











Pacific Ocean

Lake Superior

1 Inch = 175 miles

# The Weird West

- Disputed Lands
- United States of America
- Confederate States of America
- Indian Territories
- The Ghost Trail

Mexico

Gulf of Mexico

## Harrowed

**Death:** When a hero dies, draw one card per Grit. If one is a Joker, he suffers his Worst Nightmare and returns as a Harrowed.

**Dominion:** Dominion begins at 0 and ranges from -4 to +4. When the manitou tries to take control, the Marshal spends a Fate Chip and the player makes a Spirit roll (modified by his current Dominion) opposed by the manitou (whose Spirit is always 1 die type higher).

- **Success:** The character retains control and gains 1 Dominion (2 with a raise).
- **Failure:** The manitou takes over. The character loses 1 Dominion (2 with a raise).
- **Tie:** The character spends 1d6 rounds Shaken, struggling for control.

**Slippery Slope:** A Harrowed at -4 Dominion who is sent to the Incapacitation table is permanently taken over by the manitou on a failed Dominion check.

## Sinnin’

Severity	Blessed Sins	Shaman Sins
Minor	Using the Lord’s name in vain; getting drunk; lying; not aiding those in need; envying another’s possessions	Using manufactured tools or guns in an emergency; eating food not hunted or killed according to the Old Ways; traveling by stage
Major	Theft; turning away from those in dire need; failing to take regular communion	Using manufactured tools or guns except in an emergency; dwelling in an abode not manufactured according to the Old Ways
Mortal	Adultery; killing other than in self-defense; blasphemy (denial of faith)	Traveling by rail; using a gizmo or an infernal device

## Huckster Backfire

1d20	Effect
1–4	<b>Brain Drain:</b> Shaken 1d6 rounds; Spellcasting drops a die type for 24 hours
5–8	<b>Backlash:</b> 3d6 damage
9–12	<b>Spirit Sap:</b> Make a Vigor roll; fail and become Incapacitated; succeed and suffer a level of Fatigue; one level of Fatigue recovered for each 15 minutes of rest
13–15	<b>Madness:</b> Suffer a dementia from the Mad Scientist Dementias table; make a Smarts roll; fail and the dementia is permanent; succeed and the dementia lasts 1d6 days
16–19	<b>Corruption:</b> Hex is twisted; damage-causing spells affect allies, protections affect enemies, information-gathering spells lie, etc.
20	<b>Mindwipe:</b> Spellcasting die drops one level permanently

## Mad Scientist Dementias

1d20	Effect
1–2	<b>Absent Minded:</b> Smarts roll to remember details
3–4	<b>Delusion:</b> Charisma -1
5–6	<b>Eccentricity:</b> Charisma -1
7–8	<b>Evil Deeds:</b> Becomes suspicious of “enemies”
9–10	<b>Depression:</b> Grit -1
11–14	<b>Phobia:</b> Gains a Major Phobia Hindrance
15–16	<b>Mumbler:</b> Charisma -1
17–18	<b>Paranoia:</b> Charisma -2
19–20	<b>Schizophrenia:</b> New Minor Hindrance whenever anyone draws a Joker

## Fear Effects

1d20*	Effect
1–4	<b>Adrenaline Surge:</b> The hero’s “fight” response takes over. He adds +2 to all Trait and damage rolls on his next action.
5–8	<b>Shaken:</b> The character is Shaken.
9–12	<b>Panicked:</b> The character immediately moves his full Pace plus running die away from the danger and is Shaken.
13–16	<b>Minor Phobia:</b> The character gains a Minor Phobia Hindrance somehow associated with the trauma.
17–18	<b>Major Phobia:</b> The character gains a Major Phobia Hindrance.
19–20	<b>The Mark of Fear:</b> The hero is Shaken and also suffers some cosmetic physical alteration—a white streak forms in the hero’s hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1.
21+	<b>Heart Attack:</b> The hero is so overwhelmed with fear that his heart stutters. He becomes Incapacitated and must make a Vigor roll at -2. If successful, he’s Shaken and can’t attempt to recover for 1d4 rounds. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim’s life, but he remains Incapacitated.

\* Add a creature’s Guts penalty as a positive number to this roll.

