regained a 3 End Dmg es: 2, May lie), Strong	vs Wet targ carry 4 Equ Hit (5-6). - Bodies+2* t the end o and your ta carry 4 Equ	jipment Sl - f Combat. arget's nex	– 1 t Attack ga	for you, - - ins Stron	You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate. Ig Hit –1 (Stacks). You may have Summons if you Crew, C Fodder, Blade, C.	12t,13w,5Kn u also have 12t, 13w	7 this
	Energy, Bu Defence: 8 +1 -6 Dangerous Strong Hit: Defence: 8 prese +0 +1	rn, Dange Armour: nt (Summ 1 8 4 (Cursee Cursed (/ Armour: nt (Summ 1 6	rous 1d3 (Sr 2 Movemen ons lost if a 1 32 d Ground), * Attack, Hit) \ 2 Movemen ons lost if a 1 30	nall Fire) t: 5 Bodi ill Crew o 5 7 Ammo is 7 Ammo is 700 take t: 5 Bodi ill Crew o 4 6	, *-2d6 Hit es: 2, May ile), Strong 3 1d2+2 regained a 3 End Dmg es: 2, May ile), Strong 3 1d2+2	vs Wet targ carry 4 Equ Hit (5-6). - Bodies+2* t the end o and your ta carry 4 Equ Hit (5-6). - Bodies+2	f Combat. arget's nex uipment SL	– 1 t Attack ga ots of gear – 1	for you. - - iins Stron for you. - -	You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate. Ig Hit –1 (Stacks). You may have Summons if you	12t,13w,5Kn u also have 12t, 13w	7 this
	Energy, Bu Defence: 8 +1 -6 Dangerous Strong Hit: Defence: 8 prese +0 +1	rn, Dange Armour: nt (Summ 1 8 4 (Cursee Cursed (/ Armour: nt (Summ 1 6	rous 1d3 (Sr 2 Movemen ons lost if a 1 32 d Ground), * Attack, Hit) \ 2 Movemen ons lost if a 1 30	nall Fire) t: 5 Bodi ill Crew o 5 7 Ammo is 7 Ammo is 700 take t: 5 Bodi ill Crew o 4 6	, *-2d6 Hit es: 2, May ile), Strong 3 1d2+2 regained a 3 End Dmg es: 2, May ile), Strong 3 1d2+2	vs Wet targ carry 4 Equ Hit (5-6). - Bodies+2* t the end o and your ta carry 4 Equ Hit (5-6). - Bodies+2	f Combat. arget's nex uipment SL	– 1 t Attack ga ots of gear – 1	for you. - - iins Stron for you. - -	You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate. Ig Hit –1 (Stacks). You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock.	12t,13w,5Kn u also have 12t, 13w	7 this 4
God Borne Hunters	Energy, Bu Defence: 8 +1 -6 Dangerous Strong Hit: Defence: 8 prese +0 +1 Defence: 6	rn, Dange Armour: nt (Summ 1 8 4 (Cursee Cursed (/ Armour: nt (Summ 1 6	rous 1d3 (Sr 2 Movemen ons lost if a 1 32 d Ground), * Attack, Hit) \ 2 Movemen ons lost if a 1 30	nall Fire) t: 5 Bodi Ill Crew c 5 7 Ammo is 70 take t: 5 Bodi Ill Crew c 4 6 5 Bodi	. *-2d6 Hit es: 2, May ile), Strong 3 ld2+2 regained a 3 End Dmg es: 2, May ile), Strong 3 ld2+2 es: 6, May o	vs Wet targ carry 4 Equ Hit (5-6). - Bodies+2* t the end o and your ta carry 4 Equ Hit (5-6). - Bodies+2	f Combat. arget's nex uipment SL	– 1 t Attack ga ots of gear – 1	for you. - - iins Stron for you. - -	You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate. Ig Hit –1 (Stacks). You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock. Strong Hit (5–6).	12t,13w,5Kn 9 also have 12t, 13w 12t, 13w	7 this 4
God Borne Hunters	Energy, Bu Defence: 8 +1 -6 Dangerous Strong Hit: Defence: 8 prese +0 +1 Defence: 6 +0 +1	rn, Dange Armour: nt (Summ 1 8 4 (Cursed Cursed (/ Armour: nt (Summ 1 6 Armour: 1 6	rous 1d3 (Sr 2 Movemen ons lost if a 1 32 d Ground), * Attack, Hit) N 2 Movemen ons lost if a 1 30 0 Movemen 1 30	nall Fire) t: 5 Bodi Ill Crew o 5 7 Ammo is fou take t: 5 Bodi Ill Crew o 4 6 t: 5 Bodi 5 7	. *-2d6 Hit es: 2. May ile), Strong 3 ld2+2 regained a 3 End Dmg es: 2. May ile), Strong 3 ld2+2 es: 6. May o 3 ld2+2	vs Wet targ carry 4 Equ Hit (5–6). – Bodies+2* t the end o and your ta carry 4 Equ Hit (5–6). – Bodies+2 carry 8 Equi – Bodies+2	F Combat. arget's nex jipment SL - ipment SL -	- 1 ots of gear - 1 ts of gear - 1	for you, - - ins Stron for you, - for you, S - - -	You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F. M, Curse, Intimidate. Ing Hit -1 (Stacks). You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock. Strong Hit (S-6). Crew, Armoured, Blade, C. C, Armoured, Firearm, Flintlock.	12t,13w,5Kn 9 also have 12t, 13w 12t, 13w	7
God Borne Hunters	Energy, Bu Defence: 8 +1 -6 Dangerous Strong Hit: Defence: 8 prese +0 +1 Defence: 6 +0 +1	rn, Dange Armour: nt (Summ 1 8 4 (Cursed Cursed (/ Armour: nt (Summ 1 6 Armour: 1 6	rous 1d3 (Sr 2 Movemen ons lost if a 1 32 d Ground), * Attack, Hit) N 2 Movemen ons lost if a 1 30 0 Movemen 1 30	nall Fire) t: 5 Bodi Ill Crew o 5 7 Ammo is fou take t: 5 Bodi Ill Crew o 4 6 t: 5 Bodi 5 7	. *-2d6 Hit es: 2. May ile), Strong 3 ld2+2 regained a 3 End Dmg es: 2. May ile), Strong 3 ld2+2 es: 6. May o 3 ld2+2	vs Wet targ carry 4 Equ Hit (5–6). – Bodies+2* t the end o and your ta carry 4 Equ Hit (5–6). – Bodies+2 carry 8 Equi – Bodies+2	F Combat. arget's nex jipment SL - ipment SL -	- 1 ots of gear - 1 ts of gear - 1	for you, - - ins Stron for you, - for you, S - - -	You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate. Ing Hit -1 (Stacks). You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock. Strong Hit (5–6). Crew, Armoured, Blade, C.	12t,13w,5Kn 9 also have 12t, 13w 12t, 13w	7 this 4

Defence: 10 Armour: 2 Movement: 9 Bodies: 2, May carry 0 Equipment Slots of gear for you, Strong Hit (5–6)

PISTOL SUPPORT

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Useless Shipmates	+]	3	12	5	3	Inf	-	-	-	Ship Support, Rag, Firearm, F.	Free	0
	Splash 1d3-1.											
Lucky Support		3	12	6	3	Inf	-	-	-	Ship Support, R, Firearm, D S.	Free	1
	Splash 1d3-1.	Works	if Wet (but	not if subm	nerged).							
Wild Shots	+2	2	8	8	2	Inf		-	-	Ship Support, R, Firearm, B.	Free	1
	Splash 1d3-1.											
Encouraging Support	-1	3	12	5	3	Inf	-	-	-	Ship Support, Rag, Firearm, A	16p	2
	Splash 1d3–1,	Once p	er Turn gair	n +2 Momer	ntum after y	jou Attack	with this V	Veapon, You	have -2	Armour vs Luck Damage while	you own t	his Weapor
Rowdy Cheer	+3	4	14	Ч	3	Inf	-	- 10		Ship Support, Spot, Firearm, F.	2Kn	2
	Splash 1d3-1,	All of	your other	Weapons ga	ain +2 Hit w	hile you're	within sid	aht of your	Ship.			

MUSKET SUPPORT

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Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Riflemen	+]	6	30	7	1d2+2	4	-	-	-	Ship Support, Rag, Firearm, F.	14t	1
Trained Sharpshooters		6	30	8	1d2+2	Ч	-	-	-	Ship Support, R, Firearm, D S.	16 w	2
	Works if W	et (but not	: if submerg	ged).								
Shoot Everything!	+2	5	26	10	1d2+1	Ч	-	-	-	Ship Support, R, Firearm, B.	14t	2
Call out Insults	-1	6	30	7	1d2+2	Ч	-	-	-	Ship Support, Rag, Firearm, A	14t, 16p	3
	Once per T	urn gain +	2 Momentu	um after yo	ou Attack w	ith this We	apon, You	have -2 Ar	mour vs	Luck Damage while you own th	nis Weapor	۱.
Well-Paid Shipmats	+]	6	30	7	1d2+2	6		-	-	S S, Well Supplied, F, F.	14t, 16w	3
Loyal Shipmates	+3	7	32	6	1d2+2	Ч	-	-	-	S S, Spotters, Firearm, F.	14t, 2Kn	3
	All of your	other Wea	apons gain	+2 Hit whi	le you're wi	thin sight (of your Shi	ip.				
Blighted Magi	St. M. R.	6	30	8	1d2+2*	Ч	-		-	S S, R, F, F, Magic, Blood.	14t, 18t	3
	*Once per	Turn when	a characte	er takes At	tribute Dam	age from t	his Weapor	n you may l	take 6 En	d Dmg and gain +1 Momentum,	Modificatio	on: Arcan
Desert Warlocks	+Ц*	6	30	9	1d2+2	Ч	-	-	-	S S, R, F, F, Magic, Fire.	14t, 18t	5
	Energy, Bu	rn, Danger	ous 1d3 (Sr	nall Fire),	*-2d6 Hit v	/s Wet targ	ets, Modifi	cation: Arca	ane.			

