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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	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire F	Resourc
Kitchen Knife	+1	1 (Str)	1 (6)	3	2*	- (1)	0	- (0)	0	Blade, Steel, (Throw).	8w	0
	Small, *	+2 Crit Dmg	vs Luck.									
Holy Navy Dirk	+0	1 (Str)	1 (6)	4	2*	- (1)	0	- (0)	0	Blade, Composite, (Throw).	9w	0
	Small, *	+2 Crit Dmg	vs Luck.									
Khanjar Curved Dagger	+2	1 (Str)	1 (6)	4	2*	- (1)	0	- (0)	1	Blade, Blood Iron, (Throw).	10 w	1
	Small, *	+2 Crit Dmg	vs Luck.									
Name Dagger	+1	1 (Str)	1 (6)	4	2*	- (1)	0	- (0)	0	Blade, Monster Bone, (Throw)	. 8w, 14p	1
	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	2
	Small, *	+2 Crit Dmg	vs Luck, G	ain +1 Momer	ntum at the	e end of ea	ach of your	Turns, You	have -2	Armour vs Luck Damage while	you own thi	s Wea
Ceremonial Dagger	-2	1 (Str)	1 (6)	5	2*	- (1)	0	- (0)	0	Blade, C, (Throw), Magic, Blood	. 9w, 18t	2
	Small, *	+2 Crit Dmg	vs Luck, '	*Once per Tu	urn when a	characte	r takes Att	ribute Dam	nage from	this Weapon you may take 6	End Dmg ar	nd ga
	Mor	mentum, Mod	ification: /	Arcane.								
Spark	+2*	1 (Str)	1 (6)	6	2**	- (1)	0	- (0)	0	Blade, C, (Throw), Magic, Fire	. 9w, 18t	4
	Small, *	*+2 Crit Dmg	g vs Luck,	Energy, Burn	n, Dangero	us 1d3 (Sr	mall Fire), *	*-2d6 Hit	vs Wet tar	gets. Modification: Arcane.		
Blue Blade	-2*	2 (Str)	2 (6)	4	2**	- (1)	0	- (0)	0	Blade, C, (Throw), Magic, Storm	. 9w,18t,1Kn	2
	Small, *	*+2 Crit Dmg	g vs Luck,	Dangerous 1	(Wind), *Y	ou suffer	-1d6 Hit if	you're Wet	. Modifical	ion: Arcane.		
	Momento	u m 1 : Wind: y	our next A	uttack with th	nis Weapon	Pushes a	ıll non-larg	je targets	2 in any c	lirection (Stacks).		
	Momenti	um 2: Lightin	g: your ne	xt Attack wil	th this Wea	apon gains	Energy, Pe	en 3 min 3	3. Indirect	(Above) and *+1d6 Hit vs Wet	targets (Sta	cks),
Kinstrife	-4	1 (Str)	1 (6)	3	2*	- (]**)	0	- (0)	0	Blade, S, (Throw), M, C, Intimidate	8w,18t,1Kn	3
	Small, *	+2 Crit Dmg	vs Luck, [Dangerous 4	(Cursed Gr	round), **	Ammo is re	egained at	the end o	of Combat, Modification: Arcan	e.	
	Strong H	lit: Cursed (A	ttack, Hit)	You take 3 (End Dmg a	nd your ta	arget's next	Attack ga	ins Strong	g Hit -1 (Stacks).		
Night Blade	-2*	1 (Str)	1 (6)	4]**	- (1)	0	- (0)	0	Blade, C, (T), M, B, Tackle (14)**	° 9w,18t,2Kn	3
	Small, *	*+2 Crit Dm	g vs Luck	, Blunt, Dan	gerous 1 (0	GM define	d), *Hit +Lu	ock with T	ackle Act	ion, ***You don't gain Grabbi	ng from this	s Wea
	Mod	dification: Arc	ane.									

THROWING KNIVES

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Throwing Blades	+1	1 (Str)	1 (6)	3	2*	- (12)	0	- (0)	0	Blade, Steel, (Throw).	10 w	1
	*+1 Crit D	mg vs Luck										
Balanced Skull Daggers	+0	1 (Str)	1 (6)	4	2*	- (12)	0	- (0)	0	Blade, Composite, (Throw).	11w	1
	*+1 Crit D	mg vs Luck										
Set of Khanjar Curved Daggers	+2	1 (Str)	1 (6)	4	2*	- (12)	0	- (0)	1	Blade, Blood Iron, (Throw).	12w	2
	*+1 Crit D	mg vs Luck										
Spine Shark Teeth	+1	1 (Str)	1 (6)	4	2*	- (12)	0	- (0)	0	Blade, Monster Bone, (Throw)	. 10w, 14p	2
	*+1 Crit D	mg 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 D	mg vs Luck	. Gain +1 M	lomentum	at the end o	of each of	your Turns	, You have	-2 Armo	ur vs Luck Damage while you	own this W	leapon.
Accursed Daggers	-2	1 (Str)	1 (6)	5	2*	- (12)	0	- (0)	0	Blade, C, (Throw), Magic, Blood	. 11w, 18t	3
	*+1 Crit Dr	mg vs Luck,	*Once per	Turn whe	n a characte	r takes At	tribute Dam	nage from t	his Weapo	on you may take 6 End Dmg a	nd gain +1 M	lomentun
	Modil	fication: Arc	cane.									
Grave Blades	-4	1 (Str)	1 (6)	5	1*	- (12)	0	- (0)	0	B, C, (Throw), M, M, C, Acid.	10 w, 18t	3
	*+1 Crit D	mg vs Luck	, Blunt, Da	ngerous 1d	3 (Acid Poo	l), Burn, M	odification:	Arcane.				
Assassin's Blades	-3	1 (Str)	1 (6)	1	0*	- (12)	0	- (0)	0	B, S, (Throw), M, M, C, Poison.	. 10w, 18t	3
	*+1 Crit D	mg vs Luck	, Blunt, Da	ngerous 1d	3 (Acid Poo	l), Blunt, N	1odification	: Arcane.				
	Strong Hit	: Poisoned	(Attack, Hit) Target h	as 6 End Dm	ng if they	move them	selves moi	re than 6	spaces in a Turn (does not S	tack).	
Fire Darts	+2*	1 (Str)	1 (6)	6	2**	- (12)	0	- (0)	0	Blade, C. (Throw), Magic, Fire.	11w, 18t	5

*

(*)

SHORT SWORD

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire Re	sources
*	Migi Cutlass	+1	1	1	4	3	4-	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	1	5	3	-	1	-	1	Blade, Monster Bone.	12w, 14p	2
		Pen 1 min 3											
	Heirloom Short Sword	-1	1	1	4	3		1		1	Blade, Ancient.	12w, 16p	3
		Gain +1 Mom	nentum a	at the end o	of each of y	your Turns,	You have	-2 Armour	vs Luck D	amage wl	nile you own this Weapon.	4 7 6	
**	Barnacle Blade	-2	1	1	6	3*	-	1	-	1	Blade, Composite, Magic, Blood.	13w, 18t	3
		*Once per T	urn whe	n a charact	er takes Atl	tribute Dam	age from l	this Weapor	n you may	take 6 En	d Dmg and gain +1 Momentum,	Modification:	Arcane.
	Dragon Sword	-3	1	1	4	2	-	1	- 1	1	Blade, S, M, C, Dragon's Piss.	14w, 18t	3
		Blunt, Dange	erous 1d3	3 (Acid Pool), Energy, E	Burn, <mark>Modif</mark> i	ication: Arc	cane.	-				
		Strong Hit: S	et Alight	(Attack, Hit)	Target take	es 5 End Dn	ng at the s	tart of each	of their Tu	rns until t	ney receive First Aid or become	Wet (does no	t Stack).
	Blistering Blade	+2*	1	1	7	3	-	1	-	1	Blade, Composite, Magic, Fire.	12w, 18t	5
		Energy, Burn	n, Dange	rous 1d3 (Si	mall Fire), ^s	*-2d6 Hit \	/s Wet targ	jets, <mark>Modifi</mark> o	cation: Arc	ane.			
	Storm Ripper	-]*	2	2	4	3	-	1	-141	1	Blade, Steel, Magic, Storm.	12w,18t,1Kn	3
		Dangerous 1	(Wind),	*You suffer	-1d6 Hit if	you're Wet,	Modificati	on: Arcane					
		Momentum	l: Wind:	your next A	ttack with I	this Weapor	n Pushes a	ll non-larg	e targets a	in any d	irection (Stacks).		
ATANA.		Momentum	2: Lightir	ng; your nex	kt Attack w	ith this Wea	apon gains	Energy, Pe	en 3 min 3	, Indirect	(Above) and *+1d6 Hit vs Wet	targets (Stac	ks),
W	Two Coin Blade	+0	1	1	3	3	-	1	-	1	Blade, Steel.	12w	0

SPADROON / BROADSWORD

Modification: Low Quality.

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire f	Resour
Naval Spadroon	+1	1	1	4	3	-	1	-	2	Blade, Steel.	12w	2
	Max Mome	ntum (+1d	6 Hit).									
Blood Money Broadsword	+0	1	1	5	3	-	1	-	2	Blade, Composite.	13 w	2
	Max Mome	ntum (+1d	6 Hit).									
Boarding Blade	+2	1	1	5	3	1	1	-	3	Blade, Blood Iron.	14w	3
	Max Mome	ntum (+1d	6 Hit).									
Kami Scimitar	+]	1	1	5	3	-	1	-	2	Blade, Monster Bone.	12w, 14p	3
	Max Mome	ntum (+1d	6 Hit), Pen	1 min 3.								
Tooth of Fin-Derark	+0	1	1	4	3		1	- /-	2	Blade, Ancient.	12w, 16p	4
	Max Mome	ntum (+1d	6 Hit), Gair	+1 Momentu	m at the e	nd of each	h of your T	urns, You h	ave -2 A	Armour vs Luck Damage while	you own thi	s Wea
										51 1 6 1 14 51		
Heretical Blood Scimitar	+0 Max Mome	l ntum (+1c	1 16 Hit), *Or	6 nce per Turn	3* when a c	- :haracter t	l takes Attril	- oute Dama	2 ge from I	Blade, Composite, Magic, Bloo this Weapon you may take 6		4 nd gai
	Max Mome Mome		1 16 Hit), *Or dification:	nce per Turn Arcane.	when a c	- character t	l takes Attril		ge from I	this Weapon you may take 6	End Dmg ar	nd gai
Heretical Blood Scimitar Scorch Sword	Max Mome Mome	entum, Mo 1	dification: . 1	nce per Turn Arcane. 4	when a c		1	oute Damai			End Dmg ar	
	Max Mome Mome -3 Blunt, Dane	entum, Mo 1 gerous 1d3	dification: 1 3 (Acid Pod	nce per Turn Arcane. 4 ol), Energy, B	when a country and a country a	- cation: Arc	l cane.	-	ge from I	this Weapon you may take 6 B, S, M, M, C, Dragon's Piss.	End Dmg ar	nd gai
Scorch Sword	Max Mome Mome -3 Blunt, Dani Strong Hit:	entum, Mo 1 gerous 1d3	dification: 1 3 (Acid Pod	nce per Turn Arcane. 4 ol), Energy, B	when a court of the court of th	- cation: Arc	l cane.	-	ge from 1 2 rns until 1	this Weapon you may take 6 B, S, M, M, C, Dragon's Piss. they receive First Aid or become	End Dmg ar 15w, 18t ne Wet (does r	nd gair 4 not Sta
	Max Mome Mome -3 Blunt, Dang Strong Hit: +2*	entum, Mo 1 gerous 1d3 Set Alight 1	dification: 1 3 (Acid Poo (Attack, Hi	Arcane. 4 bl), Energy, B t) Target take	when a courn, Modifies 5 End Dm	- cation: Aro ng at the si -	l cane. tart of each	- ı of their Tu -	ge from 1 2 rns until 1 2	this Weapon you may take 6 B, S, M, M, C, Dragon's Piss.	End Dmg ar 15w, 18t ne Wet (does r	nd gair
Scorch Sword Brand	Max Mome Mome -3 Blunt, Dane Strong Hit: +2* Energy, Bu	entum, Mo 1 gerous 1d3 Set Alight 1 rn, Dange	dification: 1 3 (Acid Poo (Attack, Hi 1 rous 1d3 (S	Arcane. 4 bl), Energy, B t) Target take 7 Small Fire), *	when a course and the course and the course are considered as a course and the course are course as a course are course are course as a course are course are course as a course are course as a course are course as a course are course are course as a course are course as a course are course are course are course as a course are course are course are course are course are course as a course are course are course as a course are course are course as a course are course are course are course are course are course as a course are course are course are course as a course are course	- cation: Aro ng at the si -	l cane. tart of each	- ı of their Tu -	ge from 1 2 rns until 1 2 ane.	this Weapon you may take 6 B, S, M, M, C, Dragon's Piss. they receive First Aid or becom Blade, Composite, Magic, Fire	15w, 18t ne Wet (does of the Wet), 18t	nd gain 4 not Sta
Scorch Sword	Max Mome Mome -3 Blunt, Dani Strong Hit: +2* Energy, Bu -1*	entum, Mo 1 gerous 1d3 Set Alight 1 rn, Dange 2	dification: 1 3 (Acid Poo (Attack, Hi 1 rous 1d3 (S	nce per Turn Arcane. 4 bl), Energy, B t) Target take 7 Small Fire), *	when a course, Modifies 5 End Dm 3 -2d6 Hit v 3	cation: Arc ng at the sl - rs Wet targ	1 cane. tart of each 1 gets, Modifi 1	- ı of their Tu - cation: Arc	ge from 1 2 rns until 1 2	this Weapon you may take 6 B, S, M, M, C, Dragon's Piss. they receive First Aid or become	15w, 18t ne Wet (does of the Wet), 18t	nd gair 4 not Sta
Scorch Sword Brand	Max Mome Mome -3 Blunt, Dani Strong Hit: +2* Energy, Bu -1* Dangerous	entum, Mo 1 gerous 1d3 Set Alight 1 rn, Dange 2 1 (Wind),	dification: 1 3 (Acid Pool (Attack, Hi 1 rous 1d3 (\$ 2 *You suffe	nce per Turn Arcane. 4 bl), Energy, B t) Target take 7 Small Fire), * 4 r -1d6 Hit if t	when a course wh	cation: Arc ng at the sl - rs Wet targ - Modificati	1 cane. tart of each 1 gets, Modifi 1	of their Tu - cation: Arc -	ge from 1 2 rns until 1 2 anne. 2	this Weapon you may take 6 B, S, M, M, C, Dragon's Piss. they receive First Aid or becom Blade, Composite, Magic, Fire Blade, Steel, Magic, Storm	15w, 18t ne Wet (does of the Wet), 18t	nd gain 4 not Sta
Scorch Sword Brand	Max Mome Mome -3 Blunt, Dans Strong Hit: +2* Energy, Bu -1* Dangerous Momentum	entum, Mo 1 gerous 1d: Set Alight 1 rn, Dange 2 1 (Wind), 1 1: Wind:	dification: 1 3 (Acid Pool (Attack, Hi 1 rous 1d3 (\$ 2 *You suffe	nce per Turn Arcane. 4 bl), Energy, B t) Target take 7 Small Fire), * 4 r -1d6 Hit if t	when a c 2 urn, Modifi s 5 End Dm 3 -2d6 Hit v 3 you're Wet, nis Weapon	cation: Arc ng at the sl - rs Wet targ - Modificati	l cane. tart of each l gets, Modifi l ion: Arcane	of their Tu - cation: Arc - t. ge targets 2	2 2 2 ane. 2	this Weapon you may take 6 B, S, M, M, C, Dragon's Piss. they receive First Aid or becom Blade, Composite, Magic, Fire Blade, Steel, Magic, Storm direction (Stacks).	15w, 18t ne Wet (does of 2. 13w, 18t 12w,18t,1Kn	nd gain 4 not Sta 6
Scorch Sword Brand	Max Mome Mome -3 Blunt, Dans Strong Hit: +2* Energy, Bu -1* Dangerous Momentum	entum, Mo 1 gerous 1d: Set Alight 1 rn, Dange 2 1 (Wind), 1 1: Wind:	dification: 1 3 (Acid Pool (Attack, Hi 1 rous 1d3 (\$ 2 *You suffe	nce per Turn Arcane. 4 bl), Energy, B t) Target take 7 Small Fire), * 4 r -1d6 Hit if t	when a c 2 urn, Modifi s 5 End Dm 3 -2d6 Hit v 3 you're Wet, nis Weapon	cation: Arc ng at the sl - rs Wet targ - Modificati	l cane. tart of each l gets, Modifi l ion: Arcane	of their Tu - cation: Arc - t. ge targets 2	2 2 2 ane. 2	this Weapon you may take 6 B, S, M, M, C, Dragon's Piss. they receive First Aid or becom Blade, Composite, Magic, Fire Blade, Steel, Magic, Storm	15w, 18t ne Wet (does of 2. 13w, 18t 12w,18t,1Kn	nd gain 4 not Sta 6