## Sample Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Thrown Weapons	3/6/12	Str+d6	1	\$75	2	—	—	
Bow	12/24/48	2d6	1	\$250	3	—	d6	
Derringer .41	5/10/20	2d6	1	\$8	½	2	—	AP 1
Colt Navy	12/24/48	2d6	1	\$10	3	6	—	AP 1; Single Action
Starr Revolver	12/24/48	2d6+1	1	\$9	2	6	—	AP 1; Reload 2
Colt Peacemaker	12/24/48	2d6+1	1	\$15	2	6	—	AP 1; Double Action
Gatling Pistol	12/24/48	2d6	2	\$800	5	12	—	AP 1; Must use full RoF
Winchester '73	24/48/96	2d8	1	\$25	7	15	d6	AP 2
Colt Revolving Rifle	24/48/96	2d8	1	\$24	11	5	d6	AP 2; Reload 2
Shotgun	12/24/48	1–3d6*	1	\$25	6	1	—	+2 Shooting
Gatling Gun	24/48/96	2d8	3	\$1,500	40	100	—	AP 2; May not move

\* A shotgun does 1d6 at Long range, 2d6 at Medium range, and 3d6 at Close range.

## Poker Hands

Hand	Cards	Deal with the Devil Effect
Ace High	One Ace	1 Power Point
Pair	Two cards of the same value	2 Power Points
Jacks or Better	A pair of Jacks or better	3 Power Points
Two Pair	Two sets of two cards	4 Power Points
Three of a Kind	Three cards of the same value	5 Power Points
Straight	Five sequential cards	6 Power Points
Flush	Five cards of the same suit	Spell goes off with a raise
Full House	Three cards of one value, two of another	As a flush, and hex duration doubled (except Instant hexes)
Four of a Kind	Four cards of the same value	As a flush, and hex duration multiplied by 10 (except Instant hexes)
Five of a Kind	Five cards of the same value (requires use of a Joker)	As a flush, but the huckster can turn the power on or off at will for 24 hours at no cost
Straight Flush	Five sequential cards of the same suit	As above, and the huckster draws a Fate Chip

## Sample Melee Weapons

Type	Damage	Cost	Wt.	Notes*
Brass Knuckles	Str+d4	\$1	1	
Club	Str+d4	—	1	
Club, War	Str+d6	\$3	3	
Club, War (Bladed)	Str+d8	\$8	6	AP 2; P –1; 2H
Knife	Str+d4	\$2	1	
Knife, Bowie	Str+d4+1	\$4	2	AP 1
Lariat	—	\$4	3	P –1; R 2†
Rapier	Str+d4	\$10	3	P +1
Saber	Str+d6	\$15	4	
Spear	Str+d6	\$3	5	P +1; R 1; 2H
Tomahawk	Str+d6	\$3	4	
Whip	Str+d4	\$10	2	P –1; R 2†

\* P = Parry; R = Reach; 2H = Two Hands Required

† May make an Agility Trick with Fighting. On a raise, opponent falls prone, suffers –2 Parry, and is Shaken.

‡ On a raise, the victim suffers –2 Parry until next action instead of suffering d6 bonus damage.

## Fate Chip Options

Color	Usage
White	Same as <i>Savage Worlds</i> bennies
Red	As above, <i>or</i> roll d6 and add it to the total (but the Marshal gets a free draw from the Fate Pot)
Blue	As above, <i>but</i> the marshal doesn't get a draw
Gold (Legend)	As above <i>and</i> add +2 to the total, <i>or</i> reroll <i>any</i> roll (including damage rolls and table checks)

## The Art of the Duel

### 1. Face Off

- Deal each duelist 2 facedown hole cards (adjusting for Edges).
- Each duelist rolls Intimidation or Taunt and compares results. If they tie, give each duelist another facedown card and roll again. Otherwise, remember who wins for Swappin' Lead.

### 2. Luck o' the Draw

- Deal 3 cards face up. Either duelist can yell "Shoot!" to go to Reach for It!
- Deal another card face up. Either duelist can yell "Shoot!" to go to Reach for It!
- Deal the final card face up and go to Reach for It!