Swivel Cannonade Support

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Just in Time		Ч	40	9	1d2+3	1	-	-	1.	Ship Support, Ragtag.	14t	1
Quarter Deck Swivel Cannonade		Ч	40	9	1d2+3	3	-	-	-	Ship Support, Well Supplied.	14t, 16w	3
Loyal Helmsman	+2	5	42	8	1d2+3	1	1. V-	-	-	Ship Support, Spotters.	14t, 2Kn	3

CANNON SUPPORT

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Bombard	-4	10	120	11	1d2+4	2		- 24	-	Ship Support, Ragtag.	1Kn	3
	Splash 1d2	, Destroy	two spaces	of damage	ed Terrain.							
	Momentum	1: Destro	y all damag	ged Terrain								
Barrage	-4	10	120	11	1d2+4	Ч	-	-	-	Ship Support, Well Supplied.	1Kn, 16w	5
	Splash 1d2	, Destroy	two spaces	of damage	ed Terrain.							
	Momentum	l: Destro	y all damag	ged Terrain								
Long Nines	-2	11	122	10	1d2+4	2	-	-	-	Ship Support, Spotters.	ЗКn	5
10 10 10	Splash 1d2	, Destroy	two spaces	of damage	ed Terrain.,	All of your	other We	apons gain	+2 Hit wh	ile you're within sight of your	Ship.	
	Momentum	1: Destro	y all damag	ged Terrain								

MORTAR SUPPORT

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Blast	-6	20	200	9	1d2+3	2	-	-		Ship Support, Ragtag.	2Kn	3
	Splash 1d3+	1, Indirec	t (Above), (Destroy two	spaces of	damaged	Terrain.					
	Momentum	1: Destro	y all dama	ged Terrain.								
Siege	-6	20	200	9	1d2+3	Ч	-	-	-	Ship Support, Well Supplied.	2Kn, 16w	5
	Splash 1d3+	1, Indirec	t (Above), (Destroy two	spaces of	damaged	Terrain.					
	Momentum	1: Destro	y all dama	ged Terrain.								
Pound into Dust	-4	21	202	8	1d2+3	2	-	-	-	Ship Support, Spotters.	ЧКn	5
	Splash 1d3+	1, Indirec	t (Above), D	lestroy two	spaces of o	damaged ⁻	Terrain, All	of your oth	ier Weapo	ns gain +2 Hit while you're wit	hin sight o	of your Ship
	Momentum	1: Destro	y all dama	ged Terrain.								

Summon

Weapons Skeleton Warriors		Rng Max Rng 1 2	End Dmg 3	Crit Dmg / 3*	Ammo Inf	Draw	Reload W	/eight Weapon Type - Summon Unde	ad, Magic, Blood.	Acquire F	Resource 2
						-		tural, You may only n			
								en a character takes	-		
		take 6 End Dmg	5			e, once p				je nom m	2 meah
						nal Rodios	aro loct at	the end of Combat).			
lombies	Homencom i. c	1 2	2	2	Inf	-		 Summon, U, M, 	B Tackle (14)*	3Kn	3
Lombres	Defence 12 Ar	. –						tural, You may only n			
								M defined), *You don'	5		5
			-				-	the end of Combat).	c gain orabbilig		neapon.
-loating Claw Fish	*	1 3	ц*	3**	Inf	-		 S. Aquatic Mon 	sters M Blood	1Kn	2
	Defence: 12 A							dies, Natural, *+2 Hit			
								urn when a characte			
		ou may take 6 E				5				,	
		Gain 1 Body (up t									
Giant Bloat Toads	-2*	1 3]*	1	Inf	-	0	- S, A Monsters,	M, M, C, Poison.	1Kn	2
	Defence: 12 A	rmour: 1 Movem	ient: 5** Bo	odies: 3, You	start eac	h Combat	with O Bo	lies, Natural, *+2 Hit	and End Dmg	vs Wet c	haracte
								1d3 (Acid Pool).	5		
		Gain 1 Body (up t			15		5				
	Strong Hit: Pois	soned (Attack, Hi	it) Target has	s 6 End Dmg	if they m	ove thems	elves more I	han 6 spaces in a Tu	rn (does not Sta	ack).	
Volves	+2	1 3	5	3*	Inf	-		- Summon, Beas		and the second	2
	Defence: 14 Ar	mour: 1 Moveme	ent: 8 Bodies	: 3, You star	t each Co	mbat with	O Bodies, N	atural, *Once per Tur	n when a chara	acter takes	Attrib
		rom this Weapor									
		Gain 1 Body (up t			5 5						
lightmare Fire Hounds		1 3	6	3	Inf	-	0	- Summon, Beas	sts, Magic, Fire.	2Kn	Ч
5	Defence: 14 Ar	mour: 1 Moveme	nt: 8 Bodies:	3, You start	each Com	ibat with () Bodies, Nal	ural, Energy, Burn, Da	5		*-2d6
	vs Wet tar								J		
		Sain 1 Body (up t	o your maxir	mum).							
Devils	-2	3 9	4	3*	Inf		0	- Summon, Fiend	ls, Magic, Blood.	2Kn	2
	Defence: 12 Ar	mour: 1 Moveme	ent: 4 Bodies	: 3, You star	t each Co	mbat with	O Bodies, N	atural, *Once per Tur	n when a chara	acter takes	Attribu
		rom this Weapor									
		Gain 1 Body (up t									
					2 Moment	um and re	duce your M	ax Momentum by 1 ur	ntil the end of C	ombat (Sta	acks).
mps	-5	3 9	3	3	Inf	-		- Summon, F, M, I			3
	Defence: 12 Ar	mour: 1 Moveme	nt: 4 Bodies:	3, You start	each Com	bat with O		ural, Dangerous 4 (Cu			
		Gain 1 Body (up t						Ĵ			
					2 Moment	um and re	duce your M	ax Momentum by 1 ur	ntil the end of C	ombat (Sta	acks).
	-							Strong Hit -1 (Stacks)			
Burned Alive Ghosts	*	1 3	9	2	Inf	-	0		sts, Magic, Fire.	3Kn	5
	Defence: 14 Ar	mour: 3 Moveme			art each C	ombat wit	h O Bodies.	Natural, **May Telepo			
		gerous 1d3 (Sma									
		Gain 1 Body (up t									
Drowned Ghosts	*	2 4	7	2	Inf	-	0	- Summon, Ghos	s, Magic, Storm.	ЧKn	3
	Defence: 14 Arr					mhat with		itural, **May Teleport	J		
		*You suffer –1d6					0 000.00, 110	initiat, inag iotoport	, rig, and allo int	iorporodi, c	Jungoro
		Gain 1 Body (up t									
					ushos all	non-large	targets 2 in	any direction (Stacks)		
		-						lirect (Above) and *+1		irgets (Stag	sks)
nsect Swarm	-1d6-3	1 4	ld6+1		Inf	_	0	and the second	n, M, M, C, Toxic.		3
						mhat with		atural, *May Fly, Blun			
		Gain 1 Body (up t				mode with	o boules, N	atorat, Hug rig, Ditti	, bungerous iuc		
					until thou	receive D	atch-llp or F	xtended Care (does n	nt Stack)		

Strong Hit: Toxic (Attack, Hit) Target has -2 to all Rolls until they receive Patch-Up or Extended Care (does not Stack).