CUTLASS

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire F	Resou
Free Folk Cutlass	+2	1	1	6	3	-	1	5-10	2	Blade, Steel.	10w	2
Butterfly Blade	+]	1	1	7	3	-	1	-	2	Blade, Composite.	12w	2
Sharpened Ripper Thock Horne	+3	1	1	7	3	11-16-5	1		3	Blade, Blood Iron.	12w	3
Sea Gift Blade	+2	1	1	7	3	-	1	-	2	Blade, Monster Bone.	10w, 14p	3
	Pen 1 min 3	3.										
Rune Blade	+0	1	1	6	3	-	1	-	2	Blade, Ancient / Star Metal.	10w, 16p	4
	Gain +1 Mon	nentum a	at the end o	of each of y	jour Turns, '	You have	-2 Armour	vs Luck D	amage w	nile you own this Weapon.		
Jinn Sabre	+]	1	1	8	3*	-	1	-	2	Blade, Composite, Magic, Blood	l. 10w, 18t	4
	*Once per 1	Turn whe	n a charact	er takes Att	tribute Dam	age from I	this Weapor	n you may	take 6 En	d Dmg and gain +1 Momentum	, Modification	n: Ar
Embre Blade	-2	1	1	6	2	-	1	-	2	B, S, M, M, C, Dragon's Piss.	13wt, 18t	4
	Blunt, Dang	erous 1d3	Acid Poo	l), Energy, E	Burn, Modifi	cation: Arc	cane.					
	Strong Hit: S	et Alight	(Attack, Hit) Target take	es 5 End Dm	g at the s	tart of each	of their Tu	rns until t	hey receive First Aid or becom	e Wet (does r	not S
Darkfire Sabre	+3*	1	1	9	3	-	1	-	2	Blade, Composite, Magic, Fire	. 11w, 18t	6
	Energy, Bur	n, Dange	rous 1d3 (S	mall Fire), '	*-2d6 Hit v	s Wet targ	jets, Modific	cation: Arc	ane.			
Cyclone Cutlass	+0*	2	2	6	3	-	1	-	2	Blade, Steel, Magic, Storm.	10w,18t,1Kn	4
	Dangerous 1	(Wind),	*You suffer	-1d6 Hit if	you're Wet,	Modificati	on: Arcane					
	Momentum	1: Wind:	your next A	ittack with t	this Weapon	Pushes a	ll non-larg	e targets a	2 in any o	lirection (Stacks).		
	Momentum	2: Lightii	ng: your ne:	xt Attack w	ith this Wea	pon gains	Energy, Pe	en 3 min 3	, Indirect	(Above) and *+1d6 Hit vs Wet	targets (Sta	icks)
Bad Bob's Blnding Blade	+0*	1	1	6	2	-	1	-	2	Blade, S, M, B, Tackle (14)**		5
	Blunt, Dang	erous 1 (I	GM defined)), *Hit +Luck	k with Tackl	e Action,	**You don'	't gain Gral	obing fron	n this Weapon, Modification: A	rcane.	
Mercenary Blood	+1	1	1	5	3	-	1	-	2	Blade, Steel.	10w	1

RAPIER

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire P	lesour
Poker	+3	2	2	4	3	- 4	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	6-11 C	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	+1	2	2	4	3	-	1	-	2	Blade, Star Metal.	12w, 16p	4
	Gain +1 Mon	nentum a	at the end o	of each of y	our Turns,	You have	-2 Armour	vs Luck [amage wl	hile you own this Weapon.		
Sick Rick's Pustule Poker	+2	2	2	6	3*	-	1	-	2	Blade, Composite, Magic, Bloo	od. 12w, 18t	4
	*Once per	Turn whe	n a characte	er takes Att	ribute Dam	age from I	this Weapor	n you may	take 6 En	d Dmg and gain +1 Momentu	m, Modification	n: Arc
Inferno Blade	-1	2	2	4	2	-	1	12=	2	B. S. M. M. C. Dragon's Piss	. 15w, 18t	4
	Blunt, Dang	erous 1d3	3 (Acid Pool), Energy, B	Burn, Modifi	cation: Arc	cane.					
	Strong Hit: S	Set Alight	(Attack, Hit)	Target take	s 5 End Dm	ng at the s	tart of each	of their Tu	urns until t	hey receive First Aid or becor	ne Wet (does r	not St
Hot Poker	+4*	2	2	7	3	-	1	-	2	Blade, Composite, Magic, Fir	re. 13w, 18t	6
	Energy, Bur	n, Dange	rous 1d3 (Si	mall Fire), *	-2d6 Hit v	s Wet targ	jets, <mark>Modifi</mark> o	cation: Arc	ane.			
Gale Blade	+]*	3	3	4	3	-	1	-	2	Blade, Steel, Magic, Storm.	12w,18t,1Kn	4
	Dangerous	1 (Wind),	*You suffer	-1d6 Hit if	you're Wet,	Modificati	on: Arcane.					
	Momentum	1: Wind:	your next A	ttack with t	his Weapon	Pushes a	ll non-larg	e targets	2 in any c	lirection (Stacks).		
	Momentum	2: Lightin	ng: your nex	kt Attack wi	th this Wea	apon gains	Energy, Pe	n 3 min 3	3. Indirect	(Above) and *+1d6 Hit vs We	et targets (Sta	cks),
Cabin Boys Toothpick	+]*	2	2	4	2	-	1	-	2	Blade, S, M, B, Tackle (14)*	*.12w,18t,2Kn	5
	Blunt, Dang	erous 1 (GM defined)	, *Hit +Luck	with Tack	le Action,	**You don'	t gain Gra	bbing fron	n this Weapon, Modification:	Arcane.	
Rusted Poker	+2	2	2	3	3	-	1		2	Blade, Steel.	12w	1

Spear / Harpoon

Weapons	Hit Rng Max Rng End Dmg Crit Dmg Ammo Draw Reload Weight Weapon Type Acquir	e Resour
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, 14	p 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, 16	р 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.	
Goblin Spear	-2* (+3) 1* (Str) 3 (12) 5 3* - (1)*** 2 - (2) 3 Blade**, (Throw), C, M, Blood. 12w, 18	3t 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, Modific	ation: Ar
Pyre Spear	+0* (+5) 1* (Str) 3 (12) 6 3 - (1) 2 - (2) 3 Blade**, (Throw), C, Magic, Fire. 13w, 16	8t 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* (+2) 2* (Str+1) 4 (13) 3 3 - (1) 2 - (2) 3 Blade**, (Throw), S, M, Storm. 12w,18t,1	Kn 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),
Fishing Spear	-2* (+3) 1* (Str) 3 (12) 2 3 - (1) 2 - (2) 3 Blade**, (Throw), Steel. 12w	C

W_{HIP}

Weapons		Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Whip		-4*]*	4	0*	1	·	0	1	0	Tackle (14).	8w	1
	No	Variatio	ns or Mod	lifications.	ou can Swi	ing at almo	st anu time	*+2 Hit	and End Dr	na per Ra	ange Increment beyond	I the first (normal	lu -2).

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Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Hook Hand	+0	1	1	3	2	-17	0	7 S - S	0	Blade, Composite.	Free	0
	Natural, Ma	ay be use	d in place o	of a lost ha	nd (allows	for the use	of GM de	fined Two H	Handed Ite	ems).		

Bow

. '	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire I	Resourc
Raiding Bow	+0	4	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 (Stad	cks).					
Hunters Bow	-1	5	40	5	3	10	1	1	3	Projectile, Bow, Composite.	14t	2
	May only p	reload wh	nile Active,	Two Handed								
	Momentum	1: Your n	ext Attack	gains +2 Hit	Rng, End	Dmg (Stac	cks).					
Sinew Bow	+0	4	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 mii	n 3.						
	Momentum	1: Your n	ext Attack	gains +2 Hit	Rng, End	Dmg (Stad	cks).					
Ripper Longbow	+2	4	35	7	3	10	1	1	3	Projectile, Bow, Bow, Ancient	12w, 16p	4
	May only p	reload wh	nile Active,	Two Handed	l, You have	-2 Armo	ur vs Luck	Damage wi	nile you d	own this Weapon.		
				gains +2 Hit								
Bow of Suffering	-2	4	35	6	3*	10	1	1 /	3	P. Bow, Wood, Magic, Blood.	12w, 18t	4
					*0	T .						
	May only p	reload wh	ille Active,	Iwo Handed	, "unce pe	r Turn Whi	en a cnara	icter takes P	ittribute L	Damage from this Weapon you	may take 6	End [
				Iwo Handed odification: <i>F</i>		r lurn wh	en a cnara	icter takes P	ittribute l	Jamage from this Weapon you	may take 6	End [
	and ga	ain +1 Mor	mentum, M		Arcane.			icter takes <i>P</i>	ittribute l	Jamage from this Weapon you	may take 6	End [
Searing Bow	and ga	ain +1 Mor	mentum, M	odification: F	Arcane.			icter takes <i>P</i>	attribute I	P. Bow, Wood, Magic, Fire.	may take 6	End C
Searing Bow	and ga Momentum +2*	ain +1 Mor 1: Your no 4	mentum, M ext Attack 35	odification: <i>F</i> gains +2 Hit 7	Arcane. , Rng, End 3	Dmg (Stad	cks).	1	3		12w, 18t	
Searing Bow	and ga Momentum +2* May only p	ain +1 Mor 1: Your no 4 reload wh	mentum, M ext Attack 35 nile Active,	odification: <i>F</i> gains +2 Hit 7	Arcane. , Rng, End 3 I, Energy, E	Dmg (Stad 10 Burn, Dang	cks). 1 erous 1d3	1	3	P, Bow, Wood, Magic, Fire.	12w, 18t	
Searing Bow Dread Bow	and ga Momentum +2* May only p	ain +1 Mor 1: Your no 4 reload wh	mentum, M ext Attack 35 nile Active,	odification: <i>F</i> gains +2 Hit 7 Two Handed	Arcane. , Rng, End 3 I, Energy, E	Dmg (Stad 10 Burn, Dang	cks). 1 erous 1d3	1	3	P, Bow, Wood, Magic, Fire.	12w, 18t :: Arcane.	
	and ga Momentum +2* May only p Momentum -5	ain +1 Mor 1: Your no 4 reload wh 1: Your no 4	mentum, M ext Attack 35 nile Active, ext Attack 35	odification: A gains +2 Hit 7 Two Handed gains +2 Hit 5	Arcane. , Rng, End 3 I, Energy, E , Rng, End	Dmg (Stad 10 Burn, Dang Dmg (Stad 10*	cks). l erous 1d3 cks). 1	l (Small Fire)	3 , *-2d6	P, Bow, Wood, Magic, Fire. Hit vs Wet targets, Modification	12w, 18t :: Arcane. 12w,18t,1Kn	6
	and ga Momentum +2* May only p Momentum -5 May only p	ain +1 Mor 1: Your no 4 reload wh 1: Your no 4 reload wh	mentum, Mext Attack 35 hile Active, ext Attack 35 hile Active,	odification: A gains +2 Hit 7 Two Handed gains +2 Hit 5	Arcane. , Rng. End 3 I. Energy, E , Rng. End 3 I. Dangerou	Dmg (Stad 10 Burn, Dang Dmg (Stad 10*	cks). lerous 1d3 cks). led Ground)	l (Small Fire)	3 , *-2d6	P. Bow. Wood, Magic, Fire. Hit vs Wet targets, Modification P. Bow, W. M. C. Intimidate.	12w, 18t :: Arcane. 12w,18t,1Kn	6
	and ga Momentum +2* May only p Momentum -5 May only p Momentum	ain +1 Morns 1: Your no 4 reload wh 1: Your no 4 reload wh 1: Your no	mentum, Mext Attack 35 mile Active, ext Attack 35 mile Active,	odification: A gains +2 Hit 7 Two Handed gains +2 Hit 5 Two Handed gains +2 Hit	Arcane. , Rng. End 3 , Energy. E , Rng. End 3 , Dangerou , Rng. End	Dmg (Stad 10 Burn, Dang Dmg (Stad 10* us 4 (Curse Dmg (Stad	cks). lerous 1d3 cks). led Ground)	l (Small Fire) 1), *Ammo is	3 , *-2d6 I 3 regained	P. Bow. Wood, Magic, Fire. Hit vs Wet targets, Modification P. Bow, W. M. C. Intimidate.	12w, 18t :: Arcane. 12w,18t,1Kn	6
	and ga Momentum +2* May only p Momentum -5 May only p Momentum	ain +1 Morns 1: Your no 4 reload wh 1: Your no 4 reload wh 1: Your no	mentum, Mext Attack 35 mile Active, ext Attack 35 mile Active,	odification: A gains +2 Hit 7 Two Handed gains +2 Hit 5 Two Handed gains +2 Hit	Arcane. , Rng. End 3 , Energy. E , Rng. End 3 , Dangerou , Rng. End	Dmg (Stad 10 Burn, Dang Dmg (Stad 10* us 4 (Curse Dmg (Stad	cks). lerous 1d3 cks). led Ground)	l (Small Fire) 1), *Ammo is	3 , *-2d6 I 3 regained	P. Bow. Wood, Magic, Fire. Hit vs Wet targets, Modification P. Bow. W. M. C. Intimidate. at the end of Combat, Modification	12w, 18t :: Arcane. 12w,18t,1Kn	6
Dread Bow	and ga Momentum +2* May only p Momentum -5 May only p Momentum Strong Hit:	ain +1 Morni 1: Your nu 4 reload wh 1: Your nu 4 reload wh 1: Your nu Cursed (A	mentum, M ext Attack 35 sile Active, ext Attack 35 sile Active, ext Attack Attack, Hit)	odification: A gains +2 Hit 7 Two Handed gains +2 Hit 5 Two Handed gains +2 Hit You take 3	Arcane. , Rng, End 3 I, Energy, E , Rng, End 3 I, Dangerou , Rng, End End Dmg a	Dmg (State 10 Burn, Dang Dmg (State 10* Uses 4 (Curse Dmg (State 10) Dmg (State 10)	l erous 1d3 cks). 1 ed Ground, cks). arget's nex	l (Small Fire) 1), *Ammo is	3 .*-2d6 I 3 regained	P. Bow, Wood, Magic, Fire. Hit vs Wet targets, Modification P. Bow, W. M. C. Intimidate. at the end of Combat, Modification	12w, 18t i: Arcane. 12w,18t,1Kn cation: Arca	6

BLOW DART

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Narrow Reed Dart	+0	3	9	2	0	8	0	1 1	1	Projectile, Chemical, Acid.	12t	1
	Strong Hit ((5-6), May	y only prelo	ad 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	ad while A	ictive, Smal	l, Blunt.						
	Strong Hit:	Poisoned	(Attack, Hit)	Target ha	s 6 End Dn	ng if they	move then	nselves mo	re 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	ad while A	ctive, Smal	l.						
	Strong Hit:	Toxic (Att	ack, Hit) Tar	get has -	2 to all Roll	ls until the	ey receive	Patch-Up o	r Extende	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	ad while A	ictive, Smal	l, Energy,	Burn.					
	Strong Hit: S	Set Alight	(Attack, Hit)	Target take	es 5 End Dm	ng at the st	art of each	of their Tui	ns until t	hey receive First Aid or become	Wet (does	s not Stack).
Glug Fish Dart	-2	3	9	0	0	8	0	1	1	P. Chemical, Noxious Cloud.	14t	1
	Strong Hit (5-6), May	only preloa	nd while Ad	ctive, Small,	Blunt, Cre	ates Dang	erous Enviro	onmental	area (6 End Dmg to any target	t than ente	ers or starts
	their 1	Turn in tha	at space) in	a single s	pace under	the targe	. Modificat	ion: Low Qu	iality.			
Blinding Powder Dart	-2	3	9	0	0	8	0	1	1	Projectile, Chemical, Flash.	12t	1
9	Strong Hit ((5-6), May	y only prelo	ad while A	ictive, Smal	l, Blunt, M	odification:	Low Qualit	y.			
	trong Hit: F	lash (Atta	ick, Hit) All	Damaged	characters	are Suppre	ssed.					

*

BOARDING AXE / TOMAHAWK

Weapons	Hit	Rng	Max Rng	End Dmg C	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire I	Resource
Boarding Axe	-1	1 (Str)	1 (5)	5	3	- (1)	1		3	Axe, (Throw), Steel.	10 w	2
	Max Mome	entum (+1 C	Crit Dmg).									
Sale Warpick	-3	1 (Str)	1 (5)	4	3	- (1)	1	-	3	Axe, (Throw), Pick.	10 w	2
	Max Mome	entum (+1 C	Crit Dmg), P	en 2 min 3.								
Kirk Hammer	-2	1 (Str)	1 (5)	4*	3	- (1)	1	-	3	Axe, (Throw), Hammer.	8w	2
	Max Mome	entum (+1 C	Crit Dmg), B	Blunt, *+4 End	d Dmg vs	character	s with 3+ A	Armour.				
Clapper	-3	1 (Str)	1 (5)	6	3	- (1)	1	-	3	Axe, (Throw), Thunder Stone.	10 w, 14p	3
	Max Mome	entum (+1 C	Crit Dmg).									
	Strong Hit	: Thunder S	Smash (Atta	ack, Hit, Once	e per Turi	n) Gain +1 I	Momentum	and knock	a non-la	irge target Prone.		
Split Bone Axe	+0	1 (Str)	1 (5)	5	3	- (1)	1	-10	3	Axe, (Throw), Monster Bone.	10 w, 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	4
	Max Mome	entum (+1 C	Crit Dmg), Y	′ou have -1 A	rmour vs	Luck Dam	age while	you own th	is Weapoi	ո.		
Henry's Hated Hatchet	-3	1 (Str)	1 (5)	6	3*	- (1)	1	- 1	3	Axe, (Throw), S, Magic, Blood.	10w, 18t	4
	Max Mome	entum (+1 C	Crit Dmg), *	Once per Tu	rn when	a characte	r takes Att	ribute Dam	age from	this Weapon you may take 6	End Dmg a	nd gair
	Mome	entum, Mod	dification: 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, Burn,	Dangerou	ıs 1d3 (Sm	all Fire), *-	-2d6 Hit vs	Wet targ	ets, Modification: Arcane.		
Tomahawk	-2	1 (Str)	1 (5)	4	3	- (1)	1	-	3	Axe, (Throw), Steel.	10 w	1
	Max Mome	entum (+1 C	Crit Dmg), M	Modification: L	Low Qualil	ų.						