### 3. Reach for It!

- Each duelist decides to go for speed or accuracy in Swappin' Lead.
- The duelists show the best five-card poker hand they can make from the face up cards and their hole cards. Remember, jokers are wild cards and can be anything, including a duplicate card.

### 4. Swappin' Lead

A duelist can only fire a single shot: no Double Taps or Fannin'. Whoever lost the Face Off suffers a -2 to his Shooting roll. The duelist with the better poker hand adds 1d6 to damage for each rank over his opponent (e.g., a Flush against Two Pair adds +3d6 damage).

- All shots for speed are resolved at -2 unless the duelist has the Quick Draw Edge (-0) or a quick-draw holster (-1).
- All shots for accuracy are resolved if necessary.
- If both duelists are still alive, go to normal combat.

## Combat Options

Action	Modifier
Aim	+2 Shooting/Throwing next round; character may not move this round
Area Effect Attacks	Affects all targets under template; treat cover as armor; missed attacks deviate 1d6" (thrown weapons) or 1d10" (launched weapons); x2 for Medium range, x3 for Long range; no bonus damage for a raise
Breaking Things	See Obstacle Toughness Table; Parry 2; no bonus damage or Aces apply
Called Shots	<b>Limb:</b> -2 attack <b>Head:</b> -4 attack; +4 damage <b>Small target:</b> -4 attack <b>Tiny target:</b> -6 attack
Cover	<b>Light:</b> -1 <b>Medium:</b> -2 <b>Heavy:</b> -4
Darkness	<b>Dim:</b> -1 attack <b>Dark:</b> -2 attack; targets are not visible beyond 10" <b>Pitch Darkness:</b> Targets must be detected to be attacked at -4
Defend	+2 Parry; may not take other actions
Disarm	-2 attack; defender rolls Str vs. the damage or drops his weapon
The Drop	+4 attack and damage
Finishing Move	Kill helpless foe with lethal weapon
Firing Into Melee	See Innocent Bystanders
Full Defense	Character rolls his Fighting, using the result as his Parry until his next action
Ganging Up	+1 Fighting per additional adjacent attacker; maximum of +4

Action	Modifier
Grappling	Foe is grappled with a successful Fighting roll, Shaken with a raise. Defender can make opposed Strength or Agility to break free (other actions at -4); Attacker can make opposed Strength or Agility to damage victim
Innocent Bystanders	Missed Shooting or Throwing roll of 1 (1 or 2 for shotguns or Fannin') hits a random adjacent target
Nonlethal Damage	Incapacitated Extras are knocked out for 1d6 hours
Obstacles	If attack misses by the concealment penalty, the obstacle acts as Armor
Prone	As Medium cover; prone defenders suffer -2 Fighting, -2 Parry in melee
Ranged Weapons in Melee	No ranged weapon larger than a pistol; larger weapons might be used as clubs; Target Number is defender's Parry
Touch Attack	+2 Fighting
Trick	Describe action; make opposed Agility or Smarts roll; with a success, opponent is -2 Parry until next action; with a raise, foe is also Shaken
Two Weapons	-2 attack; additional -2 for off-hand if not Ambidextrous
Unarmed Defender	Armed attackers gain +2 Fighting
Unstable Platform	-2 Shooting from a moving vehicle, animal, or similar rocking surface
Wild Attack	+2 Fighting, +2 damage, -2 Parry until next action
Withdrawing from Combat	Adjacent foes get one free attack at retreating character

## The Disputed Territories

1d20	Encounter
1-4	2d6 Partisan Raiders (Soldier Profile)
5-9	2d6 Outlaws
10	2d4 Veteran Outlaws
11	2d4 Walkin' Dead
12	'Glom
13	Mourning Mist
14-15	Jackalope
16-20	2d6 Prairie Ticks

## The Great Basin

1d20	Encounter
1-2	1d4 Guardian Angels (10% chance of Lost Angels Cult Leader)
3-5	2d6 Soldiers (d6: 1-3= Union; 4-6= Confederate)
6-10	2d6 Outlaws
11-12	2d4 Veteran Outlaws
13-14	2d4 Indian Braves
15	2d4 Veteran Indian Braves
16	Rattler (Mojave)
17-18	1d6 Tumblebleeds
19-20	1d4 Dust Devils