Magic Blast

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire A	Resourc
Whisper of the Gods	-2	2	8	3	2*	Inf	-	0	-	Magic, Blood.	1Kn	1
	Natural, *C	Ince per T	urn when a	character	takes Attri	bute Dama	ige from th	is Weapon	you may	take 6 End Dmg and gain +1 M	lomentum.	
Fire Bolt	+2*	2	8	Ч	2	Inf	-	0	-	Magic, Fire.	1Kn	3
	Natural, En	ergy, Burr	n, Dangerou	s 1d3 (Sma	ll Fire), *-1	2d6 Hit vs	Wet target	S.				
Sailor's Lament	-2*	3	9	2	2	Inf	-	0	-	Magic, Storm.	2Kn	1
	Natural, Da	ngerous 1	(Wind), *Yo	u suffer -1a	16 Hit if yo	u're Wet.						
	Momentum	1: Wind; y	jour next Al	tack with t	his Weapoi	n Pushes a	ll non-larg	e targets i	2 in any	direction (Stacks).		
	Momentum	2: Lightin	ig: your nex	t Attack wi	th this We	apon gains	Energy, Pe	en 3 min 3	8, Indirect	(Above) and *+1d6 Hit vs Wet	targets (Sta	icks),
Rums End	-5	2	8	2	2	Inf*	-	0	-	Magic, Curse, Intimidate.	2Kn	2
	Natural, Da	ngerous 4	(Cursed Gi	ound), *An	nmo is reg	ained at th	ie end of C	ombat.				
	Strong Hit:	Cursed (A	uttack, Hit) '	You take 3	End Dmg a	and your ta	irget's next	Attack ga	ins Stron	g Hit –1 (Stacks).		
Doldrums' Grip	-2*	2	8	2	1	Inf	-	0	-	Magic, Bind, Tackle (14)**.	3Kn	2
	Natural, Bl	unt, Dange	rous 1 (GM	defined), *I	Hit +Luck v	vith Tackle	Action, **	You don't	gain Grab	bing from this Weapon.		
Hull Rot	-4	2	8	3	1	Inf	-	0	-	Magic, Muck, Chemical, Acid.	1Kn	1
	Natural, Bl	unt, Dange	rous 1d3 (A	cid Pool), E	Burn.							
Sigil of Sickness	-4	2	8	0	0	Inf	60	0	-	M, Muck, Chemical, Poison.	1Kn	1
	Natural, Bl	unt, Dange	rous 1d3 (A	cid Pool), E	Blunt.							
	Strong Hit:	Poisoned	(Attack, Hit) Target ha	s 6 End Dr	ng if they	move them	nselves ma	ore than 6	spaces in a Turn (does not St	ack).	
Rot Breath	-1d6-4	2	8	0	1	Inf	-	0	-	Magic, Muck, Chemical, Toxic.	1Kn	1
	Natural, Bl	unt, Dange	rous 1d3 (A	cid Pool).								
	Strong Hit:	Toxic (Att	ack, Hit) Ta	rget has -2	to all Ro	lls until the	ey receive	Patch-Up (or Extend	ed Care (does not Stack).		
Combust	-4	2	8	2	1	Inf	- 1	0	- (c)	M, Muck, C, Dragon's Piss.	1Kn	1
	Natural, Bl	unt, Dange	rous 1d3 (A	cid Pool), B	nergy, Bu	'n.						
	Strong Hit:	Set Alight	(Attack, Hit)	Target take	s 5 End Dr	ng at the sl	tart of each	of their Tu	rns until	they receive First Aid or become	Wet (does i	not Sta
Burt's Bad Breath	-4	5	8	0	0	Inf	-	0	-	Magic, Muck, C, Noxious Cloud.		2
	Natural, Bl	unt, Dange	erous 1d3 (A	cid Pool), E	Blunt, Crea	tes Danger	ous Enviror	nmental ar	rea (6 End	d Dmg to any target than enter	s or starts	their [.]
		-								t have Splash).		
Mighty Cry	-4	2	8	2	0	Inf	-	0		Magic, Muck, Chemical, Flash.	1Kn	2
	Blunt, Dani	aerous 1d3	(Acid Pool).								
	Strong Hit:						racad					



Magic Bolt

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Veapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resourc
Cut of Power	-2	Ч	32	3	3*	12**		1	-	Magic, Blood.	2Kn	2
	Natural, Sm	all, Max M	omentum ((Splash 1), *	**Ammo is	regained a	fter a goo	d night's sle	ep, *Onc	e per Turn when a character	takes Attribu	ute Dama
		nis Weapo	5 5	i take 6 End	d Dmg and	gain +1 Mc	mentum.	1.1.1.1	1		192	1.10
Firestorm	+2*	Ч	32	Ч	3	12**	-	1	-	Magic, Fire.	2Kn	Ч
		all, Max M targets.	1omentum	(Splash 1),	**Ammo	is regained	after a g	good night's	sleep, E	nergy, Burn, Dangerous 1d3	(Small Fire),	*-2d6
1ermaid Song	-2*	5	33	2	3	12**	-	1	-	Magic, Storm.	ЗКn	2
	Natural, Sm	all, Max M	lomentum	(Splash 1),	**Ammo is	s regained	after a go	od night's s	leep, Dar	gerous 1 (Wind), *You suffer	-1d6 Hit if y	jou're W
	Momentum	1: Wind: y	our next A	ttack with t	his Weapor	n Pushes a	l non-lar	ge targets 2	in any c	irection (Stacks).		
	Momentum	2: Lightin	g: your nex	kt Attack w	ith this Wea	apon gains	Energy, P	en 3 min 3	Indirect	(Above) and *+1d6 Hit vs We	et targets (SI	tacks),
Autineers Woe	-5	Ч	32	2	3	12*	-	1	-	Magic, Curse, Intimidate.	3Kn	3
	Natural, Sm	all, Max M	lomentum	(Splash 1),	Dangerous	4 (Cursed	Ground), '	*Ammo is r	egained a	t the end of Combat.		
	Strong Hit: (Cursed (A	ttack, Hit)	You take 3	End Dmg a	and your ta	rget's nex	t Attack gai	ns Strong	j Hit -1 (Stacks).		
Sigil of the Crushing Depths	-2*	Ч	32	2	2	12**	-	1		Magic, Bind, Tackle (14)***	. 4Kn	3
	Natural, Sm	all, Max M	lomentum	(Splash 1),	**Ammo is	s regained	after a go	od night's s	leep, Blui	nt, Dangerous 1 (GM defined),	*Hit +Luck	with Tac
	Action,	***You 0	don't gain (Grabbing fro	om this We	apon.						
Sigil of Rot	-4	Ч	32	3	2	12*	-	1	-	Magic, Muck, Chemical, Aci	d. 2Kn	2
	Natural, Sm	all, Max M	lomentum	(Splash 1),	*Ammo is	regained a	fter a goo	id night's sl	eep, Blun	t, Dangerous 1d3 (Acid Pool),	Burn.	
Scorpion Sting	-4	Ч	32	0	1	12*		1	-	M, Muck, Chemical, Poison.	2Kn	2
	Natural, Sm	all, Max M	lomentum	(Splash 1),	*Ammo is	regained a	fter a goo	d night's sl	eep, Blun	t, Dangerous 1d3 (Acid Pool),	Blunt.	
	Strong Hit: I	Poisoned	(Attack, Hit	:) Target ha	s 6 End Dr	ng if they	move ther	nselves mo	re than 6	spaces in a Turn (does not	Stack).	
Scurvy Cloud	-1d6-4	Ч	32	0	2	12*	-	1	-	Magic, Muck, Chemical, Toxi	c. 2Kn	2
	Natural, Sm	all, Max M	lomentum	(Splash 1),	*Ammo is	regained a	fter a goo	id night's sl	eep, Blun	t, Dangerous 1d3 (Acid Pool).		
	Strong Hit:	Toxic (Atta	ack, Hit) Ta	irget has -2	2 to all Rol	ls until the	y receive	Patch-Up o	r Extende	d Care (does not Stack).		
Fire Ball	-4	Ч	32	2	2	12*	- 1	1	-	M, Muck, C, Dragon's Piss.	2Kn	2
	Natural, Sm	all, Max M	lomentum	(Splash 1),	*Ammo is	regained a	fter a goo	d night's sl	eep, Blun	t, Dangerous 1d3 (Acid Pool).	Energy, Bur	n.
	Strong Hit: S	et Alight	(Attack, Hit)) Target take	es 5 End Dr	ng at the st	art of each	n of their Tu	ns until t	hey receive First Aid or becon	ne Wet (does	not Sta
1ad Monogle's Mistake	-4	Ч	32	0	1	12*	-	1	-	Magic, Muck, C, Noxious Clou	d. 2Kn	3
	Natural, Sm	all, Max M	omentum	(Splash 1), *	'Ammo is r	egained afl	er a good	night's slee	p, Blunt,	Dangerous 1d3 (Acid Pool), B	lunt, Creates	Danger
	Enviror	nmental a	rea (6 End	Dmg to an	iy target th	an enters (or starts t	heir Turn in	that spa	ce) equal in size to this Wea	pon's Splas	h area d
	single	space (if	it does not	t have Spla	sh).							
Glimpse of the Afterlife	-4	Ч	32	2	0	12*	-	1	-	Magic, Muck, Chemical, Flas	h. 2Kn	3
	Natural Cas	all Max M	lamantum	(Coloch 1)	* 1	required a	(tor a goo	d night's al	Dium	t, Dangerous 1d3 (Acid Pool).		

Strong Hit: Flash (Attack, Hit) All Damaged characters are Suppressed.