Woodcutters Axe

*

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire Re	esources
Woodcutters Axe	-2	1	2	9	3	-	1	7 m = 1	4	Axe, Steel.	12w	3
	Large, Two	Handed,	Max Momen	tum (+1 Cri	t Dmg).							
Great Pick	-4	1	2	8	3	-	1	-	4	Axe, Pick.	12w	3
	Large, Two	Handed,	Max Momen	tum (+1 Cri	t Dmg), Per	n 2 min 3.						
Ship Anchor	-3	1	2	8*	3	1 -15	1	- 1	4	Axe, Hammer.	10 w	3
	Large, Two	Handed,	Max Momen	tum (+1 Cri	t Dmg), Blu	int, *+4 En	d Dmg vs	characters	with 3+ /	Armour.		
Divine Intervention	-4	1	2	10	3	-	1	-	4	Axe, Thunder Stone.	12w, 14p	4
	Large, Two	Handed,	Max Momen	tum (+1 Cri	t Dmg).							
	Strong Hit	Thunder	Smash (Att	ack, Hit, On	ce per Turi	n) Gain +1 I	Momentum	and knock	a non-l	arge target Prone.		
Sea Dragon Axe	-1	1	2	9	3		1	10 St. 16	4	Axe, Monster Bone.	12w, 14p	4
	Large, Two	Handed,	Max Momen	tum (+1 Cri	t Dmg), Per	1 min 3.						
Ogdor's Gaze	+]	1	2	10	3	-	1	-	4	Axe, Ancient.	12w, 16p	5
	Large, Two	Handed,	Max Momen	tum (+1 Cri	t Dmg), You	have -1 A	rmour vs	Luck Dama	ge while	you own this Weapon.		
Cid's Revenge	-4	1	2	10	3*	34-3	1	-	4	Axe, Steel, Magic, Blood.	12w, 18t	5
	Large, Two	Handed,	Max Momen	tum (+1 Crit	Dmg), *On	ce per Tur	n when a	character ta	kes Attri	bute Damage from this Weap	on you may ta	ke 6 End
	Dmg	and gain	+1 Momentu	m, Modifica	ition: Arcan	e.						
Combustion Axe	+0*	1	2	11	3	-	1	-	4	Axe, Steel, Magic, Fire.	12w, 18t	7
	Large, Two	Handed,	Max Momen	tum (+1 Cri	t Dmg), Ene	ergy, Burn,	Dangerous	s 1d3 (Smal	.l Fire), *-	-2d6 Hit vs Wet targets, Mod	ification: Arcar	10.
Storm Cutter	-4*	2	3	9	3	-	1	-	4	Axe, Steel, Magic, Storm.	12w,18t,1Kn	5
	Large, Two	Handed,	Max Momen	tum (+1 Cri	t Dmg), Dai	ngerous 1 (Wind), *Yo	u suffer -1d	6 Hit if y	ou're Wet, Modification: Arcai	ne.	
	Momentun	n 1: Wind:	your next A	ttack with	this Weapor	n Pushes a	ll non-lar	ge targets 2	in any o	direction (Stacks).		
	Momentun	n 2: Light	ing: your nex	kt Attack w	ith this We	apon gains	Energy, P	en 3 min 3	, Indirect	(Above) and *+1d6 Hit vs We	et targets (Stac	ks).
Old Woodcutters Axe	-3	1	2	8	3	-	1	-	4	Axe, Steel.	12w	2
	Large, Two	Handed,	Max Momen	tum (+1 Cri	t Dmg), Mo	dification: l	Low Quality	J.				
												1

GREATSWORD

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Spin 'n Kick	-1	1	2	6	3	-	5	-10	5	Blade, Steel.	14w	3
	Large, Two H	landed.										
	Momentum 1	: Your ne	xt Attack w	rith this We	apon gains	-1 Max Rn	g2 End	Dmg and	Splash +1	(does not Stack).		
Quality Greatsword	-2	1	2	7	3	-	2	-	5	Blade, Composite.	15 w	3
	Large, Two H	landed.										
	Momentum 1	: Your ne	xt Attack w	ith this We	apon gains	-1 Max Rn	g, -2 End	Dmg and	Splash +1	(does not Stack).		
Great Storm Blade	+0	1	2	7	3	-	2	14	6	Blade, Blood Iron.	16 w	4
	Large, Two H	landed.										
	Momentum 1	: Your ne	xt Attack w	ith this We	apon gains	-1 Max Rn	g2 End	Dmg and	Splash +1	(does not Stack).		
Tithe Greatsword	-1	1	2	7	3	-	2	-	5	Blade, Monster Bone.	14w, 14p	4
	Large, Two H	landed, Po	en 1 min 3.									
	Momentum 1	: Your ne	xt Attack w	rith this We	apon gains	-1 Max Rn	g2 End	Dmg and	Splash +1	(does not Stack).		
Bastion Blade	-3	1	2	6	3	107	2	11-12	5	Blade, Ancient.	14w, 16p	5
	Large, Two H	landed, G	ain +1 Mom	entum at t	he end of e	ach of you	r Turns, \	ou have -	2 Armour	vs Luck Damage while you o	own this We	apon.
	Momentum 1	: Your ne	xt Attack w	ith this We	apon gains	-1 Max Rn	g2 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, *I	Once per Tu	urn when a	character	takes Attri	bute Dam	age from t	his Weapo	n you may take 6 End Dmg a	nd gain +1	Momentur
	Modifica	ation: Arc	ane.									
	Momentum 1	: Your ne	xt Attack w	rith this We	apon gains	-1 Max Rn	g2 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	odification:	Low Qualit	u.							
	Momentum 1				3							

PIKE

Weapons	Hit	Rng Ma	ax Rng End Di	ng Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire F	Resourc
Chapel Pike	-2*]*	3 5**	3	= 4	2	-	4	Axe, Steel.	14w	5
	Large, Two H	landed, *+2	Hit per Range	ncrement bey	ond the firs	t (normallı	y -2), **+	5 End Dn	ng with Ready Attack vs Ch	arging targets.	
	May use Rea	ady Attack a	gainst any cha	racter as sooi	n as they co	me within	Range (no	rmally a	t the end of an Action).		
War Scythe	-4*]*	3 4**	3	-	2	-	4	Axe, Pick.	14w	2
	Large, Two H	Handed, *+2	Hit per Range	ncrement bey	ond the firs	t (normallı	y -2). **+	6 End Dn	ng with Ready Attack vs Ch	arging targets.	
	May use Rea	ady Attack a	gainst any cha	racter as soo	n as they co	me within	Range (no	rmally a	it the end of an Action), Pe	n 2 min 3.	
Long Maul	-3*]*	3 4**	3	-	2	-	4	Axe, Hammer.	12w	2
	Large, Two H	landed, *+2	Hit per Range	ncrement bey	ond the firs	t (normally	y -2), **+	5 End Dn	ng with Ready Attack vs Ch	arging targets.	
	May use Rea	ady Attack a	igainst any ch	aracter as soc	n as they o	come withi	n Range (normally	at the end of an Action),	Blunt, **+4 End	d Dmg
	charact	ters with 3+	Armour.								
Griffin Pike	-4*]*	3 6	3	-	2	-	4	Axe, Thunder Stone.	14w, 14p	3
	Large, Two H	Handed, *+2	Hit per Range	ncrement bey	ond the firs	t (normallı	y -2), **+I	5 End Dn	ng with Ready Attack vs Ch	arging targets.	
	May use Rea	ady Attack a	gainst any cha	racter as sooi	n as they co	me within	Range (no	rmally a	It the end of an Action).		
	Strong Hit: T	hunder Sma	sh (Attack, Hit,	Once per Tur	n) Gain +1 M	lomentum	and knock	a non-l	arge target Prone.		
Glory Spear	-]*]*	3 5	3		2	-	4	Axe, Monster Bone.	14w, 14p	3
	Large, Two H	Handed, *+2	Hit per Range	ncrement bey	ond the firs	t (normally	y -2), **+	5 End Dn	ng with Ready Attack vs Ch	arging targets.	
	May use Rea	ady Attack a	gainst any cha	racter as sooi	n as they co	me within	Range (no	rmally a	It the end of an Action)., Pe	n 1 min 3.	
Marid Pike	+]*]*	3 6**	3	-	2	-	4	Axe, Ancient.	14w, 16p	4
	Large, Two Ha	anded, *+2 Hil	per Range Incr	ement beyond	the first (norr	mally -2), *	**+6 End D	mg with f	Ready Attack vs Charging tard	ets, May use Rea	ady Atl
	against	any character	as soon as they	come within Ra	nge (normall	y at the end	d of an Actio	on), You ha	ive –1 Armour vs Luck Damage	while you own th	nis Wea
City Guard Pike	-3*]*	3 4	3	-	2	1 X= (3)7	4	Axe, Steel.	14w	1
	Large, Two H	landed, *+2	Hit per Range	ncrement beu	ond the firs	t (normallı	ų -2), **+l	5 End Dn	ng with Ready Attack vs Ch	arging targets.	
			,	and the latest terminal to			-		-	2 2	

GRENADE

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resource
Odds & Ends Bomb	-1	Str+1	12	8	2	2	0	0	0	Explosive, Throw, Shrapnel.	12t	1
	Small, Spla	ash 1d3-1.										
Grenade	-2	Str+1	12	9	2	2	0	0	0	Explosive, Throw, Black Powder.	12t	1
	Small, Spla	ash 1d3-1.										
	Momentum	1: Destroy	y two space	s of destru	ctible terra	ain that yo	u have just	damaged.				
Bottle of Dragon Powder	-2	Str+1	12	8	2	2	0	0	0	Explosive, Throw, Dragon Powder.	12t, 1Kn	2
	Small, Spla	ash 1d3-1,	Splash +1, [Dangerous a	2 (Small F	ire).						
	Momentum	1: Destroy	three space	ces of desti	ructible ter	rain that y	ou have ju	st damaged	i.			
Ol' Smith's Parrot Bomb	-3	Str+1	12	9	2*	2	0	0	0	E, Throw, Polion, Magic, Blood.	12t, 1Kn	2
	Small, Spla	ash 1d3-1,	*Once per ⁻	Turn when a	a characte	takes Att	ribute Dam	age from th	nis Weapo	on you may take 6 End Dmg an	d gain +1 N	1oment
Pete's Big ol' Explody Thing	+]*	Str+1	12	10	2	2	0	0	0	E, Throw, Potion, Magic, Fire.	12t, 1Kn	4
	Small, Spla	ash 1d3-1,	Energy, Bur	n, Dangero	us 1d3 (Sm	nall Fire), *	-2d6 Hit v	s Wet targe	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, Spla	ash 1d3-1,	Blunt, Dang	erous 1 (GM	1 defined),	*Hit +Luck	with Tack	le Action, *	*You do	n't gain Grabbing from this Wea	ipon.	
Sharab Almalik	-4	Str+1	12	6	0	1	0	0	0	E, Throw, Elixir, C, Poison.	12t	1
	Small, Spla	ash 1d3-1,	Dangerous	2 (GM defir	ned), Blunt							
	Strong Hit:	Poisoned	(Attack, Hit)	Target ha	s 6 End Dr	ng if they	move them	nselves moi	re than 6	spaces in a Turn (does not St	ack).	
Mystery Drink	-1d6-4	Str+1	12	6	1	2	0	0	0	E, Throw, Elixir, C, Toxic.	12t	1
	Small, Spla	ash 1d3-1,	Dangerous	2 (GM defir	ned).							
	Strong Hit:	Toxic (Att	ack, Hit) Ta	rget has -2	to all Rol	ls until the	ey receive	Patch-Up o	r Extend	ed Care (does not Stack).		
Jureat Alnaar	-4	Str+1	12	8	1	2	0	0	0	E, Throw, Elixir, C, Dragon's Piss.	14t	1
	Small, Spla	ash 1d3-1,	Dangerous	2 (GM defir	ned), Energ	y, Burn.						
	Strong Hit: S	Set Alight	(Attack, Hit)	Target take	s 5 End Dn	ng at the sl	tart of each	of their Tur	ns until l	hey receive First Aid or become	Wet (does	not Sta
Jar of Bees	-4	Str+1	12	6	0	2	0	0	0	E, Throw, E, C, Noxious Cloud.	14t	2
	Small, Spla	ash 1d3-1,	Dangerous	2 (GM defir	ned), Blunt,	Creates D	angerous E	nvironment	al area (6 End Dmg to any target than	enters or	starts th
	Turn i	n that spa	ice) equal ii	n size to th	is Weapon	s Splash a	area or a si	ingle space	(if it do	es not have Splash).		
Strongbox Surprise	-4	Str+1	12	8	0	2	0	0	0	E, Throw, Elixir, C, Flash.	12t	2
	Small, Spla	ash 1d3-1,	Dangerous	2 (GM defir	ned), Blunt							
	Strong Hit:	Flash (Att	tack, Hit) Al	l Damaged	characters	are Supp	ressed.					

COMBAT NET / BOLAS

						200			100			
Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Combat Net / Bolas	+1	2	Str	4	N. Sales	1	2	2	2	Tackle-Grabbed (14)*.	10 w	1
	Large, Two	Handed,	*You don't	gain Grabbi	ng from thi	s Weapon,	*Can only	y be used to	Grab.			
	Momentum	2: Splas	h 1 (does no	ot Stack).								