## The Great Maze

1d20	Encounter
1-6	2d4 Guardian Angels (50% chance of Lost Angels Cult Leader)
7-10	1d6 Iron Dragon Martial Artists
11-14	2d4 Soldiers (d10: 1-4= Union; 5-8= Confederate; 9-10= Mexican)
15-16	1d4 Dusters
17	Gaki
18	1d6 Wall Crawlers
19-20	1d4 Prospectors (Use Townsfolk)

## The Great Maze (Sea)

1d20	Encounter
1-4	1d10+10 Devil Rays
5-6	Maze Dragon
7	Giant Octopus
8	Giant Saltwater Crocodile
9	Giant Shark
10-11	2d8 Wave Shadows
12	1d4 Weresharks
13-20	Ship (Roll 1d10: 1= Union Ironclad; 2= Union Raider; 3= Confederate Ironclad; 4= Confederate Raider; 5-6= Pirate; 7-8= Chinese Pirate (Use Martial Artists for crew); 9-10= Mexican)

## The Great Northwest

1d20	Encounter
1-2	Catamount
3-4	Chinook
5	Sasquatch
6	Wendigo
7-8	1d6 Wolfings
18	1d6 Wall Crawlers
19-20	1d4 Prospectors (Use Townsfolk)

## The High Plains

1d20	Encounter
1-2	Rattler
3-6	1d8 Devil Bats
7-8	1d6 Dread Wolves
9-10	2d6 Indian Braves
11-12	2d4 Outlaws
13-14	Pit Wasp
15-18	2d6 Prairie Ticks
19-20	2d6 Rattler Young 'Uns

## The Republic of Deseret

1d20	Encounter
1	1d4 Wall Crawlers
2–8	2d10 Nauvoo Legion (Deseret) Soldiers
9–12	Catamount
13–14	Rattler (Salt)
15–16	Automaton Patrol (1d4)
17–18	Walkin' Fossil
19–20	Tunnel Critter

## Sioux Nations

1d20	Encounter
1	Poison Woman
2	Pox Walker
3	Uktena
4–9	2d6 Indian Braves
10–12	2d4 Veteran Indian Braves
13–14	1 Prospector
17–18	2d6 Raiders (Use Outlaws)
19–20	2d4 Iron Dragon Miners (Use Martial Artists)

## Coyote Confederation

1d20	Encounter
1	Night Raven
2	Pox Walker
3	Skinwalker
4	Uktena
5–10	2d6 Veteran Indian Braves
17–18	Walkin' Fossil
11–20	Indian Braves

## The Wild Southwest

1d20	Encounter
1–2	Bloodwire
3–4	Carcajou
5	Chupakabara
6	Desert Thing
7	Hangin' Judge
8	2d6 Prairie Ticks
9	Rattler (Mojave)
10	Terrantulas (d6: 1–3= Swarm; 4–5= Large; 6= Gargantuan)
11–15	2d6 Indian Braves
16–17	2d6 Confederate Soldiers
18–20	2d4 Outlaws

## Reaction Table

2d6	Initial Reaction
2	<b>Hostile:</b> The NPC is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.
3–4	<b>Unfriendly:</b> The NPC isn't willing to help unless there's a significant advantage to him.
5–9	<b>Neutral:</b> The NPC has no particular attitude, and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind.
10–11	<b>Friendly:</b> The NPC will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.
12	<b>Helpful:</b> The NPC is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.

## Dinero

Coin	Value
Gold Eagle	\$10
Half Eagle	\$5
Quarter Eagle	\$2.50
Silver Dollar	\$1
Half Dollar	50¢
Dime	10¢
Half Dime	5¢
Copper Cent	1¢

## Incapacitation

An Incapacitated hero must make an immediate Vigor roll. Wound penalties apply to all Incapacitation related Trait rolls unless the character has the Hard to Kill Edge or some other means of ignoring them.

**Raise:** The hero is only stunned. He still has three wounds, but is not Incapacitated. Instead, the hero is Shaken and suffers a temporary impairment. Roll 2d6 on the Injury Table. The effects are short-term and go away when the combat is over or at the Game Master's discretion.