Magic Strike

Weapons	Hit	Rng	Max Rng	End Dmg Cri	t Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Black Spot	-4	10	50	5	3*	5**	-	2	-	Magic, Blood.	ЧKn	3
	Natural, Lar	rge, Splasl	h 1d2, Indir	ect (Above), M	ax Mome	entum (+	I Crit Dmg,	Splash +1)	. **Amm	o is regained after a goo	d night's sleep,	*Once pe
	Turn w	when a cha	aracter tak	es Attribute Da	image fr	om this \	Weapon you	may take	6 End Dr	mg and gain +1 Momentur	n.	
Divine Conflagration	+0*	10	50	6	3	5**	-	2	-	Magic, Fire.	ЧKn	5
	Natural, Lar	ge, Splast	n 1d2, Indire	ect (Above), Ma	ax Mome	ntum (+1	Crit Dmg, S	plash +1), *	**Ammo	is regained after a good i	night's sleep, En	ergy, Burr
	Dange	rous 1d3 (Small Fire)	, *-2d6 Hit vs	Wet targ	gets.						
Vile Storm	-4*	11	51	4	3	5**	-	2		Magic, Storm.	5Kn	3
						entum (+1	Crit Dmg.	Splash +1).	***Amm	no is regained after a goo	d night's sleep,	Dangerou
				Hit if you're We								
										direction (Stacks).		Sec. 12
		5	5 5			1 5	s Energy, Po			(Above) and *+1d6 Hit vs		
Lure of the Deep	-7	10	50	Ч	3	5*	-	2		Magic, Curse, Intimidate		Ч
		-	n Id2, Indire	ect (Above), Ma	ax Mome	ntum (+1	Crit Umg, S	iplash +I),	Dangerou	s 4 (Cursed Ground), *An	nmo is regained	at the end
	of Con		11 1 114X -					A.I. I.				
0 (1)							arget's next			g Hit -1 (Stacks).	*** 61/	
Gaze if Jakrakarla	-4*	10	50	4	2	5**	-	2	-	Magic, Bind, Tackle (14)		4
		5 1								nmo is regained after a	good night's sl	eep, Blun
				*Hit +Luck with			**You don				A . I . 1117	•
Waste Away	-6	10	50	5	2	5*	-	2	-	Magic, Muck, Chemical,		3
		J		ect (Adove), Ma	x Momen	100 (+1 C	rit umg, sp	ilasn +1), *1	Ammo Is	regained after a good nigh	it s sleep, Blunt,	Dangerous
Mark of Cialmana	-6	icid Pool), 10	SUFN.	2	1	5*		2	0.23	M. Musli, Chaminal, Daia	son. 4Kn	3
Mark of Sickness							rit Dma Cr			M, Muck, Chemical, Pois regained after a good nigh		
		cid Pool),		CC (ADOVE), Ma.	x monnen		nic bing, sp	itasii +1), 1		regaineu arter a goou nigi	it's steep, btont,	Dangeroos
) Targot has 6	End Dm	na if thou	move then	acolyoc mo	ro than F	spaces in a Turn (does i	not Stack)	
Seafarers Peril	-1d6-6	101301120	50	2	2	5*	-	2	-	Magic, Muck, Chemical,		3
							`rit Nma Sr		Ammo is	regained after a good nigh		
		icid Pool).	riac, marc		X Homen		nic bing, op	(don 1), 7		reguinea arter a good nigi	ic 5 Steep, Dront,	Durigeroo.
			ack Hit) Ta	irget has -2 to	all Roll	s until th		Patch-Un (nr Extend	ed Care (does not Stack).		
Fire Gaze	-6	10	50	ц Ц	2	5*	_	2		M, Muck, C, Dragon's Pis	ss. 4Kn	3
			1				Crit Dma Sr			regained after a good nigh		
			Energy, Bu				in ong, op			roganioa artor a gooa nigi	it o otoop, otonit,	Dungeree
			55		End Dm	n at the s	tart of each	of their Tu	rns until l	they receive First Aid or be	come Wet (does	not Stack
Conjure Swamp	-6	10	50	2	1	5*	-	2	-	Magic, Muck, C, Noxious (4
					x Momen		Crit Dma Sr		Ammo is	regained after a good nigh		
		5 1					5 1			than enters or starts their		5
				olash area or a							ronn in that op	
Soul Rip	-6	10	50	4	0	5	_	2	-	Magic, Muck, Chemical, I	Flash. 4Kn	Ч
							Crit Dma. Sc			regained after a good nigh		
		cid Pool).								, <u>,</u>		5
			ack Hit) Al	II Namagod ch	aractore	aro Supr	proceed					

Small Shield

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Buckler	+2	1	1	3	1	Inf	2		3	Tackle-Push.	10 w	1
	While you'r	re not Sup	opressed yo	u have Ligh	It Front Cov	ver, -1 Swir	nming.					

ORATORY

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Rousing Speech	*	2+X	30	2+X	-	Inf	- 1	-	-	Intimidate.	1 Kn	Х+2
	Natural, *M	lay not Hi	t targets the	at cannot p	erceive you	I.						

Strong Hit: **Provoke** (Hit) You and your target have -1 Armour against each other for the remainder of the Combat (does not Stack). Strong Hit: **Inspire** (Does not Req Hit) An ally gains a Recovery.

Strong Hit: Give Orders (Does not Req Hit) An ally without Oratory gains +1d6 Hit on their next Attack Roll during this Combat (Stacks). Strong Hit: Impassioned (Hit) ALL characters (PC, Henchmen Groups, Skilled, Powerful and Monster) gain +1 Momentum (Monsters gain +2 Momentum).



PISTOL

Weapons	Hit	Rng	Max Rng	End Dmg	ı Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resource
Flintlock Pistol	+3	5	8	Ч	1d2+2	4	0*	2	1	Firearm, Flintlock.	12w	1
	*+1 Draw to	un-equip	o (may drop	as a Free	e Action), Sr	nall.						
Officer's Pistol	+2	2	8	5	1d2+2	Ч	0*	2	1	Firearm, Dragon Stone.	14w	2
	*+1 Draw to	un-equip	o (may drop	as a Fre	e Action), Sn	nall, Work	s if Wet (b	ut not if sul	omerged).			
Triple Shooter	+4	1	Ч	7	1d2+1	Ч	0*	2	2	Firearm, Blunderbuss.	12w	2
	*+1 Draw to	un-equip	o (may drop	as a Fre	e Action), Sr	nall.						
Shrine Pistol	+]	2	8	Ч	1d2+2	Ч	0*	2	1	Firearm, Ancient.	12w, 16p	3
	*+1 Draw to	un-equip	(may drop	as a Free	Action), Sm	all, Once j	per Turn ga	nin +2 Mome	ntum afte	er you Attack with this Weap	on, You have ·	-2 Armo
	vs Luc	k Damag	e while you	own this	Weapon.							
Hex Pistol	+2	2	8	5	1d2+2*	Ч	0**	2	1	Firearm, F, Magic, Blood.	12w, 18t	3
TIEX TISLUL							•					•
	**+1 Draw b	to un-equ	ip (may dro	p as a Fr			nce per Tui		haracter	takes Attribute Damage fror		
THEN T ISLOC						Small, *Or			haracter			
Hearth Pistol					ee Action), S	Small, *Or			haracter 1			
	take 6 +6*	End Dmg 2	g and gain • 8	1 Moment 6	ee Action), S cum, Modifica 1d2+2	Small, *Or ation: Arca 4	ane. 0**	rn when a c 2	1	takes Attribute Damage fror	n this Weapor 12w, 18t	n you m 5
	take 6 +6*	End Dmg 2	g and gain • 8	1 Moment 6	ee Action), S cum, Modifica 1d2+2	Small, *Or ation: Arca 4	ane. 0**	rn when a c 2	1	takes Attribute Damage fror Firearm, F, Magic, Fire.	n this Weapon 12w, 18t ts, Modificatio	n you m 5
Hearth Pistol	take 6 +6* **+1 Draw t –1	End Dmg 2 o un-equi 2	g and gain 8 ip (may droj 8	•1 Moment 6 p as a Fre 4	ee Action), S cum, Modifica 1d2+2 e Action), Sr 1d2+2	Small, *Or ation: Arca 4 nall, Ener 4*	ane. 0** gy, Burn, D 0**	rn when a c 2 angerous 1d 2	1 3 (Small 1	takes Attribute Damage fror Firearm, F. Magic, Fire. Fire), *-2d6 Hit vs Wet targe	n this Weapon 12w, 18t ts, Modificatio te.12w,18t,1Kn	n you m 5 In: Arca 4
Hearth Pistol	take 6 +6* **+1 Draw t -1 **+1 Draw to	e End Dma 2 o un-equi 2 o un-equip	g and gain 8 ip (may drop 8 o (may drop	+1 Moment 6 p as a Fre 4 as a Free	ee Action), S cum, Modifica 1d2+2 e Action), Sr 1d2+2 Action), Sma	Small, *Or ation: Arca 4 nall, Ener 4* all, Danger	ane. O** gy, Burn, D O** ous 4 (Curs	rn when a c 2 angerous 1d 2 sed Ground),] 3 (Small] *Ammo is	takes Attribute Damage fror Firearm, F, Magic, Fire. Fire), *-2d6 Hit vs Wet targe Firearm, F, M, Curse, Intimida	n this Weapon 12w, 18t ts, Modificatio te.12w,18t,1Kn	n you m 5 In: Arca 4
Hearth Pistol	take 6 +6* **+1 Draw t -1 **+1 Draw to	e End Dma 2 o un-equi 2 o un-equip	g and gain 8 ip (may drop 8 o (may drop	+1 Moment 6 p as a Fre 4 as a Free	ee Action), S cum, Modifica 1d2+2 e Action), Sr 1d2+2 Action), Sma	Small, *Or ation: Arca 4 nall, Ener 4* all, Danger	ane. O** gy, Burn, D O** ous 4 (Curs	rn when a c 2 angerous 1d 2 sed Ground),] 3 (Small] *Ammo is	takes Attribute Damage fror Firearm, F, Magic, Fire. Fire), *-2d6 Hit vs Wet targe Firearm, F, M, Curse, Intimida s regained at the end of Com	n this Weapon 12w, 18t ts, Modificatio te.12w,18t,1Kn	n you m 5 n: Arca 4