HOOKED CHAIN

<i>l</i> eapons	Hit	Rng	Max Rng			Ammo	Draw	Reload		Weapon Type	Acquire F	esou
looked Chain	-2*]*	3	5	5	15 - 200	2	-1	3	Axe, Steel, Tackle-Trip.	10 w	1
	*+2 Hit and	per Range	Incremen	t beyond t	the first.							
	Momentum	1: Your nex	t Attack w	rith this We	eapon gains	-1 Max Rn	g and Sp	lash +1 (doe	s not Sta	ack).	P. 200	17
Prisoner's Chains	-3*]*	3	4*	2	-	2	-	3	Axe, Hammer, Tackle-Trip.	8w	1
	*+2 Hit and	per Range	Incremen	t beyond t	the first, Blu	nt, *+4 En	d Dmg vs	characters	with 3+	Armour.		
	Momentum	1: Your nex	t Attack w	rith this We	eapon gains	-1 Max Rn	g and Sp	lash +1 (doe	s not Sta	ack).		
Storm Whip	-4*]*	3	6	2	-	2	W	3	Axe, T Stone, Tackle-Trip.	10w, 14p	2
	*+2 Hit and	per Range	Incremen	t beyond t	the first.							
	Momentum	1: Your nex	t Attack w	ith this We	eapon gains	-1 Max Rn	g and Sp	lash +1 (doe	s not Sta	ack).		
	Strong Hit:	Thunder Sr	mash (Atta	ck, Hit, On	ce per Turn	Gain +1 M	omentum	and knock	a non-l	large target Prone.		
iving Tentacle	-]*]*	3	5	2	-	2	-	3	Axe, M Bone, Tackle-Trip.	10 w, 14p	2
	*+2 Hit and	per Range	Incremen	t beyond t	the first, Pen	1 min 3.						
	Momentum	1: Your nex	t Attack w	rith this We	eapon gains	-1 Max Rn	g and Sp	lash +1 (doe	s not Sta	ack).		
Golden Rope	+]*]*	3	6	2	11-	2	-	3	Axe, Ancient, Tackle-Trip.	10w, 16p	3
	*+2 Hit and	per Range	Incremen	t beyond t	the first, You	have -1 A	rmour vs	Luck Dama	age while	you own this Weapon.		
					eapon gains							
Dread Hooks of Captain Shale	-4*]*	3	6	2**	-	2	-	3	Axe, S, M, Blood, Tackle-Trip	. 10w. 18t	3
·	*+2 Hit and	ner Range	Incremen	it heunnd l	the first **(Ince ner I	iirn wher	n a characte	r takes	Attribute Damage from this We	eanon unu m	au ta
					dification: Ar					·····	5 ···	-5
		5			eapon gains		n and Sn	ash +1 (dne	s not Sta	ack)		
Forture Hooks	+0*]*	3	7	2	-	2	_	3	Axe, S, M, Fire, Tackle-Trip.	10w, 18t	5
		ner Range	Incremen	t heunnd t	the first Ene	rau Burn	Nangerni	ıs 1d3 (Sma				
	*+2 Hit and								ll Fire),	*-2d6 Hit vs Wet targets., Mod		
	*+2 Hit and Momentum	1: Your nex	t Attack w	rith this We	eapon gains				ll Fire), s s not Sta	*–2d6 Hit vs Wet targets., Mod ack).	ification: Arc	ane.
Elemental Chain	*+2 Hit and Momentum -4*	1: Your nex	t Attack w	rith this We	eapon gains	-1 Max Rn	g and Sp	ash +1 (doe -	ll Fire), ^s s not Sta	*-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip	ification: Arc	ane.
	+2 Hit and Momentum -4 *+2 Hit and	1: Your nex 2* per Range	kt Attack w 4 ! Incremen	ith this We 5 t beyond t	eapon gains 2 the first, Dar	-1 Max Rn - ngerous 1 (g and Sp 2 Wind), *Y	lash +1 (doe - ou suffer -1	ll Fire), s s not Sta 3 d6 Hit if	*-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcar	ification: Arc	ane.
	+2 Hit and Momentum -4 *+2 Hit and Momentum	1: Your nex 2* per Range 1: Your nex	t Attack w 4 Incremen	t beyond this We	eapon gains 2 the first, Dar eapon gains	-1 Max Rn - ngerous 1 (-1 Max Rn	g and Spl 2 Wind), *Y g and Spl	ash +1 (doe - ou suffer -1 ash +1 (doe	ll Fire), so not Sta 3 d6 Hit if s not Sta	*-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcan ack).	ification: Arc	ane.
	+2 Hit and Momentum -4 *+2 Hit and Momentum Momentum	1: Your nex 2* per Range 1: Your nex 1: Wind: yo	t Attack w 4 Incremen t Attack w ur next Att	oith this We 5 t beyond t oith this We tack with t	eapon gains 2 the first, Dar eapon gains this Weapon	-1 Max Rn - ngerous 1 (-1 Max Rn Pushes al	g and Spi 2 Wind), *Yi g and Spi l non-lar	ash +1 (doe - ou suffer -1 ash +1 (doe ge targets 2	ll Fire), so not Start 3 d6 Hit if so not Start in any	*-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcan ack). direction (Stacks).	ification: Arc 1.10w,18t,1Kn ne.	ane.
Elemental Chain	*+2 Hit and Momentum -4* *+2 Hit and Momentum Momentum Momentum	1: Your nex 2* per Range 1: Your nex 1: Wind: yo	t Attack w 4 Incremen t Attack w ur next Att	oith this We 5 t beyond t with this We tack with t t Attack w	eapon gains 2 the first, Dar eapon gains this Weapon vith this Wea	-1 Max Rn - ngerous 1 (-1 Max Rn Pushes al	g and Sp 2 Wind), *Y g and Sp l non-lar Energy, P	ash +1 (doe - ou suffer -1 ash +1 (doe ge targets 2	ll Fire), s s not Sta 3 d6 Hit if s not Sta in any Indirect	*-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcan ack). direction (Stacks). (Above) and *+1d6 Hit vs Wet	ification: Arc i.10w,18t,1Kn ne. targets (Sta	ane. 3
	+2 Hit and Momentum -4 *+2 Hit and Momentum Momentum Momentum -7*	1: Your nex 2* per Range 1: Your nex 1: Wind: yo 2: Lighting	t Attack w 4 e Incremen tt Attack w ur next Att 1: your next	oith this We 5 t beyond t rith this We tack with t t Attack w 5	eapon gains 2 the first, Dar eapon gains this Weapon with this Weap	-1 Max Rn - ngerous 1 (-1 Max Rn Pushes al pon gains -	g and Spi 2 Wind), *Y g and Spi l non-lar Energy, P 2	ash +1 (doe - ou suffer -1: ash +1 (doe ge targets 2 en 3 min 3.	tt Fire), so not Star 3 d6 Hit if so not Star in any Indirect	*-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcan ack). direction (Stacks). (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate	ification: Arc i.10w,18t,1Kn ne. targets (Sta	ane. 3
Elemental Chain	*+2 Hit and Momentum -4* *+2 Hit and Momentum Momentum Momentum -7* *+2 Hit and	1: Your nex 2* per Range 1: Your nex 1: Wind: yo 2: Lighting 1* per Range	t Attack w 4 e Incremen t Attack w ur next Att i; your next 3 e Incremen	oith this We 5 It beyond to oith this We tack with to t Attack w 5 It beyond to	eapon gains 2 the first, Dar eapon gains this Weapon vith this Weap 2 the first,Dan	-1 Max Rn - ngerous 1 (-1 Max Rn Pushes al pon gains - gerous 4 (g and Spi 2 Wind), *Y g and Spi l non-lar Energy, P 2 Cursed G	ash +1 (doe - pu suffer -1: ash +1 (doe ge targets 2 en 3 min 3: - round), Modi	tt Fire). So not Start 3 d6 Hit if so not Start in any Indirect 3 fication:	*-2d6 Hit vs Wet targets., Modack). Axe, S. M. Storm, Tackle-Trip you're Wet, Modification: Arcanack). direction (Stacks). (Above) and *+1d6 Hit vs Wet A. S. M. C. Tackle-Trip, Intimidate Arcane.	ification: Arc i.10w,18t,1Kn ne. targets (Sta	ane. 3
Elemental Chain	*+2 Hit and Momentum -4* *+2 Hit and Momentum Momentum Momentum -7* *+2 Hit and Momentum	1: Your nex 2* per Range 1: Your nex 1: Wind: yo 2: Lighting 1* per Range 1: Your nex	t Attack w 4 Incremen t Attack w your next Att 3 Incremen t Attack w	t beyond to tack with this We tack with the tack with this We tack with the tack	eapon gains 2 the first, Dar eapon gains this Weapon vith this Weap 2 the first, Dan eapon gains	-1 Max Rn - ngerous 1 (-1 Max Rn Pushes al pon gains - gerous 4 (-1 Max Rn	g and Spi 2 Wind). *Y g and Spi l non-lar Energy. P 2 Cursed Gi	ash +1 (doe - ou suffer -1 ash +1 (doe ge targets 2 en 3 min 3 - round), Modi	Il Fire), so not State 3 d6 Hit if so not State in any Indirect 3 fication:	*-2d6 Hit vs Wet targets., Mod ack). Axe, S. M. Storm, Tackle-Trip you're Wet, Modification: Arcan ack). direction (Stacks). (Above) and *+1d6 Hit vs Wet A. S. M. C. Tackle-Trip, Intimidate Arcane.	ification: Arc i.10w,18t,1Kn ne. targets (Sta	ane. 3 cks),
Elemental Chain Goul Tongue	*+2 Hit and Momentum - 4* *+2 Hit and Momentum Momentum Momentum -7* *+2 Hit and Momentum Strong Hit: (1: Your nex 2* per Range 1: Your nex 1: Wind: yo 2: Lighting 1* per Range 1: Your nex	t Attack w 4 e Incremen tt Attack w uur next Att i: your next 3 e Incremen tt Attack w tack, Hit) Y	t beyond to the tack with this We tack with the tack with the tack with the tack with the tack with this We for the tack with this We for take 3	eapon gains 2 the first, Dar eapon gains this Weapon vith this Weap 2 the first, Dan eapon gains	-1 Max Rn - ngerous 1 (-1 Max Rn Pushes al pon gains - gerous 4 (-1 Max Rn	g and Spi 2 Wind). *Y g and Spi l non-lar Energy. P 2 Cursed Gi	ash +1 (doe - ou suffer -1 ash +1 (doe ge targets 2 en 3 min 3 - round), Modi	Il Fire), 's not Sta 3 d6 Hit if s not Sta in any Indirect 3 fication: s not Sta ins Stron	*-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcan ack). direction (Stacks). (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate Arcane. ack). g Hit -1 (Stacks).	ification: Arc n.10w,18t,1Kn ne. targets (Sta n.10w,18t,1Kn	ane. 3
Elemental Chain	*+2 Hit and Momentum -4* *+2 Hit and Momentum Momentum -7* *+2 Hit and Momentum -7+ *+2 Hit and Momentum Strong Hit: 0 -4*	1: Your nex 2* per Range 1: Your nex 1: Wind: yo 2: Lighting 1* per Range 1: Your nex Cursed (At	tt Attack w 4 Place Incremen tt Attack w 11 your next 12 your next 13 Place Incremen tt Attack w tack, Hit) Y 3	t beyond to the thick with this We tack with the tack with this We fou take 3	eapon gains 2 the first, Dar eapon gains this Weapon vith this Wea 2 the first,Dan eapon gains End Dmg ar	-1 Max Rn - ngerous 1 (-1 Max Rn Pushes al pon gains - gerous 4 (-1 Max Rn nd your tai	g and Spi 2 Wind). *Y g and Spi l non-lar Energy. P 2 Cursed Gi g and Spi get's nex 2	ash +1 (doe - ou suffer -1: ash +1 (doe ge targets 2: en 3 min 3: - round), Modi ash +1 (doe t Attack ga	Il Fire), so not State 3 d6 Hit if so not State in any Indirect 3 fication: so not State not State 3	*-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcan ack). direction (Stacks). (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate Arcane. ack). g Hit -1 (Stacks). A, S, M, B, T-Trip, Tackle (I4)**	ification: Arc 1.10w,18t,1Kn ne. targets (Sta 1.10w,18t,1Kn	ane. 3 cks),
Elemental Chain Goul Tongue	*+2 Hit and Momentum -4* *+2 Hit and Momentum Momentum -7* *+2 Hit and Momentum Strong Hit: 0 -4* *+2 Hit and	1: Your nex 2* per Range 1: Your nex 1: Wind: yo 2: Lighting 1* per Range 1: Your nex Cursed (At 1* per Range	tt Attack w 4 2 Incremen tt Attack w ur next Att i: your next 3 2 Incremen tt Attack w tack, Hit) Y 3	th this We 5 t beyond to tack with the t Attack w 5 t beyond to tith this We fou take 3 5 t beyond to the this We the th	eapon gains 2 the first, Dar eapon gains this Weapon vith this Wea 2 the first,Dan eapon gains End Dmg ar	-1 Max Rn - ngerous 1 (-1 Max Rn Pushes al pon gains - gerous 4 (-1 Max Rn nd your tai	g and Spi 2 Wind). *Y g and Spi l non-lar Energy. P 2 Cursed Gi g and Spi get's nex 2	ash +1 (doe - ou suffer -1: ash +1 (doe ge targets 2: en 3 min 3: - round), Modi ash +1 (doe t Attack ga	Il Fire), so not State 3 d6 Hit if so not State in any Indirect 3 fication: so not State not State 3	*-2d6 Hit vs Wet targets., Mod ack). Axe, S, M, Storm, Tackle-Trip you're Wet, Modification: Arcan ack). direction (Stacks). (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate Arcane. ack). g Hit -1 (Stacks).	ification: Arc 1.10w,18t,1Kn ne. targets (Sta 1.10w,18t,1Kn	ane. 3 cks), 4
Elemental Chain Goul Tongue	*+2 Hit and Momentum -4* *+2 Hit and Momentum Momentum -7* *+2 Hit and Momentum Strong Hit: (-4* *+2 Hit and this We	1: Your nex 2* per Range 1: Your nex 1: Wind: yo 2: Lighting 1* per Range 1: Your nex Cursed (At 1* per Range per Range	tt Attack w 4 2 Incremen tt Attack w ur next Att is your next 3 2 Incremen tt Attack w tack, Hit) Y 3 2 Incremen ification: A	th this We so to be s	eapon gains 2 the first, Dar eapon gains this Weapon with this Weap 2 the first, Dan eapon gains End Dmg ar 1 the first, Blui	-1 Max Rn - ngerous 1 (-1 Max Rn Pushes al pon gains - gerous 4 (-1 Max Rn nd your tan - nt, Danger	g and Spi 2 Wind). *Y g and Spi l non-lar Energy. P 2 Cursed G g and Spi get's nex 2 2 3 1 (GM	ash +1 (doe - ou suffer -1: ash +1 (doe ge targets 2 en 3 min 3. - round). Modi ash +1 (doe t Attack gal - defined). *I	Il Fire), so not State 3 de Hit if so not State in any Indirect 3 fication: so not State in Stron 3 de Hit +Luck	*-2d6 Hit vs Wet targets., Modack). Axe, S. M. Storm, Tackle-Trip you're Wet, Modification: Arcanack). direction (Stacks). (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate Arcane. ack). g Hit -1 (Stacks). A, S. M, B, T-Trip, Tackle (I4)** with Tackle Action, **You do	ification: Arc 1.10w,18t,1Kn ne. targets (Sta 1.10w,18t,1Kn	ane. 3 cks),
Elemental Chain Goul Tongue	*+2 Hit and Momentum -4* *+2 Hit and Momentum Momentum -7* *+2 Hit and Momentum Strong Hit: 0 -4* *+2 Hit and this We Momentum	1: Your nex 2* per Range 1: Your nex 1: Wind: yo 2: Lighting 1* per Range 1: Your nex Cursed (At 1* per Range eapon, Mod 1: Your nex	t Attack w u Incremen t Attack w ur next Att g your next 3 Incremen tt Attack w tack, Hit) Y 3 Incremen ification: A tt Attack w	th this We so to be s	eapon gains 2 the first, Dar eapon gains this Weapon with this Weap 2 the first, Dan eapon gains End Dmg ar 1 the first, Blui eapon gains	-1 Max Rn - ngerous 1 (-1 Max Rn Pushes al pon gains - gerous 4 (-1 Max Rn nd your tan - nt, Danger	g and Spi 2 Wind), *Y g and Spi l non-lar Energy, P 2 Cursed G g and Spi get's nex 2 pus 1 (GM	ash +1 (doe - ou suffer -1: ash +1 (doe ge targets 2 en 3 min 3. - round). Modi ash +1 (doe t Attack gal - defined). *I	Il Fire), so not State 3 de Hit if so not State in any Indirect 3 fication: so not State in Stron 3 de Hit +Luck	*-2d6 Hit vs Wet targets., Modack). Axe, S. M. Storm, Tackle-Trip you're Wet, Modification: Arcanack). direction (Stacks). (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate Arcane. ack). g Hit -1 (Stacks). A, S. M, B, T-Trip, Tackle (I4)** with Tackle Action, **You do	ification: Arc 1.10w,18t,1Kn ne. targets (Sta 1.10w,18t,1Kn	ane. 3 cks), 4
Elemental Chain Goul Tongue	*+2 Hit and Momentum -4* *+2 Hit and Momentum Momentum -7* *+2 Hit and Momentum Strong Hit: (-4* *+2 Hit and this We	1: Your nex 2* per Range 1: Your nex 1: Wind: yo 2: Lighting 1* per Range 1: Your nex Cursed (At 1* per Range per Range	tt Attack w 4 2 Incremen tt Attack w ur next Att is your next 3 2 Incremen tt Attack w tack, Hit) Y 3 2 Incremen ification: A	th this We so to be s	eapon gains 2 the first, Dar eapon gains this Weapon with this Weap 2 the first, Dan eapon gains End Dmg ar 1 the first, Blui	-1 Max Rn - ngerous 1 (-1 Max Rn Pushes al pon gains - gerous 4 (-1 Max Rn nd your tan - nt, Danger	g and Spi 2 Wind). *Y g and Spi l non-lar Energy. P 2 Cursed G g and Spi get's nex 2 2 3 1 (GM	ash +1 (doe - ou suffer -1: ash +1 (doe ge targets 2 en 3 min 3. - round). Modi ash +1 (doe t Attack gal - defined). *I	Il Fire), so not State 3 de Hit if so not State in any Indirect 3 fication: so not State in Stron 3 de Hit +Luck	*-2d6 Hit vs Wet targets., Modack). Axe, S. M. Storm, Tackle-Trip you're Wet, Modification: Arcanack). direction (Stacks). (Above) and *+1d6 Hit vs Wet A, S, M, C, Tackle-Trip, Intimidate Arcane. ack). g Hit -1 (Stacks). A, S. M, B, T-Trip, Tackle (I4)** with Tackle Action, **You do	ification: Arc 1.10w,18t,1Kn ne. targets (Sta 1.10w,18t,1Kn	ane. 3 cks),

LARGE SHIELD

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Large Shield	+3	1	1	4	1	-	3	-	5	Tackle-Push.	12w	2
	While uou'n	e not Sui	pressed uou	u have Hea	vu Front C	over. Large	-2 Swimi	mina.				

MARTIAL TRAINING

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight Wea	apon Type	Acquire	Resources
Martial Training	+χ	1	1	5	3	7-		40-18	- Tack	ckle.	X Kn	3

Natural, Small, Blunt.

Strong Hit: Dramatic Victory (Hit) If your target has 2 or more Attributes reduced to 1 or below OR is a Crew, Henchmen or Summon: you may 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