**Success:** The hero is unconscious. He regains consciousness and loses his Incapacitated status with a successful Healing roll, as noted under Healing, or after an hour has passed. Roll 2d6 on the Injury Table. The injury goes away when all wounds suffered from this attack are healed.

**Failure:** The victim is dying and must make an immediate Spirit roll. If he fails, his will breaks and he dies immediately. With a success, he continues to cling to life. At the beginning of the following round, he must make a Vigor roll. If he fails, his body gives out and the character dies. With a success, he stabilizes but remains unconscious until healed. Roll 2d6 on the Injury Table. The injury is permanent. For nonlethal damage, treat this as a Success except the hero is unconscious for 1d6 hours.

**Critical Failure:** The hero dies immediately. For nonlethal damage, treat this as a Success except the hero is unconscious for 2d6 hours.

## Healing Modifiers

Modifier	Situation
-2	Rough Travelling
-2	No Medical Attention
-2	Poor Enviornmental Conditions

## Injury Table

Roll 2d6 on the table below. If the attack that caused the Injury was directed at a specific body part, use that location instead of rolling randomly.

### 2d6 Wound

**2 Unmentionables:** If the injury is permanent, reproduction is out of the question without miracle surgery or magic.

**3-4 Arm:** Roll left or right arm randomly; it's unusable like the One Arm Hindrance (though if the primary arm is affected, off-hand penalties still apply to the other).

**5-9 Guts:** Your hero catches one somewhere between the crotch and the chin. Roll 1d6:  
*1-2 Broken:* Agility reduced a die type (min d4).  
*3-4 Battered:* Vigor reduced a die type (min d4).  
*5-6 Busted:* Strength reduced a die type (min d4).

**10 Leg:** Gain the Lame Hindrance (or the One Leg Hindrance if already Lame).

**11-12 Head:** A grievous injury to the head. Roll 1d6:  
*1-2 Hideous Scar:* Your hero now has the Ugly Hindrance.  
*3-4 Blinded:* An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye).  
*5-6 Brain Damage:* Massive trauma to the head. Smarts reduced one die type (min d4).

## Tracking Modifiers

Modifier	Situation
+2	Tracking more than five Individuals
+4	Recent Snow
+2	Mud
+1	Dusty Area
-4	Raining
-2	Tracking in poor light
-2	Tracks are more than one day old
-2	Target attempted to hide tracks

## Stealth Modifiers

Modifier	Situation
+2	Crawling
-2	Running
+1	Dim light
+2	Darkness
+4	Pitch darkness
+1	Light cover
+2	Medium cover
+4	Heavy cover

## Fear Levels

Fear Level	Effect
0	This is happy land, folks. The natives are friendly, the sky is blue, and you can walk the streets at night. Perhaps you won't be surprised to hear that only a few of these places are left in the Weird West, and they ain't easy to find.
1	In such places, some folks believe monsters exist, they just haven't seen any. The sky is still blue, but if you must go out at night, bring a buddy.
2	No one goes near the creepy old shack on top of the hill. The land looks about the same, but the shadows are just a little bit longer. It's not really safe to go out alone at night, but it's not a death sentence, either. This is the general prevailing Fear Level in most places these days.
3	Things are starting to get a little weird. There's an occasional disappearance, and probably more than a few weird creatures live close by (though folks don't really talk about it). Don't go out at night without a weapon or a friend.
4	There are mysterious disappearances, and when the bodies are found, it's piece by piece. The land itself starts to change: the shadows on the cliffs start to look like leering faces, or cornrows always seem to rustle as if something's hiding within. The winds of the High Plains might whisper your name.
5	There's no doubt something's amiss. Folks have seen monsters, and almost everyone's terrified. Most flowers die, but weeds have no problem thriving. Don't go out at night without an armed posse.
6 (Deadland)	This is as bad as it gets, Marshal: a full blown nightmare landscape. Monsters run rampant, rocks look like skulls, and not only do the winds of the High Plains whisper your name, they do so in your dead friend's voice. Anyone out at night is dead meat. If the Reckoners have their way, the whole planet is destined to one day become such a place.