MUSKETOON

Weapons	Hit	Rng	~	-	g Crit Dmg	Ammo	Draw	Reload	Weight	1 51	Acquire	Кe
Holy Navy Short Musket	+]	Ч*	16	6	1d2+2	8	1	2	2	Firearm, Flintlock.	14w	
	*Strong Hit	t (5-6) vs	Targets wil	hin your a	2nd or 3rd F	lange Incr	ements, T	wo Handed.				
Quality Musketoon	+0	Ч*	16	7	1d2+2	8	1	2	2	Firearm, Dragon Stone.	16 w	
	*Strong Hit	t (5-6) vs	Targets wil	hin your a	2nd or 3rd F	lange Incr	ements, T	wo Handed,	Works if	Wet (but not if submerged).		
Tombstone Shotgun	+2	3*	12	9	1d2+1	8	1	2	3	Firearm, Blunderbuss.	14w	
	*Strong Hit	t (5-6) vs	Targets wil	hin your a	2nd or 3rd F	Range Incr	ements, T	wo Handed.				
Mastercrafted Musketoon	-1	Ч*	16	6	1d2+2	8	1	2	2	Firearm, Star Metal.	14w, 16p	
	*Strong Hit	t (5-6) vs	Targets wil	thin your i	2nd or 3rd F	Range Incr	ements, T	wo Handed,	Once per	Turn gain +2 Momentum af	ter you Attac	k
	Weapo	on, You ha	ve –2 Arma	our vs Luc	k Damage v	vhile you d	own this W	leapon.			-	
				1. 1. 1. C. 1. 1. 1. 1.					-			
Mum's Bludgeon	+0	Ч*	16	7	1d2+2**	8	1	2	2	Firearm, F. Magic, Blood.	14w, 18t	
Mum's Bludgeon				100		and the second s	l rements. T			3		9
Mum's Bludgeon	*Strong Hit	t (5-6) vs	Targets wi	thin your	2nd or 3rd	Range Inci		Two Handed	. **Once	per Turn when a character		e
Mum's Bludgeon Bonfire	*Strong Hit	t (5-6) vs	Targets wi	thin your		Range Inci		Two Handed	. **Once	per Turn when a character		e
	Strong Hit from t +4	t (5-6) vs this Weapo 4 **	Targets wi on you may 16	thin your take 6 Er 8	2nd or 3rd nd Dmg and 1d2+2	Range Inci gain +1 Mo 8	omentum, 1	Two Handed Modificatio 2	, **Once n: Arcane. 2	per Turn when a character Firearm, F, Magic, Fire.	takes Attribut 14w, 18t	
	Strong Hit from t +4 **Strong H	t (5-6) vs this Weapo 4** lit (5-6) v	Targets wi on you may 16 s Targets w	thin your take 6 Er 8 vithin your	2nd or 3rd nd Dmg and 1d2+2	Range Inci gain +1 Mo 8	omentum, 1	Two Handed Modificatio 2	, **Once n: Arcane. 2	per Turn when a character	takes Attribut 14w, 18t	
Bonfire	*Strong Hit from t + 4 * **Strong H target	t (5-6) vs this Weapo 4** lit (5-6) v s, Modifica	Targets wi on you may 16 s Targets w ation: Arcan	thin your take 6 Er 8 vithin your e.	2nd or 3rd nd Dmg and 1d2+2 2nd or 3rd	Range Inco gain +1 Mo 8 Range Inco	omentum, 1	Two Handed Modificatio 2 Two Handed	, **Once n: Arcane. 2 I, Energy,	per Turn when a character Firearm, F, Magic, Fire. Burn, Dangerous 1d3 (Small	takes Attribut 14w, 18t Fire), *-2d6	
	Strong Hit from t +4 **Strong H target -3	t (5-6) vs this Weapo 4** lit (5-6) v s, Modifica 4*	Targets wi on you may 16 s Targets w ation: Arcan 16	thin your take 6 Er 8 vithin your e. 6	2nd or 3rd nd Dmg and 1d2+2 • 2nd or 3rd 1d2+2	Range Inco gain +1 Mo 8 Range Inco 8**	omentum, 1 prements, 1	Two Handed Modificatio 2 Two Handed 2	, **Once n: Arcane. 2 I, Energy, 2	per Turn when a character Firearm, F, Magic, Fire. Burn, Dangerous 1d3 (Small Firearm, F, M, Curse, Intimida	takes Attribut 14w, 18t Fire), *-2d6 ate.14w,18t,1Kn	Hi
Bonfire	*Strong Hit from N +4* **Strong H target -3 *Strong Hit	t (5-6) vs this Weapc 4** lit (5-6) v s, Modifica 4* t (5-6) vs	Targets wi on you may 16 s Targets w ation: Arcan 16 Targets wi	thin your take 6 Er 8 vithin your e. 6 thin your	2nd or 3rd nd Dmg and 1d2+2 2nd or 3rd 1d2+2 2nd or 3rd	Range Inco gain +1 Mo 8 Range Inco 8**	omentum, 1 prements, 1	Two Handed Modificatio 2 Two Handed 2	, **Once n: Arcane. 2 I, Energy, 2	per Turn when a character Firearm, F, Magic, Fire. Burn, Dangerous 1d3 (Small	takes Attribut 14w, 18t Fire), *-2d6 ate.14w,18t,1Kn	Hi
Bonfire	*Strong Hil from t +Y* **Strong H target -3 *Strong Hil end o	t (5-6) vs this Weapc 4** lit (5-6) v s, Modifica 4* t (5-6) vs f Combat,	Targets wi on you may 16 s Targets w ation: Arcan 16 Targets wi Modificatio	thin your take 6 Er 8 vithin your e. 6 ithin your n: Arcane.	2nd or 3rd nd Dmg and 1d2+2 2nd or 3rd 1d2+2 2nd or 3rd	Range Inci gain +1 Mo 8 Range Inc 8** Range Inc	omentum, 1 crements, 1 crements,	Two Handed Modificatio 2 Two Handed 2 Two Hande	, **Once n: Arcane. 2 I, Energy, 2 d, Dangero	per Turn when a character Firearm, F, Magic, Fire. Burn, Dangerous 1d3 (Small Firearm, F, M, Curse, Intimida ous 4 (Cursed Ground), **Ai	takes Attribut 14w, 18t Fire), *-2d6 ate.14w,18t,1Kn	Hi
Bonfire Malicious Musketoon	*Strong Hil from t +4* **Strong H target -3 *Strong Hil end ol Strong Hit:	t (5-6) vs this Weapo 4** lit (5-6) v s, Modifica 4* t (5-6) vs f Combat, Cursed (A	Targets wi on you may 16 s Targets w ation: Arcan 16 Targets wi Modification attack, Hit)	thin your take 6 Er 8 rithin your e. 6 thin your n: Arcane. You take 3	2nd or 3rd nd Dmg and 1d2+2 2nd or 3rd 1d2+2 2nd or 3rd 3 End Dmg a	Range Inc gain +1 Mo 8 Range Inc 8** Range Inc	omentum, 1 crements, 1 crements,	Two Handed Modificatio 2 Two Handed 2 Two Handed Attack ga	, **Once n: Arcane. 2 I, Energy, 2 d, Dangero ins Strong	per Turn when a character Firearm, F, Magic, Fire. Burn, Dangerous 1d3 (Small Firearm, F, M, Curse, Intimida bus 4 (Cursed Ground), **Ai g Hit -1 (Stacks).	takes Attribut 14w, 18t Fire), *-2d6 ate.14w,18t,1Kn mmo is regai	Hi
Bonfire	*Strong Hill from t +4* **Strong Hill -3 *Strong Hill end of Strong Hit: -1	t (5-6) vs this Weapo 4** lit (5-6) v s. Modifica 4* t (5-6) vs f Combat, <u>Cursed (A</u> 4*	Targets wi on you may 16 s Targets w ation: Arcan 16 Targets wi Modification (ttack, Hit) 16	thin your take 6 Er 8 rithin your e. 6 thin your n: Arcane You take 3 4	2nd or 3rd nd Dmg and 1d2+2 2nd or 3rd 1d2+2 2nd or 3rd 3 End Dmg a 1d2+2	Range Inc: gain +1 Mo 8 Range Inc 8** Range Inc and your ta 8	omentum, 1 prements, 1 prements, arget's nex 1	Two Handed Modificatio 2 Two Handed 2 Two Handed t Attack ga 2	, **Once n: Arcane. 2 I, Energy, 2 d, Dangero ins Strong 2	per Turn when a character Firearm, F, Magic, Fire. Burn, Dangerous 1d3 (Small Firearm, F, M, Curse, Intimida ous 4 (Cursed Ground), **Ai	takes Attribut 14w, 18t Fire), *-2d6 ate.14w,18t,1Kn	Hi