Weapons Card Cheats	Hit +1	Rng	Max Rng	End Dmg	3	Ammo	Draw _	Reload -	Weigh -	It Weapon Type Crew, Well Armed, Blade, C.	Acquire Free	0
our d'onicats	+2	3	9	2	3	Bodies	1	1		C, W Armed, Firearm, Flintlock.	1100	
						arry 8 Equip	ment Slot	s of near f	or unu	o, w /timea, rilearm, randook.		
Wannabes	+]	1	1	3	3	_ _	-		- goo.	Crew, Well Armed, Blade, C.	Free	0
	+3	3	9	1	3	Bodies	_	1	_	C, C Fodder, Firearm, Flintlock.		Ū
		Armour:	0 Movemer	nt: 7 Bodies	s: 7. Mau c	carry 8 Equip	pment Slot	ts of gear	for uou.	.,,,,		
Black Bay Scoundrels	+1	1	1	3	3	-	- 6	_	_	Crew, W Armed, Blade, C.	Free	0
	+]	3	9	0	3	Bodies	1	1	-	Crew, Pack, Firearm, Flintlock.		
	Defence: 10	Armour:	1 Movemen	t: 5 Bodies:	5, May c	arry 14 Equi	pment Slo	ts of gear	for you.			
Useless Scoundrels	+1	1	1	3	3	-	-	-	-	Crew, W Armed, Blade, C.	Free	1
	+3	3	9	2	3	Bodies	-	1	_	C, Armoured, Firearm, Flintlock.		
	Defence: 8	Armour: 2	2 Movemen	t: 5 Bodies:	5, May c	arry 8 Equip	oment Slot	s of gear f	or you.			
Deckhands	+2	1	2	5	3	100		The last	- i	Crew, Vicious, Blade, C.	Free	2
	+3	3	9	1	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 10	Armour:	0 Movemer	nt: 9 Bodies	: 7. May o	carry 4 Equip	pment Slot	ts of gear	for you.			
Rot Magi	+]	1	1	3	3	-	-	-	-	Crew, W Armed, Blade, C.	ЧКn	2
	-3	5	11	3	2	Bodies	-	1	-	C, A, Firearm, F, Magic, M, C, Acid.		
	01 1 0	140	(Acid Dool) Burn								
	Blunt, Dang	61002 103	(Acid Foot	,, 001111								
	· ·				: 5 , May o	carry 4 Equi	pment Slo	ts of gear	for you,	. You may have Summons if you	also have	this
	Defence: 10	Armour:	1 Movemen	t: 7 Bodies		carry 4 Equi Dangerous 1d		•	for you,	. You may have Summons if you	also have	this
Troublesome Pyromaniacs	Defence: 10	Armour:	1 Movemen	t: 7 Bodies		,		•	for you	You may have Summons if you Crew, W Armed, Blade, C.	also have	
Troublesome Pyromaniacs	Defence: 10 presen	Armour:	1 Movemen	t: 7 Bodies Il Crew die), Blunt, D	,		•	for you. -	3		this
Troublesome Pyromaniacs	Defence: 10 presen +1 +3*	Armour: t (Summo 1 5	1 Movemenns lost if a	t: 7 Bodies all Crew die 3 4), Blunt, D 3 3	Jangerous 1d -	13 (Acid Pa - -	ool).	for you, - -	Crew, W Armed, Blade, C.		
Troublesome Pyromaniacs	Defence: 10 preser +1 +3* Energy, Bur	Armour: t (Summo 1 5 n, Danger	1 Movemen ns lost if a 1 11 ous 1d3 (Sr	t: 7 Bodies all Crew die 3 4 nall Fire), *), Blunt, D 3 3 '-2d6 Hit	Jangerous 1d - Bodies vs Wet targ	13 (Acid Po - - ets.	ool), - 1	-	Crew, W Armed, Blade, C.	ЧКn	L
Troublesome Pyromaniacs	Defence: 10 presen +1 +3* Energy, Bur Defence: 10	Armour: t (Summo 1 5 n, Danger: Armour:	1 Movements lost if a lost lost lost lost lost lost lost lost	t: 7 Bodies all Crew die 3 4 nall Fire), *), Blunt, D 3 3 '-2d6 Hit : 5, May (Jangerous 1d - Bodies vs Wet targ	13 (Acid Po - - ets.	ool), - 1	-	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Fire.	ЧКn	L
Troublesome Pyromaniacs Storm Accollists	Defence: 10 presen +1 +3* Energy, Bur Defence: 10	Armour: t (Summo 1 5 n, Danger: Armour:	1 Movements lost if a lost lost lost lost lost lost lost lost	t: 7 Bodies all Crew die 3 4 nall Fire), *), Blunt, D 3 3 '-2d6 Hit : 5, May (Jangerous 1d - Bodies vs Wet targ	13 (Acid Po - - ets.	ool), - 1	-	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Fire.	ЧКn	L this
	Defence: 10 presen +1 +3* Energy, Bur Defence: 10	Armour: t (Summo 1 5 n, Danger: Armour:	1 Movements lost if a lost lost lost lost lost lost lost lost	t: 7 Bodies all Crew die 3 4 nall Fire), * t: 7 Bodies), Blunt, D 3 3 '-2d6 Hit : 5, May (Jangerous 1d - Bodies vs Wet targ	13 (Acid Po - - ets.	ool), - 1	-	Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons if you	4Kn also have	L this
	Defence: 10 presen +1 +3* Energy, Bur Defence: 10 presen +1	Armour: t (Summo 1 5 n, Danger Armour: t (Summo 1 6	1 Movemen ns lost if a 1 11 ous 1d3 (Sr 1 Movemen ns lost if a 1 12	t: 7 Bodies Il Crew die 3 4 nall Fire), * t: 7 Bodies Il Crew die 3 2), Blunt, D 3 3 -2d6 Hit : 5, May (). 3	Jangerous 1d - Bodies vs Wet targe carry 4 Equi - Bodies	13 (Acid Po - - ets.	ool), - 1	-	Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C.	4Kn also have	L this
	Defence: 10 presen +1 +3* Energy, Bur Defence: 10 presen +1 -1* Dangerous	Armour: t (Summo 1 5 n, Danger Armour: t (Summo 1 6 1 (Wind). **	1 Movemen ns lost if a 1 11 ous id3 (Sr 1 Movemen ns lost if a 1 12 You suffer	t: 7 Bodies All Crew die Au Hall Fire), * t: 7 Bodies Crew die Au 2 -Id6 Hit if	3 3 3 4-2d6 Hit :: 5, May (c)). 3 3 3 4you're Wel	Jangerous 1d Bodies vs Wet targuerry 4 Equi Bodies t.	(Acid Po - ets. Ipment Slo - -	ts of gear	- for you. -	Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C.	4Kn also have	L this
	Defence: 10 presen +1 +3* Energy, Bur Defence: 10 presen +1 -1* Dangerous Momentum	Armour: t (Summo 1 5 n, Dangen Armour: t (Summo 1 6 1 (Wind). * 1: Wind: y	1 Movemen 1 11 10 11 10 11 10 11 10 11 10 11 10 11 11	t: 7 Bodies Ill Crew die 3 4 nall Fire), * t: 7 Bodies Ill Crew die 3 2 -1d6 Hit if), Blunt, D 3 3 4-2d6 Hit :: 5, May (). 3 3 you're Wel	Bodies vs Wet targe carry 4 Equi Bodies t. on Pushes at	. Acid Po - - ets. ppment Slo - -	ool). - 1 ts of gear - 1	for you. 2 in any	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. Magic, Storm.	4Kn also have 5Kn	this
	Defence: 10 presen +1 +3* Energy, Bur Defence: 10 presen +1 -1* Dangerous Momentum Momentum	Armour: t (Summo 1 5 n. Danger Armour: t (Summo 1 6 1 (Wind). * 1: Wind: y 2: Lightin	1 Movemen 1 11 10 11 11 11 11 11 11 11 12 11 12 11 12 11 12 11 12 12	t: 7 Bodies Ill Crew die 3 4 mall Fire). * t: 7 Bodies Ill Crew die 3 2 -1d6 Hit if tack with ti), Blunt, D 3 3 4-2d6 Hit 5, May c). 3 3 you're Wel his Weapo	Bodies vs Wet targicarry 4 Equi Bodies t. on Pushes aleapon gains	. Acid Po - ets. ppment Slo - - Ll non-larg Energy, Pe	ts of gear ts of gear ts of gear and a min 3 min 3 min 3	for you, 2 in any	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, Magic, Storm.	4Kn also have 5Kn argets (Sta	this cacks).
	Defence: 10 presen +1 +3* Energy, Bur Defence: 10 presen +1 -1* Dangerous Momentum Momentum Defence: 10	Armour: t (Summo 1 5 n, Danger Armour: t (Summo 1 6 1 (Wind), * 1: Wind: y 2: Lightin Armour:	1 Movemen 1 11 ous 1d3 (Sr 1 Movemen ns lost if a 1 12 You suffer our next At g; your nex 1 Movemen	t: 7 Bodies Ill Crew die 3 4 mall Fire). * t: 7 Bodies Ill Crew die 3 2 -1d6 Hit if tack with ti	3 3 3 4-2d6 Hit is 5. May conducted by the second of the s	Bodies vs Wet targicarry 4 Equi Bodies t. on Pushes aleapon gains	. Acid Po - ets. ppment Slo - - Ll non-larg Energy, Pe	ts of gear ts of gear ts of gear and a min 3 min 3 min 3	for you, 2 in any	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, Magic, Storm. direction (Stacks). t (Above) and *+1d6 Hit vs Wet to	4Kn also have 5Kn argets (Sta	this acks),
	Defence: 10 presen +1 +3* Energy, Bur Defence: 10 presen +1 -1* Dangerous Momentum Momentum Defence: 10	Armour: t (Summo 1 5 n, Danger Armour: t (Summo 1 6 1 (Wind), * 1: Wind: y 2: Lightin Armour:	1 Movemen 1 11 ous 1d3 (Sr 1 Movemen ns lost if a 1 12 You suffer our next At g; your nex 1 Movemen	t: 7 Bodies Ill Crew die 3 4 mall Fire). * t: 7 Bodies Ill Crew die 3 2 -1d6 Hit if it tack with ti t Attack wi t: 7 Bodies	3 3 3 4-2d6 Hit is 5. May conducted by the second of the s	Bodies vs Wet targicarry 4 Equi Bodies t. on Pushes aleapon gains	. Acid Po - ets. ppment Slo - - Ll non-larg Energy, Pe	ts of gear ts of gear ts of gear and a min 3 min 3 min 3	for you, 2 in any	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, Magic, Storm. direction (Stacks). t (Above) and *+1d6 Hit vs Wet to	4Kn also have 5Kn argets (Sta	this acks)
Storm Accoltists	Defence: 10 presen +1 +3* Energy, Bur Defence: 10 presen +1 -1* Dangerous Momentum Momentum Defence: 10	Armour: t (Summo 1 5 n, Danger Armour: t (Summo 1 6 1 (Wind), * 1: Wind: y 2: Lightin Armour: t (Summo	1 Movemen I II ous Id3 (Sr I Movemen IN ID2 You suffer OUT next At G; your next I Movemen I Movemen I Movemen I Movemen I Movemen I Movemen I Sost if a	t: 7 Bodies Ill Crew die 3 4 nall Fire), * t: 7 Bodies Ill Crew die 3 2 -1d6 Hit if t tack with ti t Attack wi t: 7 Bodies), Blunt, D 3 3 4-2d6 Hit 5, May ()). 3 3 you're Wel his Weapo	Bodies vs Wet targicarry 4 Equi Bodies t. on Pushes aleapon gains	. Acid Po - ets. ppment Slo - - Ll non-larg Energy, Pe	ts of gear ts of gear ts of gear and a min 3 min 3 min 3	for you, 2 in any	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, Magic, Storm. direction (Stacks). It (Above) and *+1d6 Hit vs Wet b. You may have Summons if you	4Kn also have 5Kn argets (Sta	this acks),
Storm Accoltists	Defence: 10 presen +1 +3* Energy, Bur Defence: 10 presen +1 -1* Dangerous Momentum Momentum Defence: 10 presen +0 +3	Armour: t (Summo 1 5 n, Dangen Armour: t (Summo 1 6 1 (Wind), * 1: Wind: y 2: Lightin Armour: t (Summo 1 3	1 Movemen 1 11 2008 1d3 (Sr 1 Movemen 11 12 You suffer 11 12 You suffer 11 14 15 16 17 17 18 18 19 19	t: 7 Bodies Ill Crew die 3 4 nall Fire), * t: 7 Bodies Ill Crew die 3 2 -1d6 Hit if tack with ti t Attack wi t: 7 Bodies Ill Crew die 2 1), Blunt, D 3 3 3 4-2d6 Hit 5, May c). 3 3 you're Wel his Weapo th this We 5, May c). 3 3	Bodies vs Wet targuerry 4 Equi Bodies t. on Pushes alleapon gains carry 4 Equi	. (Acid Po	ts of gear ts of gear ts of gear ts of gear and ts of gear 1	for you. - 2 in any 5 for 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, Magic, Storm. direction (Stacks). It (Above) and *+1d6 Hit vs Wet to you may have Summons if you Crew, C Fodder, Blade, C.	4Kn also have 5Kn argets (Sta	this acks),
Storm Accoltists	Defence: 10 presen +1 +3* Energy, Bur Defence: 10 presen +1 -1* Dangerous Momentum Momentum Defence: 10 presen +0 +3	Armour: t (Summo 1 5 n, Dangen Armour: t (Summo 1 6 1 (Wind), * 1: Wind: y 2: Lightin Armour: t (Summo 1 3	1 Movemen 1 11 2008 1d3 (Sr 1 Movemen 11 12 You suffer 11 12 You suffer 11 14 15 16 17 17 18 18 19 19	t: 7 Bodies Ill Crew die 3 4 nall Fire), * t: 7 Bodies Ill Crew die 3 2 -1d6 Hit if tack with ti t Attack wi t: 7 Bodies Ill Crew die 2 1), Blunt, D 3 3 3 4-2d6 Hit 5, May c). 3 3 you're Wel his Weapo th this We 5, May c). 3 3	Bodies vs Wet targuerry 4 Equi Bodies t. on Pushes all eapon gains carry 4 Equi Bodies Bodies	. (Acid Po	ts of gear ts of gear ts of gear ts of gear and ts of gear 1	for you. - 2 in any 5 for 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, Magic, Storm. direction (Stacks). It (Above) and *+1d6 Hit vs Wet to you may have Summons if you Crew, C Fodder, Blade, C.	4Kn also have 5Kn argets (Sta	this acks).
Storm Accollists Armed Slaves	Defence: 10 presen +1 +3* Energy, Bur Defence: 10 presen +1 -1* Dangerous Momentum Momentum Defence: 10 presen +0 +3 Defence: 8	Armour: t (Summo 1 5 n, Dangen Armour: t (Summo 1 6 1 (Wind), * 1: Wind: y 2: Lightin Armour: t (Summo 1 3	1 Movemen 1 11 2008 1d3 (Sr 1 Movemen 11 12 You suffer 11 12 You suffer 11 14 15 16 17 17 18 18 19 19	t: 7 Bodies Ill Crew die 3 4 nall Fire), * t: 7 Bodies Ill Crew die 3 2 -Id6 Hit if tack with ti t Attack wi t: 7 Bodies Ill Crew die 2 1 t: 7 Bodies:), Blunt, D 3 3 3 3 4-2d6 Hit 5: 5, May c), 3 3 4you're Wel his Weapo th this We 5, May c), 3 3 49, May c	Bodies vs Wet targuerry 4 Equi Bodies t. on Pushes all eapon gains carry 4 Equi Bodies Bodies	. (Acid Po	ts of gear ts of gear ts of gear ts of gear and ts of gear 1	for you. - 2 in any 5 for 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, Magic, Storm. direction (Stacks). It (Above) and *+1d6 Hit vs Wet to you may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock.	4Kn also have 5Kn argets (States also have	this acks).
Storm Accollists Armed Slaves	Defence: 10 presen +1 +3* Energy, Bur Defence: 10 presen +1 -1* Dangerous Momentum Momentum Defence: 10 presen +0 +3 Defence: 8 +0 +3	Armour: t (Summo 1 5 n, Danger Armour: t (Summo 1 6 1 (Wind: y 2: Lightin Armour: t (Summo 1 3 Armour: t (Summo 1 3 4 1 3 3 4 1 3 1 3 1 5 1 5 1 5 1 5 1 5 1 5 1 5 1 5	1 Movemen 1 11 10 11 11 11 11 11 12 12 14 16 17 18 19 11 19 11 19 11 11 11 11 11 11 11 11	t: 7 Bodies It Crew die 3 4 mall Fire). * t: 7 Bodies It Crew die 3 2 -1d6 Hit if it tack with ti t Attack wi t: 7 Bodies It Crew die 2 1 t: 7 Bodies 3), Blunt, D 3 3 3 4-2d6 Hit 5: 5, May c 1). 3 3 3 4you're Wel his Weapo th this We 5. May c 1). 3 3 5: 9, May c 3 3	Bodies vs Wet targeterry 4 Equi Bodies t. on Pushes at eapon gains carry 4 Equi Bodies carry 8 Equip - Bodies	ets. In on-large Energy, Perpment Slote	ts of gear ts of gear ts of gear te targets 2 and 3 min 3 ts of gear ts of gear 1	for 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, Magic, Storm. direction (Stacks). t (Above) and *+1d6 Hit vs Wet to you may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock.	4Kn also have 5Kn argets (States also have	this 2 this acks).
Storm Accollists Armed Slaves	Defence: 10 presen +1 +3* Energy, Bur Defence: 10 presen +1 -1* Dangerous Momentum Momentum Defence: 10 presen +0 +3 Defence: 8 +0 +3	Armour: t (Summo 1 5 n, Danger Armour: t (Summo 1 6 1 (Wind: y 2: Lightin Armour: t (Summo 1 3 Armour: t (Summo 1 3 4 1 3 3 4 1 3 1 3 1 5 1 5 1 5 1 5 1 5 1 5 1 5 1 5	1 Movemen 1 11 10 11 11 11 11 11 12 12 14 16 17 18 19 11 19 11 19 11 11 11 11 11 11 11 11	t: 7 Bodies It Crew die 3 4 mall Fire). * t: 7 Bodies It Crew die 3 2 -1d6 Hit if it tack with ti t Attack wi t: 7 Bodies It Crew die 2 1 t: 7 Bodies 3), Blunt, D 3 3 3 4-2d6 Hit 5: 5, May c 1). 3 3 3 4you're Wel his Weapo th this We 5. May c 1). 3 3 5: 9, May c 3 3	Bodies Bodies VS Wet targue Bodies Bodies	ets. In on-large Energy, Perpment Slote	ts of gear ts of gear ts of gear te targets 2 and 3 min 3 ts of gear ts of gear 1	for 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, Magic, Storm. direction (Stacks). t (Above) and *+1d6 Hit vs Wet to you may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock.	4Kn also have 5Kn argets (States also have	this acks).