## Crime and Punishment

Offense	Sentence
Horse Thieving	Hanging
Rustling	Hanging
Murder	Hanging
Rape	Hanging
Attempted Murder	20+ Years
Bank Robbery	20+ Years
Train Robbery	20+ Years
Theft from a Widow	20+ Years
Theft from Someone of Authority	5+ Years
Grand Larceny (Stealing \$300+ in goods other than horses and cattle)	5+ Years
Theft of less than \$300	1 Week to 1 Year
Drunk in Public	Overnight and a \$10 fine
Disorderly	\$10 fine
Carrying a weapon in a no-weapon zone	Confiscation of weapon and a \$10 fine

## Hangin'

If a character is first dropped a few feet (usually from horseback or a gallows), he makes a Vigor roll (-2). Failure means his neck snaps and he's dead! A critical failure does exactly what you might think. Though, if you're being hanged, you weren't using that noggin of yours anyway, were you?

Assuming you survive long enough to start worrying about little things like breathing, make a Vigor roll (-4) each minute or suffer a level of Fatigue. Don't worry, Stretch, it won't take long.

## Arcane Backgrounds

**Blessed (Miracles):** *Aim, armor, barrier, beast friend, boost/lower trait, deflection, dispel, elemental manipulation, environmental protection, exorcism, gambler, greater healing, healing, inspiration, light, protection, quickness, sanctify, smite, speak language, stun, succor, windstorm*  
*Curse, fear, mind rider, puppet, vision quest, zombie (Voodooists only)*

**Hucksters (Magic):** *Aim, armor, barrier, beast friend, blast, bolt, boost/lower trait, burst, deflection, detect/conceal arcana, dispel, elemental manipulation, entangle, environmental protection, fear, gambler, hunch, invisibility, light, mind rider, obscure, puppet, quickness, speak language, speed, stun, telekinesis, teleport, trinkets, wilderness walk, windstorm*

**Mad Scientists (Weird Science):** *Aim, armor, barrier, beast friend, blast, bolt, boost/lower trait, burrow, burst, deflection, detect/conceal arcana, dispel, elemental manipulation, entangle, environmental protection, fear, fly, greater healing, healing, invisibility, light, mind rider, obscure, puppet, quickness, smite, speak language, speed, stun, succor, telekinesis, teleport, wilderness walk, windstorm, zombie*

**Martial Artists (Chi Mastery):** *Aim, armor, beast friend, blast, bolt, boost/lower trait, burrow, burst, curse, deflection, elemental manipulation, entangle, environmental protection, fly, gambler, healing, quickness, smite, speed, wilderness walk*

**Shamans (Shamanism):** *Aim, armor, beast friend, boost/lower trait, burrow, deflection, detect/conceal arcana, dispel, elemental manipulation, entangle, environmental protection, exorcism, fear, greater healing, healing, mind rider, protection, quickness, sanctify, shape change, smite, speak language, speed, succor, teleport, vision quest, wilderness walk, windstorm*

## Common Gear

Item	Cost	Weight
<b>Clothes</b>		
Boots	\$8	4
Chaps	\$4	6
Duster	\$10	4
Longjohns	\$2	2
Shirt/blouse, dress	\$3	1
Shirt/blouse, work	\$1	1
Silk Stockings	\$1	–
Shoes	\$2	1
Suit/fancy dress	\$15	6
Trousers/skirt	\$2	2
Winter coat	\$15	3
<b>Explosives</b>		
Blasting cap	\$1	–
Dynamite (per stick)	\$3	1
Fuse (per foot)	5¢	1/50 feet
Nitro (per pint)	\$2.50	1

Item	Cost	Weight
<b>Food and Drink</b>		
Bacon (per pound)	15¢	1
Coffee (per pond)	25¢	1
Restaurant, good		
Breakfast	50¢	–
Lunch	25¢	–
Dinner	\$1	–
Restaurant, cheap (any meal)	25¢	–
Trail Rations (per day)	50¢	3
<b>General Equipment</b>		
Ax, wood	\$2	5
Backpack	\$2	3
Barbed Wire (per yard)	5¢	5/50 feet
Bedroll	\$4	10
Camera	\$3	5
Canteen	\$1	5 (full)/ 1 (empty)
Cigar	5¢	–
Detonator, plunger	\$10	10