MUSKET

Weapons	Hit	Rng	Max Rng	End Dmg	g Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resource
Musket	-1	6*	30	8	1d2+2	12	2	2	2	Firearm, Flintlock.	14w	Ч
	*Strong Hi	t (5-6) ve	s Targets wit	hin your	2nd or 3rd F	Range Incre	ements, La	rge, Two H	anded.			
Quality Musket	-2	6*	30	9	1d2+2	12	2	2	2	Firearm, Dragon Stone.	16 w	5
	*Strong Hi	t (5-6) vs	s Targets wit	hin your	2nd or 3rd F	Range Incre	ements, La	rge, Two H	anded, Wo	orks if Wet (but not if subme	rged).	
Ol' Blasty	+0	5*	26	11	1d2+1	12	2	2	3	Firearm, Blunderbuss.	14w	5
	*Strong Hi	t (5-6) vs	a Targets wit	hin your	2nd or 3rd F	Range Incre	ements, La	rge. Two H	anded.			
Divine Sharpshot	-3	6*	30	8	1d2+2	12	2	2	2	Firearm, Ancient.	14w, 16p	6
	*Strong Hi	t (5-6) vs	Targets with	hin your á	2nd or 3rd R	ange Increi	ments, Larg	ge, Two Ha	nded, Onc	e per Turn gain +2 Momentu	m after you .	Attack wi
	this V	leapon, Yo	ou have -2 /	Armour v	s Luck Dama	age while y	jou own thi	is Weapon.				
	-2	6*	30	9	1d2+2**	12	2	2	2	Firearm, F, Magic, Blood.	14w, 18t	6
Eye of the Albatross	-2	0.	30	5	IUC · C	IL.	L	L	L	Thearm, T, Maylc, Dioou.	1100, 100	0
tye of the Albatross										3		
tye of the Albatross	*Strong Hi	t (5-6) v	s Targets wi	ithin your		Range Inc	crements, I	Large, Two	Handed,	**Once per Turn when a cl		
Eye of the Albatross Devouring Flame Musket	*Strong Hi	t (5-6) v	s Targets wi	ithin your	2nd or 3rd	Range Inc	crements, I	Large, Two	Handed,	**Once per Turn when a cl		
	Strong Hi Dama +2	t (5-6) v ige from t 6**	s Targets wi his Weapon 30	ithin your you may 10	2nd or 3rd take 6 End 1 1d2+2	Range Inc Dmg and g 12	prements, I Jain +1 Mon 2	Large, Two nentum, M 2	Handed, odification 2	**Once per Turn when a cl : Arcane.	haracter take 14w, 18t	es Attribu 8
	Strong Hi Dama +2 **Strong H	t (5-6) v ige from t 6** it (5-6) v	s Targets wi his Weapon 30 s Targets wit	ithin your you may 10 hin your 2	2nd or 3rd take 6 End 1 1d2+2	Range Inc Dmg and g 12	prements, I Jain +1 Mon 2	Large, Two nentum, M 2	Handed, odification 2	**Once per Turn when a cl :: Arcane. Firearm, F, Magic, Fire.	haracter take 14w, 18t	es Attribu 8
	Strong Hi Dama +2 **Strong H	t (5-6) v ige from t 6** it (5-6) v	s Targets wi his Weapon 30	ithin your you may 10 hin your 2	2nd or 3rd take 6 End 1 1d2+2	Range Inc Dmg and g 12	prements, I Jain +1 Mon 2	Large, Two nentum, M 2	Handed, odification 2	**Once per Turn when a cl :: Arcane. Firearm, F, Magic, Fire.	haracter take 14w. 18t I Fire), *-2d6	es Attribu 8 6 Hit vs W
Devouring Flame Musket	*Strong Hi Dama +2* **Strong H target -5	t (5-6) v: ge from t 6** it (5-6) v: s, Modifica 6*	s Targets wi his Weapon 30 s Targets wit ation: Arcane. 30	ithin your you may 10 hin your 2 8	2nd or 3rd take 6 End 1 1d2+2 2nd or 3rd Ra 1d2+2	Range Inc Dmg and g 12 ange Incren 12**	crements, I jain +1 Mon 2 nents, Large 2	Large, Two nentum, M 2 e, Two Han 2	Handed, odification 2 ded, Energ 2	**Once per Turn when a cl :: Arcane. Firearm, F, Magic, Fire. y, Burn, Dangerous 1d3 (Smat Firearm, F, M, Curse, Intimida	haracter take 14w, 18t It Fire), *-2d6 Ite.14w,18t,1Kn	es Attribu 8 5 Hit vs W 7
Devouring Flame Musket	*Strong Hi Dama +2* **Strong H target -5 *Strong Hi	t (5-6) v ge from t 6** it (5-6) v s, Modifica 6* t (5-6) v	s Targets wi his Weapon 30 s Targets wit stion: Arcane. 30 s Targets wit	ithin your you may 10 hin your 2 8 hin your	2nd or 3rd take 6 End 1 1d2+2 2nd or 3rd Ra 1d2+2 2nd or 3rd F	Range Inc Dmg and g 12 ange Incren 12**	crements, I jain +1 Mon 2 nents, Large 2	Large, Two nentum, M 2 e, Two Han 2	Handed, odification 2 ded, Energ 2	**Once per Turn when a cl :: Arcane. Firearm, F, Magic, Fire. y, Burn, Dangerous 1d3 (Smal	haracter take 14w, 18t It Fire), *-2d6 Ite.14w,18t,1Kn	es Attribu 8 6 Hit vs W 7
Devouring Flame Musket	*Strong Hi Dama +2* **Strong H target -5 *Strong Hi the e	t (5-6) v age from t 6** it (5-6) v s, Modifica 6* t (5-6) v nd of Corr	s Targets wi his Weapon 30 s Targets wit ation: Arcane. 30 s Targets wit nbat, Modific	ithin your you may 10 hin your 2 8 hin your ation: Arc	2nd or 3rd take 6 End 1d2+2 2nd or 3rd Ra 1d2+2 2nd or 3rd F 2ane.	Range Inc Dmg and g 12 ange Incren 12** Range Incre	rements, I aain +1 Mon 2 nents, Larga 2 ements, La	Large, Two nentum, M 2 e. Two Han 2 rge, Two H	Handed, odification 2 ded, Energ 2 anded, Da	**Once per Turn when a cl : Arcane. Firearm, F, Magic, Fire. y, Burn, Dangerous 1d3 (Smal Firearm, F, M, Curse, Intimida ngerous 4 (Cursed Ground),	haracter take 14w, 18t It Fire), *-2d6 Ite.14w,18t,1Kn	es Attribu 8 6 Hit vs W 7
Devouring Flame Musket Nefarious	*Strong Hi Dama +2* **Strong H target -5 *Strong Hi the e	t (5-6) v age from t 6** it (5-6) v s, Modifica 6* t (5-6) v nd of Corr	s Targets wi his Weapon 30 s Targets wit ation: Arcane. 30 s Targets wit nbat, Modific	ithin your you may 10 hin your 2 8 hin your ation: Arc	2nd or 3rd take 6 End 1d2+2 2nd or 3rd Ra 1d2+2 2nd or 3rd F 2ane.	Range Inc Dmg and g 12 ange Incren 12** Range Incre	rements, I aain +1 Mon 2 nents, Larga 2 ements, La	Large, Two nentum, M 2 e. Two Han 2 rge, Two H	Handed, odification 2 ded, Energ 2 anded, Da	**Once per Turn when a cl Arcane. Firearm, F, Magic, Fire. y, Burn, Dangerous 1d3 (Smal Firearm, F, M, Curse, Intimida ngerous 4 (Cursed Ground). g Hit -1 (Stacks).	haracter take 14w, 18t It Fire), *-2d6 Ite.14w,18t,1Kn	es Attribu 8 6 Hit vs W 7
Devouring Flame Musket	*Strong Hi Dama +2* **Strong H target -5 *Strong Hi the e Strong Hit	t (5-6) v ge from t 6** it (5-6) v s, Modifice 6* t (5-6) v t (5-6) v t d of Com Cursed (4 6*	s Targets withis Weapon 30 s Targets withis ation: Arcane. 30 s Targets withis abat, Modific Attack, Hithi Y 30	thin your you may 10 hin your 2 8 hin your 2 hin your 3 ation: Arc fou take 3	2nd or 3rd take 6 End 1 1d2+2 2nd or 3rd Ra 1d2+2 2nd or 3rd F sane. 3 End Dmg a 1d2+2	Range Inc Dmg and g 12 ange Incren 12** Range Incre and your ta 12	erements, I jain +1 Mon 2 enents, Large 2 erments, La rget's next 2	Large, Two nentum, M 2 e, Two Han 2 rge, Two H : Attack ga 2	Handed, odification 2 ded, Energ 2 anded, Da anded, Da strong 2	**Once per Turn when a cl Arcane. Firearm, F, Magic, Fire. y, Burn, Dangerous 1d3 (Smal Firearm, F, M, Curse, Intimida ngerous 4 (Cursed Ground), g Hit -1 (Stacks). Firearm, Flintlock.	Haracter take 14w, 18t L Fire), *-2d6 Ite.14w,18t,1Kn **Ammo is	8 6 Hit vs W 7 regained
Devouring Flame Musket Nefarious	*Strong Hi Dama +2* **Strong H target -5 *Strong Hi the e Strong Hit	t (5-6) v ge from t 6** it (5-6) v s, Modifice 6* t (5-6) v t (5-6) v t d of Com Cursed (4 6*	s Targets withis Weapon 30 s Targets withis ation: Arcane. 30 s Targets withis abat, Modific Attack, Hithi Y 30	thin your you may 10 hin your 2 8 hin your 2 hin your 3 ation: Arc fou take 3	2nd or 3rd take 6 End 1 1d2+2 2nd or 3rd Ra 1d2+2 2nd or 3rd F sane. 3 End Dmg a 1d2+2	Range Inc Dmg and g 12 ange Incren 12** Range Incre and your ta 12	erements, I jain +1 Mon 2 enents, Large 2 erments, La rget's next 2	Large, Two nentum, M 2 e, Two Han 2 rge, Two H : Attack ga 2	Handed, odification 2 ded, Energ 2 anded, Da anded, Da strong 2	**Once per Turn when a cl Arcane. Firearm, F, Magic, Fire. y, Burn, Dangerous 1d3 (Smal Firearm, F, M, Curse, Intimida ngerous 4 (Cursed Ground). g Hit -1 (Stacks).	Haracter take 14w, 18t L Fire), *-2d6 Ite.14w,18t,1Kn **Ammo is	8 6 Hit vs W 7 regained