Thugs

Weapons	Hit	Rng	Max Rng	End Dmg		Ammo	Draw	Reload	Weight	1 31	Acquire F	162
Bruisers	-1	1	1	5	3	-	-	-	-	Crew, Well Armed, Blade, C.	13 w	
	+0	3	8	3	3	Bodies	-	1	-	C, W Armed, Firearm, Flintlock.		
	Defence: 10	Armour:	3 Movemen	nt: 5 Bodies	: 3, May	carry 8 Equ	ipment Slo	ts of gear	for you.			
Expendable Thugs	-1	1	1	5	3	-	-	-	-	Crew, Well Armed, Blade, C.	13 w	
	+1	3	8	2	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 8	Armour: 2	2 Movemen	t: 5 Bodies:	5, May c	arry 8 Equi	pment Slot	s of gear	for you.			
Ralkara Brutes	-1	1	1	5	3	10 E	3/2/08	-	17 - 10 - 10 m	Crew, W Armed, Blade, C.	13w	
	-1	3	8	1	3	Bodies	-	1	-	Crew, Pack, Firearm, Flintlock.		
	Defence: 8	Armour: 3	3 Movemen	t: 3 Bodies:	3. May c	arry 14 Equ	ipment Slo	ts of gear	for you.			
Fin-Derark's Chosen	-1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	13 w	
	+1	3	8	3	3	Bodies	-	1	-	C, Armoured, Firearm, Flintlock.		
	Defence: 6	Armour: L	H Movemen	t: 3 Bodies:	3, May c	arry 8 Equi	pment Slot	s of gear	for you.			
Nasty Pieces of Work	+0	1	2	7	3		-	-	-	Crew, Vicious, Blade, C.	31w	
	+1	3	8	2	3	Bodies	-	1	13-1	C, C Fodder, Firearm, Flintlock.		
	Defence: 8	Armour: 2	2 Movemen	t: 7 Bodies:	5. May c	arry 4 Equi	oment Slot	s of gear	for you.			
Acolytes of Ogdor	-1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	13w, 4Kn	ı
										0.4.5		
	-5	5	10	1	1	Bodies	-	- 1	-	C. A. Firearm, F. M. M. C. Poison.		
	Blunt, Dang Strong Hit:	gerous 1d3 Poisoned ((Acid Pool (Attack, Hit),) Target has	s 6 End D	Img if they				C, A, Firearm, F, M, M, C, Poison. 6 spaces in a Turn (does not SI You may have Summons if you	tack).	thi
	Blunt, Dang Strong Hit: Defence : 8 preser	gerous 1d3 Poisoned (Armour: 3	(Acid Pool (Attack, Hit 3 Moveme n).) Target has at: 5 Bodies: all Crew die)	s 6 End D : 3 , May (Img if they				6 spaces in a Turn (does not SI You may have Summons if you	tack). u also have	thi
Purge Monks	Blunt, Dang Strong Hit: Defence: 8 preser -1	gerous 1d3 Poisoned Armour: 3 nt (Summo	(Acid Pool (Attack, Hit 3 Movemen ons lost if a),) Target has It: 5 Bodies: Ill Crew die) 5	s 6 End D : 3, May (Img if they carry 4 Equ				6 spaces in a Turn (does not SI You may have Summons if you Crew, W Armed, Blade, C.	tack).	thi
	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1*	gerous 1d3 Poisoned (Armour: 3 Int (Summo	(Acid Pool (Attack, Hit 3 Movemen ons lost if a 1),) Target has al: 5 Bodies : all Crew die) 5	s 6 End D : 3, May o). 3	Img if they carry 4 Equ - Bodies	ipment Slo - -			6 spaces in a Turn (does not SI You may have Summons if you	tack). u also have	thi
	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bu	gerous 1d3 Poisoned (Armour: 3 Int (Summo	(Acid Pool (Attack, Hit 3 Movement ons lost if a 1 10 ous 1d3 (Sr),) Target has at: 5 Bodies: all Crew die) 5 5 mall Fire), *	s 6 End D : 3, May (). 3 3	Img if they carry 4 Equ – Bodies vs Wet targ	ipment Slo - - rets.	ts of gear - 1	for you, - -	6 spaces in a Turn (does not SI You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire.	tack). J also have 13w, 4Kn	
	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bul Defence: 8	gerous 1d3 Poisoned (Armour: 3 Int (Summo 1 5 Int, Dangen	(Acid Pool (Attack, Hit 3 Movemen ons lost if a 1 10 ous 1d3 (Sr 3 Movemen),) Target has at: 5 Bodies: atl Crew die) 5 5 mall Fire), * at: 5 Bodies:	3, May (3, May (3, 3 3 3-2d6 Hit	Img if they carry 4 Equ – Bodies vs Wet targ	ipment Slo - - rets.	ts of gear - 1	for you, - -	6 spaces in a Turn (does not SI You may have Summons if you Crew, W Armed, Blade, C.	tack). J also have 13w, 4Kn	
Purge Monks	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8	gerous 1d3 Poisoned (Armour: 3 Int (Summo 1 5 Int, Dangen	(Acid Pool (Attack, Hit 3 Movemen ons lost if a 1 10 ous 1d3 (Sr 3 Movemen),) Target has al: 5 Bodies: all Crew die) 5 5 mall Fire), * al: 5 Bodies: all Crew die)	s 6 End D : 3, May (). 3 3 -2d6 Hit : 3, May (Img if they carry 4 Equ – Bodies vs Wet targ	ipment Slo - - rets.	ts of gear - 1	for you, - -	6 spaces in a Turn (does not SI You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons if you	tack). Jalso have 13w. 4Kn Jalso have	
	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser	gerous 1d3 Poisoned (Armour: 3 At (Summo 1 5 Trn, Dangen Armour: 3 Armour: 3 Ant (Summo 1	(Acid Pool (Attack, Hit 3 Movement ons lost if a 1 10 ous 1d3 (Sr 3 Movement ons lost if a),) Target has at: 5 Bodies: atl Crew die) 5 5 mall Fire), * at: 5 Bodies: atl Crew die) 5	s 6 End D : 3, May (). 3 3 3-2d6 Hit : 3, May ().	lmg if they carry 4 Equ Bodies vs Wet targ carry 4 Equ	ipment Slo - - rets.	ts of gear - 1 ts of gear -	for you, - -	6 spaces in a Turn (does not SI 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.	tack). J also have 13w, 4Kn	
Purge Monks	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser -1 -3	gerous 1d3 Poisoned (Armour: 3 Int (Summo 1 5 Int, Danger Armour: 3 Int (Summo 1 5 Int (Summo 1 5 Int (Summo 1 5 Int (Summo 1 5	(Acid Pool (Attack, Hit 3 Movement ons lost if a 1 10 ous 1d3 (Sr 3 Movement ons lost if a 1),) Target has alt: 5 Bodies; alt Crew die) 5 5 mall Fire), * alt: 5 Bodies; alt Crew die) 5 3	3, May (). 3 3 -2d6 Hit 3, May ().	lmg if they carry 4 Equ Bodies vs Wet targ carry 4 Equ - Bodies	ipment Slo - ets. ipment Slo -	ts of gear 1 ts of gear - 1	for you, - -	6 spaces in a Turn (does not SI You may have Summons if you Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Fire. You may have Summons if you	tack). Jalso have 13w. 4Kn Jalso have	
Purge Monks	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser -1 -3 Blunt, Dang	gerous 1d3 Poisoned (1) Armour: 3 nt (Summon 1) 5 rn, Dangero (1) Armour: 3 nt (Summon 1) 5 nt (Summon 1) 5 gerous 1 (G	(Acid Pool (Attack, Hit 3 Movement on slost if a 1 10 10 10 10 10 10 10 10 10 10 10 10 1),) Target has set: 5 Bodies: all Crew die) 5 5 mall Fire), * al: 5 Bodies: all Crew die) 5 3 *You don't	3 3 Ang (c). 3 3 3 -2d6 Hit : 3, May (c). 3 2 gain Gra	lmg if they carry 4 Equ Bodies vs Wet targ carry 4 Equ Bodies bbing from	ets.	ts of gear 1 ts of gear 1	for you, for you,	6 spaces in a Turn (does not SI 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)*.	tack). Jalso have 13w, 4Kn Jalso have	thi
Purge Monks	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bul Defence: 8 preser -1 -3 Blunt, Dang Defence: 8	gerous 1d3 Poisoned Armour: (Summo 1 5 rn, Dangen A Armour: (Summo 1 5 gerous 1 (G	(Acid Pool (Attack, Hit 3 Movemen ons lost if a 1 10 ous 1d3 (Sr 3 Movemen ons lost if a 1 10 id defined), 3 Movemen),) Target has sit: 5 Bodies: all Crew die) 5 5 mall Fire), * alt: 5 Bodies: all Crew die) 5 3 , *You don't alt: 5 Bodies:	3 3 Aay (). 3 3 Aay (). 3 3 Aay (). 3 2 Aay (). 3 2 Aay ().	lmg if they carry 4 Equ Bodies vs Wet targ carry 4 Equ Bodies bbing from	ets.	ts of gear 1 ts of gear 1	for you, for you,	6 spaces in a Turn (does not SI 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.	tack). Jalso have 13w, 4Kn Jalso have	thi
Purge Monks Ralkara Hunters	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bul Defence: 8 preser -1 -3 Blunt, Dang Defence: 8	gerous 1d3 Poisoned Armour: (Summo 1 5 rn, Danger Armour: (Summo 1 5 gerous 1 (G	(Acid Pool (Attack, Hit 3 Movemen ons lost if a 1 10 ous 1d3 (Sr 3 Movemen ons lost if a 1 10 id defined), 3 Movemen),) Target has set: 5 Bodies: all Crew die) 5 5 mall Fire), * al: 5 Bodies: all Crew die) 5 3 *You don't	3 3 Aay (). 3 3 Aay (). 3 3 Aay (). 3 2 Aay (). 3 2 Aay ().	lmg if they carry 4 Equ Bodies vs Wet targ carry 4 Equ Bodies bbing from	ets.	ts of gear 1 ts of gear 1	for you, for you,	6 spaces in a Turn (does not SI 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	tack). Jalso have Jalso have Jalso have	thi
Purge Monks	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bul Defence: 8 preser -1 -3 Blunt, Dang Defence: 8	gerous 1d3 Poisoned Armour: 3 Armour: 5 Armour: 4 Armour: 5 Armour: 5 Armour: 6 Armour: 6 Armour: 7 Armour: 7 Armour: 1	(Acid Pool (Attack, Hit 3 Movemen ons lost if a 1 10 ous 1d3 (Sr 3 Movemen ons lost if a 1 10 iM defined), 3 Movemen ons lost if a 1),) Target has it: 5 Bodies: all Crew die) 5 5 mall Fire), * it: 5 Bodies: all Crew die) 5 3 , *You don't it: 5 Bodies: all Crew die) 4	3 3 -2d6 Hit : 3, May (:). 3 3 -2d6 Hit : 3, May (:). 3 2 gain Gra : 3, May (:).	lmg if they carry 4 Equ Bodies vs Wet targ carry 4 Equ Bodies bbing from carry 4 Equ	ets.	ts of gear 1 ts of gear 1 nn. ts of gear	for you, for you, for you.	6 spaces in a Turn (does not SI 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.	tack). Jalso have 13w. 4Kn Jalso have 13w. 6Kn Jalso have	thi
Purge Monks Ralkara Hunters	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser -1 -3 Blunt, Dang Defence: 8 preser -2 +1	gerous 1d3 Poisoned A Armour: 3 A Armour: 4 A Armour: 4 A Armour: 5 A Armour: 6 A Armour: 6 A Armour: 6 A Armour: 7 A Armour: 7 A Armour: 7 A Armour: 7 A Armour: 8 A Armour: 8 A Armour: 9 A Armour:	(Acid Pool (Attack, Hit 3 Movemen ons lost if a 1 10 ous Id3 (Sr 3 Movemen ons lost if a 1 10 iM defined), 3 Movemen 1 1 8), Target has at: 5 Bodies: at! Crew die) 5 5 mall Fire), * at: 5 Bodies: at! Crew die) 5 3 , *You don't at: 5 Bodies: at! Crew die) 4 2	3 3 Aay (). 3 3 -2d6 Hit 3 3, May (). 3 2 gain Gra 3 3, May ().	lmg if they carry 4 Equ Bodies vs Wet targ carry 4 Equ Bodies bbing from carry 4 Equ Bodies	ipment Slo - iets. ipment Slo - this Weapci	ts of gear 1 ts of gear 1 in.	for you, for you, for you,	6 spaces in a Turn (does not SI 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	tack). Jalso have 13w. 4Kn Jalso have 13w. 6Kn Jalso have	thi
Purge Monks Ralkara Hunters Cowardly Bullies	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser -1 -3 Blunt, Dang Defence: 8 preser -2 +1	gerous 1d3 Poisoned A Armour: 3 A Armour: 4 A Armour: 4 A Armour: 5 A Armour: 6 A Armour: 6 A Armour: 6 A Armour: 7 A Armour: 7 A Armour: 7 A Armour: 7 A Armour: 8 A Armour: 8 A Armour: 9 A Armour:	(Acid Pool (Attack, Hit 3 Movemen ons lost if a 1 10 ous Id3 (Sr 3 Movemen ons lost if a 1 10 iM defined), 3 Movemen 1 1 8).) Target has at: 5 Bodies: at! Crew die) 5 5 mall Fire), * at: 5 Bodies: at! Crew die) 5 3 , *You don't at: 5 Bodies: at! Crew die) 4 2 :: 5 Bodies:	3 And Co. 3. May (c). 3 3 -2d6 Hit 2 3. May (c). 3 2 gain Gra 2 3. May (c). 3 3 7. May ca.	lmg if they carry 4 Equ Bodies vs Wet targ carry 4 Equ Bodies bbing from carry 4 Equ Bodies	ipment Slo - iets. ipment Slo - this Weapci	ts of gear 1 ts of gear 1 in.	for you, for you, for you,	6 spaces in a Turn (does not SI 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.	tack). Jalso have 13w. 4Kn Jalso have 13w. 6Kn Jalso have	thi
Purge Monks Ralkara Hunters	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bu Defence: 8 preser -1 -3 Blunt, Dang Defence: 8 preser -2 +1	gerous 1d3 Poisoned Armour: 1 5 rn, Dangen Armour: 3 ont (Summo 1 5 gerous 1 (G Armour: 3 Armour: 1 1	(Acid Pool (Attack, Hit 3 Movement ons lost if a 1 10 oous 1d3 (Sr 3 Movement ons lost if a 1 10 iM defined), 3 Movement 1 8 Movement 1),) Target has at: 5 Bodies: at! Crew die) 5 5 5 mall Fire), * at: 5 Bodies: at! Crew die) 5 3 . *You don't at: 5 Bodies: 4 2 2 :: 5 Bodies: 5	3 3 Aay (). 3 3 Aay (). 3 2 Aay (). 3 2 Aay (). 3 2 Aay (). 3 3 Aay (). 3 3 Aay (a).	lmg if they carry 4 Equ Bodies vs Wet targ carry 4 Equ Bodies bbing from carry 4 Equ Bodies rry 8 Equip -	ipment Slo - iets. ipment Slo - this Weapci	ts of gear 1 ts of gear 1 in.	for you, for you, for you,	6 spaces in a Turn (does not SI 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.	tack). Jalso have 13w, 4Kn Jalso have 13w, 6Kn Jalso have	thi
Purge Monks Ralkara Hunters Cowardly Bullies	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bul Defence: 8 preser -1 -3 Blunt, Dang Defence: 8 preser -2 +1 Defence: 6	gerous 1d3 Poisoned Armour: 3 Armour: 5 Int (Summo B Armour: 5 Int (Summo B Armour: 3 Armour: 1 B Armour: 1 B Armour: 1	(Acid Pool (Attack, Hit 3 Movement ons lost if a 1 10 ous 1d3 (Sr 3 Movement 1 10 iff defined), 3 Movement 1 8 Movement 1 8),) Target has sit: 5 Bodies: 5 5 mall Fire), * it: 5 Bodies: 5 3 3, *You don't it: 5 Bodies: 5 Bodies: 5 3 3	3 3 Aay (2). 3 3 3 Aay (2). 3 2 4 Aay (2). 3 2 4 Aay (2). 3 3 3 Aay (2).	Bodies	ipment Slo - lets. ipment Slo - this Weapo ipment Slo ment Slots	ts of gear 1 ts of gear 1 nn. ts of gear fi	for you, for you, for you, for you.	6 spaces in a Turn (does not SI 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.	tack). Jalso have 13w, 4Kn Jalso have 13w, 6Kn Jalso have	thi
Purge Monks Ralkara Hunters Cowardly Bullies	Blunt, Dang Strong Hit: Defence: 8 preser -1 +1* Energy, Bul Defence: 8 preser -1 -3 Blunt, Dang Defence: 8 preser -2 +1 Defence: 6	gerous 1d3 Poisoned Armour: 3 Armour: 5 Int (Summo B Armour: 5 Int (Summo B Armour: 3 Armour: 1 B Armour: 1 B Armour: 1	(Acid Pool (Attack, Hit 3 Movement ons lost if a 1 10 ous 1d3 (Sr 3 Movement 1 10 iff defined), 3 Movement 1 8 Movement 1 8),) Target has at: 5 Bodies: at! Crew die) 5 5 5 mall Fire), * at: 5 Bodies: at! Crew die) 5 3 . *You don't at: 5 Bodies: 4 2 2 :: 5 Bodies: 5	3 3 Aay (2). 3 3 3 Aay (2). 3 2 4 Aay (2). 3 2 4 Aay (2). 3 3 3 Aay (2).	Bodies	ipment Slo - lets. ipment Slo - this Weapo ipment Slo ment Slots	ts of gear 1 ts of gear 1 nn. ts of gear fi	for you, for you, for you, for you.	6 spaces in a Turn (does not SI 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.	tack). Jalso have 13w, 4Kn Jalso have 13w, 6Kn Jalso have	thi