MUSKET WITH BAYONET

Weapons	Hit	Rng	Max Rng	End Dmg	g Crit Dmg	Ammo	Draw	Reload	Weigh	t Weapon	Туре	Acquire	Resourc
Holy Navy Musket	-3 (+1)	6* (1)	30 (2)	8 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm,	(Blade**), Flintlock	k. 15w	5
A DAY SALA BALLAN	*Strong Hit	(5-6) vs	Targets wit	hin your	2nd or 3rd R	lange Incr	ements, Lar	rge, Two H	anded. *	*No Variati	ons Modifications or	r Keywords.	
Quality Holy Navy Musket	-4 (+0)	6* (1)	30 (2)	9 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm.	(Blade**), D Stone	. 17w	6
	*Strong Hit	(5-6) vs	Targets wi	thin your	2nd or 3rd	Range Ind	prements, L	arge, Two	Handed.	**No Varia	ations Modifications	or Keyword	ls, Wor
	Wet (b	out not if s	submerged)										
Boom Stick!	-2 (+2)	5* (1)	26 (2)	3 (4)	1d2+1 (3)	12 (-)	2	2 (-)	3	Firearm,	(Blade**), Blunderbus	s. 15w	6
	*Strong Hit	(5-6) vs	Targets wit	hin your	2nd or 3rd P	lange Incr	ements, Lar	rge, Two H	anded. *	*No Variati	ons Modifications or	r Keywords.	
Hallowed Musket	-5 (-1)	6* (1)	30 (2)	8 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm,	(Blade**), Ancient	. 15w, 16p	7
	*Strong Hit	(5-6) vs	Targets wi	thin your	2nd or 3rd	Range Inc	rements, La	arge, Two I	Handed.	**No Varia	tions Modifications	or Keywords	s, Once
	Turn g	gain +2 Mc	omentum al	ter you A	Attack with th	nis Weapon	n, You have	-2 Armou	ur vs Luc	k Damage	while you own this	Weapon.	
Blessed Musket	-4 (+0)	6* (1)	30 (2)	9 (4)	1d2+2**(3)	12 (-)	2	2 (-)	2	Firearm,	(Blade***), F, M, Bloo	d. 15 <i>w,</i> 18t	7
	*Strong Hit	(5-6) vs	Targets wi	thin your	2nd or 3rd	Range Inc	rements, La	arge, Two	Handed.	***No Var	iations Modifications	s or Keywor	ds, **
	per Tu	urn when a	a character	takes At	tribute Dama	ge from t	his Weapon	you may I	take 6 E	nd Dmg an	d gain +1 Momentun	n. Modificati	on: Ar
Messianic Musket	+0 (+4)*	6** (1)	30 (2)	10 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm,	(Blade***), F, M, Fir	e. 15 <i>w,</i> 18t	9
	*Strong Hit	(5-6) vs	Targets wi	thin your	2nd or 3rd	Range Inc	prements, L	arge, Two	Handed.	***No Var	iations Modifications	s or Keywor	ds, En
	Burn,	Dangerous	s 1d3 (Smal	l Fire), **	°-2d6 Hit vs	Wet targe	ts, Modifica	tion: Arcai	าย.				
Rusty Navy Musket	-5 (-1)	6* (1)	30 (2)	6 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm.	(Blade**), Flintlock	<. 15w	Ч
	*Strong Hit	(5-6) vs	Targets wit	hin your a	2nd or 3rd Ra	ange Incre	ments, Larg	ge, Two Ha	nded. **	No Variatio	ns Modifications or	Keywords, M	lodifica
	Low Q	uality.											
Broken Navy Musket	-7 (-3)	6* (1)	30 (2)	6 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm,	(Blade**), Flintlock	k. 15w	3
	*Strong Hit	(5-6) vs	Targets witl	nin your 2	nd or 3rd Ra	nge Increi	ments, Larg	e, Two Har	nded. **N	lo Variation	s Modifications or K	eywords, Mc	dificat
		ualitu Doc	orly Maintaii	and									

Small Cannon

Weapons	Hit	Rng	5	5	Crit Dmg	Ammo	Draw	Reload	weight	Weapon Type	Acquire F	
Dismounted Swivel Cannonade	-3	4	20	12	2d3	4	3	5*	1	Firearm, Flintlock.	16w, 16t	6
	Splash 1d2-	·1, Large,	Two Handed	, *Adjace	nt character	s may dor	nate up to	2 Reload I	Minor Effe	cts to help you Reload this	Weapon.	
The Missus	-4	Ч	20	13	2d3	Ч	3	5*	7	Firearm, Dragon Stone.	2x 18w	7
	Splash 1d2-	-1, Large,	Two Handed	l. *Adjace	nt characte	rs may do	onate up to	o 2 Reload	Minor Ef	fects to help you Reload th	is Weapon, Wo	rks il
	(but no	ot if subr	nerged).									
The Pounder	-2	3	16	15	2d3-1	Ч	3	5*	8	Firearm, Blunderbuss.	16w 16t	7
	Splash 1d2-	-1, Large,	Two Handed	. *Adjace	nt character	s may dor	nate up to	2 Reload I	Minor Effe	cts to help you Reload this	Weapon.	
God Bane	-5	Ч	20	12	2d3	Ч	3	5*	7	Firearm, Ancient.	16w,16t,16p	8
	Splash 1d2-	-1 Large	Two Handed	*Adiace	nt character	s mau do	nate un to	2 Reload	Minor Effe	ects to help you Reload this	Weapon Once	nor
	· · · · · · · · · · · · · · · · · · ·	<u> </u>				2				hage while you own this Wea	1 - C	per
Ship Cannon	+0*	4	20	14	2d3	4	3	5**	7	Firearm, F, Magic, Fire.	16w.16t.18t	10
									TRACT	fects to help you Reload thi		
		5				5				rects to help you ketodu thi	s weapon, che	ryy, i
	5		(Small Fire),			5			_			
Boisterous Baby	-7*	Ч	20	14	2d3	4**	3	5***	7	Firearm, F, Magic, Curse.	16 w,16 t,18 t	10
	Splash 1d2-	1, Large,	Two Handed	, ***Adja	cent charac	ters may (donate up	to 2 Reloa	d Minor E	ffects to help you Reload th	iis Weapon, Dai	ngero
	(Curser	d Ground	I), **Ammo	is regaine	d at the end	l of Comba	at, <mark>Modific</mark> a	ation: Arca	ne.			
	-5	Ч	20	10	2d3	4	3	5*	7	Firearm, Flintlock.	16w, 16t	5
Rusty Cannonade	-						1 0 0	land Minan	Effecte to	hala way Dalaad this Wasses	Madifination 1	-
Rusty Cannonade	Splash 1d2-1	I, Large, T	wo Handed, *	Adjacent	characters m	hay donate	up to 2 Ke	load Million	crrects to	help you Reload this Weapon,	Modification: L	ow Ul
Rusty Cannonade Homemade Cannonade	Splash 1d2-1 -7	1, Large, T 4	wo Handed, * 20	Adjacent	characters n 2d3	nay donate 4	up to 2 Re	5*	2 7	Firearm, Flintlock.	16w, 16t	ow Uu H

CROSSBOW

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire F	lesourc			
Crossbow	+0	6	30	Ч	3	10	1	2	2	Projectile.	14w	3			
	Large, Two	Handed, f	Pen 2 min 2	2.											
	Momentum	1: Your no	ext Attack g	gains Stron	g Hit (5-6)	(does not	Stack).								
Blind Betty's Ballista	-2	6	30	5	3*	10	1	2	2	Projectile, Magic, Blood.	14w, 18t	5			
	Large, Two	Large, Two Handed, Pen 2 min 2, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg a													
	+1 Mon	nentum, I	Modification	: Arcane.					Ť		Ĩ				
	Momentum	1: Your n	ext Attack o	gains Stron	q Hit (5-6)	(does not	Stack).								
Phlogiston Crossbow	+2*	6	30	6	3	10	1	2	2	Projectile, Magic, Fire.	14w, 18t	7			
	Large, Two	+2" D 30 D 3 10 I 2 2 Projectite, Magic, Fire. 14W, 18t Large, Two Handed, Pen 2 min 2, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.													
	Momentum	1: Your n	ext Attack o	gains Stron	q Hit (5-6)	(does not	Stack).								
Squall	-2*	7	31	4	3	10	1	2	2	Projectile, Magic, Storm.	14w,18t,1Kn	5			
	Large, Two	Handed, f	Pen 2 min 2	2. Dangerou	s 1 (Wind).	*You suffe	er –1d6 Hit i	if uou're V	Vet. Modifi	cation: Arcane.					
	Momentum			5				5							
					~			e targets	2 in anu d	lirection (Stacks).					
							5	2	~	(Above) and *+1d6 Hit vs We	et targets (Sta	cks).			
Cheap Crossbow	-2	6	30	2	3	10]	2	2	Projectile.	14w	2			
	Large, Two	Handed, F	Pen 2 min 2	. Modificat	ion: Low Qu	alitu.				,					
	Momentum					5	Stack)								
Warped Crossbow	-6	6	30	n N	3	10	1	2	2	Projectile.	14w	1			
	Large, Two	Handed (Modificati	inn: Low Ou		lu Maintaini		_						

NAKED / VERY LITTLE CLOTHING

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at 0 End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Loin Cloth	and parties	+2	-2	0	+6		0	+2	235	0	Auto	-
	You're immu	ne to Pen, N	o Variations	. May only ta	ake Body Mo	difications.	1.25	3. 1. J. A.	-			
Blessed by Fin-Derark		+2	-2	1	+6	-2	0	+2		0	14p	2
	You're immu	ne to Pen, N	o Variations	, May only ta	ake Body Mo	difications, M	odification:	Arcane Prot	tection.			
	Momentum 3	3 : If you hav	e Enduranco	e you may st	nift any Attr	ibute Damage	you have j	just received	d onto your Lu	Jok.		

LIGHT CLOTHING

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at O End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Sash (Cheap)		17 10 11	-2	2	+2	-1	6	1-10-1	in sec	5	8w	1
	You're immu	ne to Pen.										
Pirate Bandana (Insignia)			+2	2		-1	7			1	10 w	1
	You're immu	ne to Pen, A	ll adjacent	allies with a	matching u	niform reduc	e Endurance	Damage a	gainst them b	y 3 (norm	ally 2).	
Black Shirt (Black)				2	+]	-1	6		+]	1	8w	1
	You're immu	ne to Pen.										
Witch's Garb (Mystical)			+]	2	+]	-2	5			1	10 w	1
	You're immu	ne to Pen, A	ll of your M	agic Weapor	ns gain +2 E	nd Dmg.						
Silk Shirt (Functional)		+]		2	+2	-1	7	+]		1	10 w	2
	You're immu	ne to Pen, +	I Physical.									
Tricorn Hat (Big Hat)			+4	2	+]	-1	6		-1	1	12w	2
	You're immu	ne to Pen, +i	l Leadership									
Pauper Clothes (Muted Tones)	-2		RAAN	2	1 8 F 2 F	-1	Ч	-1	+]	0 1	8w	0
	You're immu	ne to Pen, M	odification:	Poorly Main	tained.							

HEAVY CLOTHING

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at 0 End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Leather Vest (Cheap)			-1	2	+]		10	-1		Ч	10 w	1
	You're immur	ne to Pen.										
Holy Navy (Uniform)			+3	2	-1		11	-1		3	12w	1
	You're immur	ne to Pen, A	ll adjacent	allies with a	matching u	niform reduc	e Endurance	Damage ag	gainst them b	y 3 (norm	ally 2).	
Black Trenchcoat (Black)			+]	2			10	-1	+]	3	10 w	1
	You're immur	ne to Pen.										
Tribal Headdress (Mystical)			+2	2		-1	9	-1		3	12w	1
	You're immur	ne to Pen, A	ll of your M	lagic Weapor	ns gain +2 E	nd Dmg.						
Sturdy Vest (Functional)		+]	+]	2	+]		11			3	12w	2
	You're immur	ne to Pen, +	l Physical.									
That's Some Fancy Hat (Big Hat)			+5	2			10		-1	3	14w	2
	You're immur	ne to Pen, +	l Leadership).								
Well Worn Vest (Cheap)	-2	La Alla	-1	2	and the second		8	-2	1. 2.	Ч	10 w	0
	You're immur	ne to Pen, M	odification:	Poorly Main	tained.							

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Light Armour

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at 0 End	Slots	Swim	Stealth	Wgt	Acquire	Resource
Breastplate (Cheap)	-1		-1	3		-1	8	-4	-2	5	14w	3
	Momentum 3	Gain +1 A	rmour vs ar	n Attack you	can perceive	e (Stacks).						
City Guard (Uniform)	-1		+3	3	-2	-1	9	-4	-2	Ч	16 w	3
	All adjacent a	allies with	a matching	uniform redu	ice Endurand	e Damage a	gainst them	n by 3 (norn	nally 2).			
	Momentum 3	Gain +1 A	rmour vs ar	n Attack you	can perceive	e (Stacks).						
Covered Breastplate (Black)	-1		+]	3	-1	-1	8	-4	-1	Ч	14w	3
	Momentum 3	Gain +1 A	rmour vs ar	n Attack you	can perceive	e (Stacks).						
Blessed (Mystical)	-1		+2	3	-1	-2	7	-4	-2	Ч	16 w	3
	All of your M	agic Weapo	ns gain +2	End Dmg.								
	Momentum 3	Gain +1 A	rmour vs ar	n Attack you	can perceive	e (Stacks).						
Quality Armour (Functional)	-1	+]		3		-1	9	-3	-2	4	16w	Ч
	+1 Physical.											
	Momentum 3	Gain +1 A	rmour vs ar	n Attack you	can perceive	e (Stacks).						
Embossed Armor (Impressive)	-1		+5	3	-1	-1	8	-4	-3	Ч	18w	Ч
	+1 Leadership											
	Momentum 3	Gain +1 A	rmour vs ar	n Attack you	can perceive	e (Stacks).						
Rusty Breastplate (Muted Tones)	-3		+]	3	-2	-1	6	-5	-1	Ч	14w	2
	Modification:	Poorly Main	ntained.									
	Momentum 3	Gain +1 A	rmour vs ar	n Attack you	can perceive	e (Stacks).						
Leather Armour (Cheap)	-3		-1	2	-1	-1	Ч	-6	-2	5	14w	1
	Modifications :	Poorly Ma	intained, Da	maged.								
	Momentum 3	Gain +1 A	rmour vs ar	n Attack you	can perceive	e (Stacks).						

HEAVY ARMOUR

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at 0 End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Holy War Armour (Cheap)	-2	-2		Ч	-2	-1	6	-6	-4	6	16t, 18w	6
	Momentum a	2: Gain +1 A	rmour vs an	Attack you	can perceiv	e (Stacks).						
Fortress Guard (Uniform)	-2	-2	+4	Ч	-4	-1	7	-6	-4	5	18w, 20w	6
	All adjacent	allies with	a matching	uniform redu	ice Enduran	ce Damage ag	gainst them	by 3 (norn	nally 2).			
	Momentum a	2: Gain +1 Ai	rmour vs an	Attack you	can perceiv	e (Stacks).						
Deal with a God (Mystical)	-2	-2	+3	4	-3	-2	5	-6	-4	5	18w, 20w	6
	All of your M	lagic Weapo	ons gain +2	End Dmg.								
	Momentum a	2: Gain +1 A	rmour vs an	Attack you	can perceiv	e (Stacks).						
Quality Half Plate (Functional)	-2	-1	+2	Ч	-2	-1	7	-5	-4	5	18w, 20w	7
	+1 Physical.											
	Momentum a	2: Gain +1 Ai	rmour vs an	Attack you	can perceiv	e (Stacks).						
Royal Fullplate (Impressive)	-2	-2	+6	4	-3	-1	6	-6	-5	5	20w, 22w	7
	+1 Leadership).										
	Momentum a	2: Gain +1 A	rmour vs an	Attack you	can perceiv	e (Stacks).	1 1.4			1.4		auter in the
Worn Guard Plate (Uniform)	-4	-2	+4	Ч	-5	-1	5	-7	-4	5	18w, 20w	5
	All adjacent	allies with	a matching	uniform redu	ice Enduran	ce Damage ag	gainst them	by 3 (norn	nally 2), Modi	fication: P	oorly Maintair	ned.
	Momentum 2	: Gain +1 Ai	rmour vs an	Attack you	can nerceiv	e (Stacks)						



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