ROGUES

Weapons	Hit	Rng			Crit Dmg	Ammo	Draw	Reload	Weight	1 31	Acquire 1	Kesc
Trusted Rogues	+5	1	2	3	3	-	-	-14	11-	Crew, Well Armed, Blade, C.	13w	
	+4	4	9	3	3	Bodies	-	1	-	C, W Armed, Firearm, Flintlock.		
	Defence: 16	Armour:	2 Movemen	nt: 10 Bodies	s: 3, May	carry 8 Equ	ipment SI	ots of gear	for you.			
Mob	+5	1	2	3	3	-	-	-	-	Crew, Well Armed, Blade, C.	13w	
	+5	4	9	2	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 14	Armour:	1 Movemen	t: 10 Bodies	: 5 , May	carry 8 Equi	pment Slo	ots of gear	for you.			
Ya Mates	+5	1	2	3	3	-	-	1/4	-	Crew, W Armed, Blade, C.	13w	
	+3	4	9	1	3	Bodies	-	1		Crew, Pack, Firearm, Flintlock.		
	Defence: 14	Armour:	2 Movemer	nt: 8 Bodies	: 3, May	carry 14 Equ	ipment SI	ots of gear	for you.			
Thieves	+5	1	2	3	3	-	-	-	-	Crew, W Armed, Blade, C.	13 w	
	+5	4	9	3	3	Bodies	-	1	-	C, Armoured, Firearm, Flintlock.		
	Defence: 12	Armour:	3 Movemer	nt: 8 Bodies	: 3, May	carry 8 Equi	pment Slo	ots of gear	for you.			
Low Lifes	+6	1	3	5	3	2007	-	1	-	Crew, Vicious, Blade, C.	13w	
	+5	4	9	2	3	Bodies	4 -	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 14	Armour:	1 Movemen	t: 12 Bodies	: 5, May	carry 4 Equi	pment Slo	ots of gear	for 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.		
	Energy, Bur	rn, Danger	ous 1d3 (Sr	mall Fire), *	-2d6 Hit	vs Wet targ	ets.					
									,			Hh:
		Armour:	2 Movemer	nt: 10 Bodies	s: 3, May	carry 4 Equ	iipment S	lots of gear	for you,	You may have Summons if you	ı also have	UII
	Defence: 14			nt: <mark>10 Bodie</mark> : all Crew die)	_	carry 4 Equ	ipment S	ots of gear	for you,	You may have Summons if you	u also have	UII
Sea Witches	Defence: 14				_	carry 4 Equ	ipment S	ots of gear -	for you,	You may have Summons if you Crew, W Armed, Blade, C.	ı also have 13w, 4Kn	UII
Sea Witches	Defence: 14 preser		ons lost if a	all Crew die)).	carry 4 Equ - Bodies	ipment S - -	ots of gear - 1	For you,		13w, 4Kn	UII
Sea Witches	Defence: 14 preser +5 +1*	nt (Summo 1 7	ons lost if a 2 12	all Crew die) 3	3 3	- Bodies	ipment S - -	- 12	For you,	Crew, W Armed, Blade, C.	13w, 4Kn	UII
Sea Witches	Defence: 14 preser +5 +1* Dangerous	nt (Summo 1 7 1 (Wind), *	ons lost if a 2 12 You suffer	all Crew die) 3 3 -1d6 Hit if ų). 3 3 you're We	- Bodies t.		1		Crew, W Armed, Blade, C.	13w, 4Kn	UII
Sea Witches	Defence: 14 preser +5 +1* Dangerous Momentum	nt (Summo 1 7 1 (Wind), *	ons lost if a 2 12 You suffer our next At	3 3 -1d6 Hit if ų). 3 3 you're We	- Bodies t. In Pushes al	- - l non-lar	- 1 ge targets 2	- - ? in any	Crew, W Armed, Blade, C. C. A. Firearm, F. Magic, Storm.	13w. 4Kn	
Sea Witches	Defence: 14 preser +5 +1* Dangerous Momentum Momentum	l 7 1 (Wind), * 1: Wind: y 2: Lightin	ons lost if a 2 12 FYou suffer our next At g: your nex	3 3 -1d6 Hit if uttack with the). 3 3 you're We nis Weapo	- Bodies t. on Pushes al	- .l non-ları Energy, P	- 1 ge targets 2 en 3 min 3	- ! in any , Indirect	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Storm. direction (Stacks). (Above) and *+1d6 Hit vs Wet	13w, 4Kn targets (Sta	ncks
Sea Witches	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14	1 (Summo 1 7 1 (Wind), * 1: Wind: y 2: Lightin	2 12 You suffer our next At g: your nex 2 Movemen	3 3 -1d6 Hit if uttack with the). 3 you're We nis Weapo th this We s: 3, May	- Bodies t. on Pushes al	- .l non-ları Energy, P	- 1 ge targets 2 en 3 min 3	- ! in any , Indirect	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Storm. direction (Stacks).	13w, 4Kn targets (Sta	ncks
Sea Witches Ladies of Jakrakarta	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14	1 (Summo 1 7 1 (Wind), * 1: Wind: y 2: Lightin	2 12 You suffer our next At g: your nex 2 Movemen	3 3 -1d6 Hit if y ttack with th tt Attack wit nt: 10 Bodies). 3 you're We nis Weapo th this We s: 3, May	- Bodies t. on Pushes al	- .l non-ları Energy, P	- 1 ge targets 2 en 3 min 3	- ! in any , Indirect	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Storm. direction (Stacks). (Above) and *+1d6 Hit vs Wet	13w, 4Kn targets (Sta	ncks
	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14 preser	1 (Summo 1 7 1 (Wind), * 1: Wind: y 2: Lightin	2 12 FYou suffer our next At g: your nex 2 Movemen	3 3 -1d6 Hit if y ttack with th tt Attack with nt: 10 Bodies	3 3 you're We nis Weapo th this We s: 3, May	- Bodies t. on Pushes al	- .l non-ları Energy, P	- 1 ge targets 2 en 3 min 3	- ! in any , Indirect	Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. direction (Stacks). (Above) and *+1d6 Hit vs Wet You may have Summons if you	13w, 4Kn targets (Sta u also have	ncks
	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14 preser +5 +1	at (Summo 1 7 1 (Wind), * 1: Wind: y 2: Lightin 1 Armour: at (Summo 1 6	ons lost if a 2 12 You suffer our next At g: your nex 2 Movemen ons lost if a 2 11	all Crew die) 3 3 -1d6 Hit if it stack with the Attack with the 10 Bodies all Crew die) 3 3	3 3 you're We nis Weapc th this We ss: 3, May). 3 2	Bodies t. on Pushes al eapon gains carry 4 Equ Bodies	- L non-lar Energy, P ipment Si	l ge targets 2 en 3 min 3 ots of gear -	- ! in any , Indirect	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Storm. direction (Stacks). (Above) and *+1d6 Hit vs Wet You may have Summons if you Crew, W Armed, Blade, C.	13w, 4Kn targets (Sta u also have	ncks
	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14 preser +5 +1 Blunt, Dang	ot (Summo 1 7 1 (Wind), * 1: Wind: y 2: Lightin 4 Armour: ot (Summo 1 6 6	ons lost if a 2 12 You suffer our next At g: your nex 2 Movemen ons lost if a 11 M defined),	all Crew die) 3 3 -1d6 Hit if u it akt with tr it Attack with it: 10 Bodies all Crew die) 3 3 . *You don't). 3 3 you're We weapcoth this Weapcoth this Weapcoth this Weapcoth Size 3. May). 3 2 gain Gra	Bodies t. on Pushes al eapon gains carry 4 Equ Bodies	- Ll non-lar Energy, P ipment Si - - this Weap	l l ge targets & en 3 min 3 lots of gear l	- ! in any , Indirect for you, - -	Crew, W Armed, Blade, C. C. A. Firearm, F. Magic, Storm. direction (Stacks). (Above) and *+1d6 Hit vs Wet You may have Summons if you Crew, W Armed, Blade, C. C. A. F. F. M. Blind, Tackle (14)*.	13w, 4Kn targets (Sta y also have 13w, 6Kn	thi
	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14 preser +5 +1 Blunt, Dang Defence: 14	ot (Summon 1 7 1 (Wind), * 1: Wind: y 2: Lightin I Armour: 1 6 gerous 1 (CI	ons lost if a 2 12 You suffer our next At g; your nex 2 Movemer ons lost if a 2 11 M defined), 2 Movemer	3 3 -1d6 Hit if y ttack with the Attack with the 10 Bodies all Crew die) 3 3 , *You don't). 3 3 you're We his Weapouth this Wes: 3, May). 3 2 gain Grass: 3, May	Bodies t. on Pushes al eapon gains carry 4 Equ Bodies	- Ll non-lar Energy, P ipment Si - - this Weap	l l ge targets & en 3 min 3 lots of gear l	- ! in any , Indirect for you, - -	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Storm. direction (Stacks). (Above) and *+1d6 Hit vs Wet You may have Summons if you Crew, W Armed, Blade, C.	13w, 4Kn targets (Sta y also have 13w, 6Kn	thi
Ladies of Jakrakarla	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14 preser +5 +1 Blunt, Dang Defence: 14	ot (Summon 1 7 1 (Wind), * 1: Wind: y 2: Lightin I Armour: 1 6 gerous 1 (CI	ons lost if a 2 12 You suffer our next At g: your next 2 Movemer ons lost if a 11 M defined), 2 Movemer ons lost if a	3 3 -1d6 Hit if y ttack with the that Attack will nt: 10 Bodies all Crew die) 3 3 .*You don't nt: 10 Bodies). 3 3 you're We weapon the this Weapon the third weapon the	Bodies t. on Pushes al eapon gains carry 4 Equ Bodies	- Ll non-lar Energy, P ipment Si - - this Weap	l l ge targets & en 3 min 3 lots of gear l	- ! in any , Indirect for you, - -	Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. direction (Stacks). (Above) and **1d6 Hit vs Wet You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Blind, Tackle (IH)*. You may have Summons if you	13w, 4Kn targets (Sta Jalso have	thi
	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14 preser +5 +1 Blunt, Dang Defence: 14 preser	at (Summo 1 7 1 (Wind), * 1: Wind: y 2: Lightin I Armour: at (Summo 1 6 I Armour: at (Summo 1	ons lost if a 2 12 "You suffer our next At g: your nex 2 Movemer ons lost if a 2 11 M defined), 2 Movemer ons lost if a 2	3 3 -1d6 Hit if y ttack with the tt Attack with the 10 Bodies all Crew die) 3 3 .*You don't the 10 Bodies all Crew die) 2	3 3 3 you're We we his Weapouth this We se: 3, May). 3 2 gain Grass: 3, May). 3	Bodies t. on Pushes al eapon gains carry 4 Equ Bodies bbing from 1 carry 4 Equ	- Ll non-lar Energy, P ipment Si - - this Weap	ge targets 2 en 3 min 3 oots of gear 1 on. oots of gear	- ! in any , Indirect for you, - -	Crew, W Armed, Blade, C. C. A. Firearm, F. Magic, Storm. direction (Stacks). (Above) and *+1d6 Hit vs Wet 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 y also have 13w, 6Kn	thi
Ladies of Jakrakarla	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14 preser +5 +1 Blunt, Dang Defence: 14 preser +4 +5	at (Summo 1 7 1 (Wind), * 1: Wind: y 2: Lightin 4 Armour: at (Summo 1 6 gerous 1 (Ed 4 Armour: at (Summo 1 4	ons lost if a 2 12 12 12 12 12 12 12 12 12 12 12 12 1	all Crew die) 3 -1d6 Hit if it it ack with the Attack with the 10 Bodies all Crew die) 3 3 4 You don't it 10 Bodies all Crew die) 2 2	3 3 3 you're We weapout the this We sees 3, May b. 3 2 gain Grass: 3, May b. 3 3 3	Bodies t. on Pushes al eapon gains carry 4 Equ Bodies bbing from I carry 4 Equ Bodies	L non-lar Energy, P ipment S - - this Weap ipment S	ge targets 2 en 3 min 3 en 3 min 3 foots of gear 1 on. ots of gear	- lin any Indirect for you, - - for you,	Crew, W Armed, Blade, C. C, A, Firearm, F, Magic, Storm. direction (Stacks). (Above) and **1d6 Hit vs Wet You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Blind, Tackle (IH)*. You may have Summons if you	13w, 4Kn targets (Sta Jalso have	thi
Ladies of Jakrakarla Cutpurses	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14 preser +5 +1 Blunt, Dang Defence: 14 preser +4 +5 Defence: 12	at (Summo 1 7 1 (Wind), * 1: Wind: y 2: Lightin 4 Armour: at (Summo 1 6 gerous 1 (Ed 4 Armour: at (Summo 1 4	ons lost if a 2 12 12 12 12 12 12 12 12 12 12 12 12 1	all Crew die) 3 3 -1d6 Hit if istack with the Attack with the 10 Bodies 3 3 *You don't he 10 Bodies all Crew die) 2 2 ht: 10 Bodies	3 3 3 you're We his Weapouth this We ss: 3, May). 3 2 gain Gra ss: 3, May). 3 3 ss: 7, May	Bodies t. on Pushes al eapon gains carry 4 Equ Bodies bbing from 1 carry 4 Equ	L non-lar Energy, P ipment S - - this Weap ipment S	ge targets 2 en 3 min 3 en 3 min 3 foots of gear 1 on. ots of gear	- lin any Indirect for you, - - for you,	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Storm. direction (Stacks). (Above) and *+1d6 Hit vs Wet 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.	targets (Stay also have	thi
Ladies of Jakrakarla	Defence: 14 preser +5 +1* Dangerous Momentum Defence: 14 preser +5 +1 Blunt, Dang Defence: 14 preser +4 +5 Defence: 14	at (Summo 1 7 1 (Wind). * 1: Wind: y 2: Lightin 4 Armour: 1 6 gerous 1 (E 4 Armour: 1 4 2 Armour:	ons lost if a 2 12 12 12 12 12 12 12 12 12 12 12 12 1	all Crew die) 3 3 -1d6 Hit if istack with the Attack with the 10 Bodies all Crew die) 3 3 4 You don't not: 10 Bodies all Crew die) 2 2 nt: 10 Bodies 3	3 3 you're We nis Weapo th this We s: 3, May). 3 2 gain Gra s: 3, May). 3 3 s: 7, May 3	Bodies t. on Pushes all eapon gains carry 4 Equ Bodies bbing from 1 carry 4 Equ - Bodies carry 8 Equi	L non-lar Energy, P ipment S - - this Weap ipment S	ge targets 2 en 3 min 3 en 3 min 3 foots of gear 1 on. ots of gear	- lin any Indirect for you, - - for you,	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Storm. direction (Stacks). (Above) and *+1d6 Hit vs Wet 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 Jalso have	thi
Ladies of Jakrakarla Cutpurses	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14 preser +5 +1 Blunt, Dang Defence: 14 preser +4 +5 Defence: 12 +4 +5	at (Summo 1 7 1 (Wind), * 1: Wind: y 2: Lightin 1 Armour: 1 6 6 6 6 6 6 7 1 (Summo 1 4 2 Armour: 1 4	ons lost if a 2 12 You suffer our next At g: your nex 2 Movemen ons lost if a 11 M defined), 2 Movemen ons lost if a 2 g 0 Movemen 2 g	all Crew die) 3 3 -1d6 Hit if y It aktack with the Attack with the 10 Bodies 3 4 *You don't he 10 Bodies all Crew die) 2 2 ht: 10 Bodies 3 3	3 3 3 you're We his Weapo th this We s: 3, May). 3 2 gain Gra s: 3, May). 3 3 s: 7, May 3 3	Bodies t. on Pushes all eapon gains carry 4 Equ Bodies bbing from 1 carry 4 Equ - Bodies carry 8 Equi - Bodies	L non-larg Energy, P pipment Si - this Weap ipment Si - ipment St	ge targets a en 3 min 3 obts of gear 1 on. 1 obts of gear - 1 obts of gear - 1	for you, for you, for you,	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Storm. direction (Stacks). (Above) and *+1d6 Hit vs Wet 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.	targets (Stay also have	thi
Ladies of Jakrakarla Cutpurses Burly Brutes	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14 preser +5 +1 Blunt, Dang Defence: 14 preser +4 +5 Defence: 12 +4 +5	at (Summon 1 7 7 1 (Wind), * 1: Wind: y 2: Lightin 1 Armour: at (Summon 1 6 6 1 Armour: at (Summon 1 4 1 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ons lost if a 2 12 " "You suffer our next Al g: your nex 2 Movemer ons lost if a 2 11 if M defined), 2 Movemer ons lost if a 2 9 0 Movemer 2 9 4 Movemen	all Crew die) 3 3 -1d6 Hit if y ttack with the that Attack with the that 10 Bodies all Crew die) 3 3 4 *You don't he 10 Bodies all Crew die) 2 2 ht: 10 Bodies 3 3 t: 6 Bodies:	o). 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	Bodies t. on Pushes all eapon gains carry 4 Equ Bodies bbing from 1 carry 4 Equ - Bodies carry 8 Equi	L non-larg Energy, P pipment Si - this Weap ipment Si - ipment St	ge targets a en 3 min 3 obts of gear 1 on. 1 obts of gear - 1 obts of gear - 1	for you, for you, for you,	Crew, W Armed, Blade, C. C. A. Firearm, F. Magic, Storm. direction (Stacks). (Above) and *+1d6 Hit vs Wet 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. Crew, Armoured, Blade, C. C. Armoured, Firearm, Flintlock.	targets (Sta J also have 13w, 6Kn 13w	thi
Ladies of Jakrakarla Cutpurses	Defence: 14 preser +5 +1* Dangerous Momentum Momentum Defence: 14 preser +5 +1 Blunt, Dang Defence: 14 preser +4 +5 Defence: 12 +4 +5	at (Summo 1 7 1 (Wind), * 1: Wind: y 2: Lightin 1 Armour: 1 6 6 6 6 6 6 7 1 (Summo 1 4 2 Armour: 1 4	ons lost if a 2 12 You suffer our next At g: your nex 2 Movemen ons lost if a 11 M defined), 2 Movemen ons lost if a 2 g 0 Movemen 2 g	all Crew die) 3 3 -1d6 Hit if y It aktack with the Attack with the 10 Bodies 3 4 *You don't he 10 Bodies all Crew die) 2 2 ht: 10 Bodies 3 3	3 3 3 you're We his Weapo th this We s: 3, May). 3 2 gain Gra s: 3, May). 3 3 s: 7, May 3 3	Bodies t. on Pushes all eapon gains carry 4 Equ Bodies bbing from 1 carry 4 Equ - Bodies carry 8 Equi - Bodies	L non-larg Energy, P pipment Si - this Weap ipment Si - ipment St	ge targets a en 3 min 3 obts of gear 1 on. 1 obts of gear - 1 obts of gear - 1	for you, for you, for you,	Crew, W Armed, Blade, C. C. A, Firearm, F, Magic, Storm. direction (Stacks). (Above) and *+1d6 Hit vs Wet 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.	targets (Stay also have	thi

RIFLEMEN

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	J Ammo	Draw	Reload	Weighl	t Weapon Type	Acquire R	esou
Navy Marksmen	+1	1	1	5	3	-	-	-	-	Crew, Well Armed, Blade, C.	12t, 13w	4
	+0	6	30	7	1d2+2	Bodies+2	-	1	-	C, W Armed, Firearm, Flintlock.		
	Defence: 10) Armour	: 2 Movemer	nt: 5 Bodie	s: 2, May	carry 8 Equi	pment Slo	ts of gear	or you,	Strong Hit (5-6).		
Shooting Buddies	+1	1	1	5	3	-	-	-	-	Crew, Well Armed, Blade, C.	12t, 13w	L
	+1	6	30	6	1d2+2	Bodies+2	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 8	Armour:	1 Movement	5 Bodies	: 4 , May c	arry 8 Equipi	ment Slot	s of gear fo	r you, S	trong Hit (5-6).		
Looters	+1	1	1	5	3	- **	3 - M	-	-	Crew, W Armed, Blade, C.	12t, 13w	
	-1	6	30	5	1d2+2	Bodies+2	-	1	-	Crew, Pack, Firearm, Flintlock.		
	Defence: 8	Armour:	2 Movemen	t: 3 Bodies	s: 2, May (carry 14 Equi	pment Slo	ts of gear	or you.	Strong Hit (5-6).		
Navy Officers	+1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	12t, 13w	ţ
	+]	6	30	7	1d2+2	Bodies+2	-	1	-	C, Armoured, Firearm, Flintlock.		
	Defence: 6	Armour:	3 Movemen	t: 3 Bodie:	s: 2, May (carry 8 Equip	oment Slo	ts of gear f	or you, S	Strong Hit (5–6).		
Black Powder Scallywags	+2	1	2	7	3		-	-	-	Crew, Vicious, Blade, C.	12t, 13w	(
	+1	6	30	6	1d2+2	Bodies+2	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 8	Armour:	1 Movement	7 Bodies	: 4, May c	arry 4 Equip	ment Slot	s of gear fo	r you, S	trong Hit (5-6).		
				5	3		_	_	_	Crew, W Armed, Blade, C.	12t.13w.4Kn	
Initiates of the Sickly Flame	+1	1	1	5	3	_				crew, w Armeu, blade, c.	ILC,IOW, IIIII	
Initiates of the Sickly Flame	+] +]*	1	1 32	5 9	3 1d2+2	Bodies+2	-	1	-	C. A, Firearm, F, Magic, Fire.	iLC,IOW, IIIII	
Initiates of the Sickly Flame	+]*	-		9	1d2+2	Bodies+2 vs Wet targe	- ets.	1	-		ieciow, iitii	
Initiates of the Sickly Flame	+]* Energy, Bu	rn, Dange	rous 1d3 (Sn	9 nall Fire),	1d2+2 *-2d6 Hit	vs Wet targe		1 Its of gear	- for you,			
Initiates of the Sickly Flame	+1* Energy. Bu Defence: 8	rn, Dange Armour:	rous 1d3 (Sn	9 nall Fire), t: 5 Bodie	1d2+2 *-2d6 Hit s: 2, May	vs Wet targe carry 4 Equi		1 ots of gear	- for you,	C. A. Firearm, F. Magic, Fire.		
Initiates of the Sickly Flame	+1* Energy. Bu Defence: 8	rn, Dange Armour:	erous 1d3 (Sn 2 Movemen	9 nall Fire), t: 5 Bodie	1d2+2 *-2d6 Hit s: 2, May	vs Wet targe carry 4 Equi		1 ots of gear	- for you, -	C, A, Firearm, F, Magic, Fire. You may have Summons if you		this
	+1* Energy, Bu Defence: 8 prese	rn, Dange Armour:	erous 1d3 (Sn 2 Movemen	9 nall Fire), t: 5 Bodie ll Crew di	1d2+2 *-2d6 Hit s: 2, May e), Strong	vs Wet targe carry 4 Equi		1 ots of gear - 1	- for you, -	C, A, Firearm, F, Magic, Fire. You may have Summons if you	also have 12t,13w,5Kn	
	+1* Energy, Bu Defence: 8 preser +1 -6	rn, Dange I Armour : nt (Summ 1 8	2 Movemen nons lost if a 1	9 nall Fire), t: 5 Bodie ll Crew di 5	1d2+2 *-2d6 Hit s: 2, May e), Strong 3 1d2+2	vs Wet targo carry 4 Equi Hit (5-6).	pment Slo - -		-	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C.	also have 12t,13w,5Kn	this
	+)* Energy, Bu Defence: 8 prese: +1 -6 Dangerous	rn, Dange Armour: nt (Summ 1 8 4 (Curse	2 Movemen nons lost if a 1 32 d Ground), *	9 nall Fire), t: 5 Bodie ll Crew di 5 7	1d2+2 *-2d6 Hit s: 2, May e), Strong 3 1d2+2 regained a	vs Wet targo carry 4 Equi Hit (5-6). - Bodies+2* at the end of	pment Slo - - Combat.	- 1		C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C.	also have 12t,13w,5Kn	this
	+1* Energy. Bu Defence: 8 prese: +1 -6 Dangerous Strong Hits:	rn, Dange Armour: nt (Summ 1 8 4 (Curse Cursed (erous 1d3 (Sn 2 Movemen nons lost if a 1 32 d Ground), *.	9 nall Fire), t: 5 Bodie ll Crew di 5 7 Ammo is	1d2+2 *-2d6 Hit s: 2, May e). Strong 3 1d2+2 regained a	vs Wet targo carry 4 Equi Hit (5-6). - Bodies+2* at the end of and your tar	pment Slo - - Combat. rget's next	- 1 : Attack ga	- ns Stror	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate.	also have	this
	+1* Energy, Bu Defence: 8 presel +1 -6 Dangerous Strong Hit: Defence: 8	rn, Dange Armour: nt (Summ 1 8 4 (Curse Cursed (erous 1d3 (Sn 2 Movemen nons lost if a 1 32 d Ground), *.	9 nall Fire), t: 5 Bodie tl Crew di 5 7 Ammo is You take 3 t: 5 Bodie	1d2+2 *-2d6 Hit s: 2. May e). Strong 3 1d2+2 regained a End Dmg s: 2. May	vs Wet targo carry 4 Equi Hit (5-6). - Bodies+2* It the end of and your tar carry 4 Equi	pment Slo - - Combat. rget's next	- 1 : Attack ga	- ns Stror	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate.	also have	this
	+1* Energy, Bu Defence: 8 presel +1 -6 Dangerous Strong Hit: Defence: 8	rn, Dange Armour: nt (Summ 1 8 4 (Curse Cursed (erous 1d3 (Sn 2 Movemen nons lost if a 1 32 d Ground), *. Attack, Hit) \ 2 Movemen	9 nall Fire), t: 5 Bodie tl Crew di 5 7 Ammo is You take 3 t: 5 Bodie	1d2+2 *-2d6 Hit s: 2. May e). Strong 3 1d2+2 regained a End Dmg s: 2. May	vs Wet targo carry 4 Equi Hit (5-6). - Bodies+2* It the end of and your tar carry 4 Equi	pment Slo - - Combat. rget's next	- 1 : Attack ga	- ns Stror	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate.	also have	this
Undead Magi	+1* Energy, Bu Defence: 8 presel +1 -6 Dangerous Strong Hit: Defence: 8	rn, Dange Armour: nt (Summ 1 8 4 (Curse Cursed (erous 1d3 (Sn 2 Movemen nons lost if a 1 32 d Ground), *. Attack, Hit) \ 2 Movemen	9 nall Fire), t: 5 Bodie tl Crew di 5 7 Ammo is You take 3 t: 5 Bodie tl Crew di	*-2d6 Hit s: 2, May e), Strong 3 1d2+2 regained a End Dmg s: 2, May e), Strong	vs Wet targo carry 4 Equi Hit (5-6). - Bodies+2* It the end of and your tar carry 4 Equi	pment Slo - - Combat. rget's next	- 1 : Attack ga	- ns Stror	C. A. Firearm, F. Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C. A. F. F. M. Curse, Intimidate. ng Hit -1 (Stacks). You may have Summons if you	Jalso have Jalso have Jalso have	this
Undead Magi	+1* Energy, Bu Defence: 8 prese: +1 -6 Dangerous Strong Hit: Defence: 8 prese: +0 +1	rn, Dange Armour: at (Summ 1 8 4 (Curse Cursed (Armour: at (Summ 1 6	erous 1d3 (Sr 2 Movemen nons lost if a 1 32 d Ground). *, Attack, Hit) \\\ 2 Movemen nons lost if a 1 30	9 nall Fire), t: 5 Bodie Ill Crew di 5 7 Ammo is /ou take 3 t: 5 Bodie Ill Crew di 4 6	*-246 Hit s: 2, May e), Strong 3 1d2+2 regained a End Dmg s: 2, May e), Strong 3 1d2+2	vs Wet targe carry 4 Equi Hit (5-6). - Bodies+2* It the end of and your tar carry 4 Equi Hit (5-6). - Bodies+2	pment Slo - Combat. rget's next pment Slo - -	- 1 : Attack ga its of gear - 1	- ns Stror for you, -	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate. ng Hit -1 (Stacks). You may have Summons if you Crew, C Fodder, Blade, C.	Jalso have Jalso have Jalso have	this
Undead Magi	+1* Energy, Bu Defence: 8 prese: +1 -6 Dangerous Strong Hit: Defence: 8 prese: +0 +1	rn, Dange Armour: at (Summ 1 8 4 (Curse Cursed (Armour: at (Summ 1 6	erous 1d3 (Sr 2 Movemen nons lost if a 1 32 d Ground). *, Attack, Hit) \\\ 2 Movemen nons lost if a 1 30	9 nall Fire), t: 5 Bodie Ill Crew di 5 7 Ammo is /ou take 3 t: 5 Bodie Ill Crew di 4 6	*-246 Hit s: 2, May e), Strong 3 1d2+2 regained a End Dmg s: 2, May e), Strong 3 1d2+2	vs Wet targe carry 4 Equi Hit (5-6). - Bodies+2* It the end of and your tar carry 4 Equi Hit (5-6). - Bodies+2	pment Slo - Combat. rget's next pment Slo - -	- 1 : Attack ga its of gear - 1	- ns Stror for you, -	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate. ng Hit -1 (Stacks). You may have Summons if you Crew, C Fodder, Blade, C. C, C Fodder, Firearm, Flintlock.	Jalso have Jalso have Jalso have	this
Undead Magi God Borne Hunters	+1* Energy, Bu Defence: 8 prese: +1 -6 Dangerous Strong Hit: Defence: 8 prese: +0 +1 Defence: 6	rn, Dange Armour: at (Summ 1 8 4 (Curse Cursed (Armour: at (Summ 1 6	erous 1d3 (Sr 2 Movemen nons lost if a 1 32 d Ground). *, Attack, Hit) \\\ 2 Movemen nons lost if a 1 30	9 nall Fire), t: 5 Bodie Il Crew di 5 7 Ammo is /ou take 3 t: 5 Bodie Il Crew di 4 6 t: 5 Bodie:	*-2d6 Hits: 2, May e), Strong 3 1d2+2 regained a End Dmg s: 2, May e), Strong 3 1d2+2 s: 6, May 3	vs Wet targe carry 4 Equi Hit (5-6). - Bodies+2* It the end of and your tar carry 4 Equi Hit (5-6). - Bodies+2	pment Slo - Combat. rget's next pment Slo - -	- 1 : Attack ga its of gear - 1	- ns Stror for you, -	C, A, Firearm, F, Magic, Fire. 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).	12t,13w.5Kn 12t,13w 12t, 13w	this
Undead Magi God Borne Hunters	+1* Energy. Bu Defence: 8 prese! +1 -6 Dangerous Strong Hit: Defence: 8 prese! +0 +1 Defence: 6 +0 +1	rn, Dange Armour: 1 8 4 (Curse Cursed (Armour: 1 6 Armour:	2 Movemen 2 Movemen 32 d Ground), * Attack, Hit) \(\) 2 Movemen 1 30 0 Movemen 1 30	9 nall Fire), t: 5 Bodie ll Crew di 5 7 Ammo is c/ou take 3 t: 5 Bodie ll Crew di 4 6 t: 5 Bodies 5 7	*-246 Hit s: 2, May e). Strong 3 1d2+2 regained a End Dmg s: 2, May e). Strong 3 1d2+2 s: 6, May o 3 1d2+2	vs Wet targo carry 4 Equi Hit (5-6). Bodies+2* at the end of and your tar carry 4 Equi Hit (5-6). Bodies+2 carry 8 Equip Bodies+2	Combat. rget's next pment Sto	- 1 : Attack ga :s of gear - 1 :s of gear f	ns Stror for you, - - or you, \$	C, A, Firearm, F, Magic, Fire. You may have Summons if you Crew, W Armed, Blade, C. C, A, F, F, M, Curse, Intimidate. ng 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 12t,13w 12t, 13w	this
Undead Magi God Borne Hunters	+1* Energy. Bu Defence: 8 prese! +1 -6 Dangerous Strong Hit: Defence: 8 prese! +0 +1 Defence: 6 +0 +1	rn, Dange Armour: 1 8 4 (Curse Cursed (Armour: 1 6 Armour:	2 Movemen 2 Movemen 32 d Ground), * Attack, Hit) \(\) 2 Movemen 1 30 0 Movemen 1 30	9 nall Fire), t: 5 Bodie ll Crew di 5 7 Ammo is c/ou take 3 t: 5 Bodie ll Crew di 4 6 t: 5 Bodies 5 7	*-246 Hit s: 2, May e). Strong 3 1d2+2 regained a End Dmg s: 2, May e). Strong 3 1d2+2 s: 6, May o 3 1d2+2	vs Wet targo carry 4 Equi Hit (5-6). Bodies+2* at the end of and your tar carry 4 Equi Hit (5-6). Bodies+2 carry 8 Equip Bodies+2	Combat. rget's next pment Sto	- 1 : Attack ga :s of gear - 1 :s of gear f	ns Stror for you, - - or you, \$	C, A, Firearm, F, Magic, Fire. 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. C, Armoured, Firearm, Flintlock.	12t,13w.5Kn 12t,13w 12t, 13w	this
Undead Magi God Borne Hunters Armoured Marksmen	+1* Energy, Bu Defence: 8 presel +1 -6 Dangerous Strong Hit: Defence: 8 presel +0 +1 Defence: 6 +0 +1 Defence: 2	rn, Dange Armour: 1 8 4 (Curse Cursed (Armour: 1 6 Armour:	2 Movemen 2 Movemen 1 32 d Ground), * Attack, Hit) \(\) 2 Movemen 1 30 0 Movemen 1 30 4 Movemen	9 nall Fire), t: 5 Bodie ll Crew di 5 7 Ammo is You take 3 t: 5 Bodie ll Crew di 4 6 t: 5 Bodie: 5 7	*-246 Hit s: 2, May e). Strong 3 1d2+2 regained a End Dmg s: 2, May e). Strong 3 1d2+2 s: 6, May o 3 1d2+2	vs Wet targo carry 4 Equi Hit (5-6). Bodies+2* at the end of and your tar carry 4 Equi Hit (5-6). Bodies+2 carry 8 Equip Bodies+2	Combat. rget's next pment Sto	- 1 : Attack ga :s of gear - 1 :s of gear f	ns Stror for you, - - or you, \$	C, A, Firearm, F, Magic, Fire. 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. C, Armoured, Firearm, Flintlock.	12t,13w,5Kn 12t,13w 12t, 13w	this

PISTOL SUPPORT

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Useless Shipmates	+1	3	12	5	3	Inf	-	5-10		Ship Support, Rag, Firearm, F.	Free	0
	Splash 1d3-1	Sie e										
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	A -		-	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 Momen	ıtum after y	ou Attack	with this W	eapon, You	have -2	Armour vs Luck Damage while	you own l	his Weapon.
Rowdy Cheer	+3	4	14	4	3	Inf	-	1 - 1y 1	1 -	Ship Support, Spot, Firearm, F.	2Kn	2
	Splash 1d3-1	All of	your other \	weapons ga	nin +2 Hit w	hile you're	within sigh	nt of your S	Ship.			

Musket Support

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(*)

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire R	esources
Riflemen	+]	6	30	7	1d2+2	4	1 - 2	-	-	Ship Support, Rag, Firearm, F.	14t	1
Trained Sharpshooters		6	30	8	1d2+2	4	-	-	-	Ship Support, R, Firearm, D S.	16 w	2
	Works if We	t (but no	t if submer	ged).								
Shoot Everything!	+2	5	26	10	1d2+1	4	-	-	-	Ship Support, R, Firearm, B.	14t	2
Call out Insults	-1	6	30	7	1d2+2	4	-	-	-	Ship Support, Rag, Firearm, A	14t, 16p	3
	Once per Tu	urn gain	+2 Momenti	um after yo	u Attack w	ith this W	eapon, You h	nave –2 Ar	mour vs	Luck Damage while you own this	s Weapon.	
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	4	-	-	-	S S, Spotters, Firearm, F. 1	4t, 2Kn	3
	All of your	other We	apons gain	+2 Hit whil	e you're wil	thin sight	of your Ship	р.				
Blighted Magi	S. A. R.	6	30	8	1d2+2*	4	F 1 - 5	9-13	- 1	S S, R, F, F, Magic, Blood.	14t, 18t	3
	*Once per 1	Turn whe	n a characte	er takes Atl	ribute Dam	age from	this Weapon	you may l	ake 6 En	d Dmg and gain +1 Momentum, M	lodification	n: Arcane.
Desert Warlocks	+4*	6	30	9	1d2+2	4	-	-	-	S S, R, F, F, Magic, Fire.	14t, 18t	5
	Energy, Bur	n, Dange	rous 1d3 (Sr	mall Fire),	*-2d6 Hit v	s Wet tar	gets, Modific	ation: 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		4	40	9	1d2+3	- 1	-	-	- 1	Ship Support, Ragtag.	14t	1
Quarter Deck Swivel Cannonade		4	40	9	1d2+3	3	-	-	-	Ship Support, Well Supplied.	14t, 16w	3
Loyal Helmsman	+2	5	42	8	1d2+3	1	41-	- 1		Ship Support, Spotters.	14t, 2Kn	3

All of your other Weapons gain +2 Hit while you're within sight of your Ship.

CANNON SUPPORT

							PARKET STATE					ADDATE NO
Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resource
Bombard	-4	10	120	11	1d2+4	2	100	- 1	- 1	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	4	-	-	-	Ship Support, Well Supplied.	1Kn, 16w	5
	Splash 1d2,	, Destroy	two spaces	of damage	d Terrain.							
	Momentum	1: Destro	y all damag	ged Terrain.								
Long Nines	-2	11	122	10	1d2+4	2	- 1	-	-	Ship Support, Spotters.	3Kn	5
**	Splash 1d2,	Destroy	two spaces	of damage	d Terrain.,	All of your	other We	apons gain	+2 Hit wh	nile you're within sight of your	Ship.	
	Momentum	1: Destro	y all damag	ged Terrain								

MORTAR SUPPORT

Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resource
-6	20	200	9	1d2+3	2	-	-	7	Ship Support, Ragtag.	2Kn	3
Splash 1d3+	1, Indirec	t (Above), I	Destroy two	spaces of	damaged	Terrain.					
Momentum	1: Destro	y all dama	ged Terrain								
-6	20	200	9	1d2+3	4	-	-	-	Ship Support, Well Supplied.	2Kn, 16w	5
Splash 1d3+	-1, Indirec	t (Above), I	Destroy two	spaces of	damaged	Terrain.					
Momentum	1: Destro	y all dama	ged Terrain								
-4	21	202	8	1d2+3	2	-	-	-	Ship Support, Spotters.	ЧKn	5
Splash 1d3+	1, Indirec	t (Above), [Destroy two	spaces of	damaged '	Terrain, Al	l of your oth	er Weapo	ns gain +2 Hit while you're wit	hin sight o	of your Ship
Momentum	1: Destro	y all dama	ged Terrain								
	-6 Splash 1d3- Momentum -6 Splash 1d3- Momentum -4 Splash 1d3-	-6 20 Splash 1d3+1, Indirec Momentum 1: Destro -6 20 Splash 1d3+1, Indirec Momentum 1: Destro -4 21 Splash 1d3+1, Indirec	-6 20 200 Splash 1d3+1, Indirect (Above), I Momentum 1: Destroy all dama -6 20 200 Splash 1d3+1, Indirect (Above), I Momentum 1: Destroy all dama -4 21 202 Splash 1d3+1, Indirect (Above), I	-6 20 200 9 Splash 1d3+1, Indirect (Above), Destroy two Momentum 1: Destroy all damaged Terrain -6 20 200 9 Splash 1d3+1, Indirect (Above), Destroy two Momentum 1: Destroy all damaged Terrain -4 21 202 8 Splash 1d3+1, Indirect (Above), Destroy two	-6 20 200 9 1d2+3 Splash 1d3+1, Indirect (Above), Destroy two spaces of Momentum 1: Destroy all damaged Terrain. -6 20 200 9 1d2+3 Splash 1d3+1, Indirect (Above), Destroy two spaces of Momentum 1: Destroy all damaged Terrain. -4 21 202 8 1d2+3	-6 20 200 9 1d2+3 2 Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Momentum 1: Destroy all damaged Terrain. -6 20 200 9 1d2+3 4 Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Momentum 1: Destroy all damaged Terrain. -4 21 202 8 1d2+3 2 Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged	-6 20 200 9 1d2+3 2 - Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain. -6 20 200 9 1d2+3 4 - Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain. -4 21 202 8 1d2+3 2 - Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain, All	-6 20 200 9 1d2+3 2 Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain. -6 20 200 9 1d2+3 4 Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain. -4 21 202 8 1d2+3 2 Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain, All of your other	-6 20 200 9 1d2+3 2 Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain. -6 20 200 9 1d2+3 4 Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain. -4 21 202 8 1d2+3 2 Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain, All of your other Weapon	-6 20 200 9 1d2+3 2 Ship Support, Ragtag. Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain. -6 20 200 9 1d2+3 4 Ship Support, Well Supplied. Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain. -4 21 202 8 1d2+3 2 Ship Support, Spotters. Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain, All of your other Weapons gain +2 Hit while you're with	-6 20 200 9 1d2+3 2 Ship Support, Ragtag. 2Kn Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain. -6 20 200 9 1d2+3 4 Ship Support, Well Supplied. 2Kn, 16w Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain. -4 21 202 8 1d2+3 2 Ship Support, Spotters. 4Kn Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain, All of your other Weapons gain +2 Hit while you're within sight of

Summo χ

Weapons	Hit Rng Max Rng End Dmg Crit Dmg Ammo Draw Reload Weight Weapon Type Acquire Resources
Skeleton Warriors	1 2 3 3* Inf - 0 - Summon, Undead, Magic, Blood. 1Kn 2
	Defence: 12 Armour: 1 Movement: 4 Bodies: 5, You start each Combat with 0 Bodies, Natural, You may only regain lost or gain new Bodies if you
	have available corpses or if you choose to lose 5 Endurance, *Once per Turn when a character takes Attribute Damage from this Weapon
	you may take 6 End Dmg and gain +1 Momentum.
	Momentum 1: Gain +1 Body (may go above your maximum, additional Bodies are lost at the end of Combat).
Zombies	1 2 2 2 Inf - 0 - Summon, U, M, B, Tackle (14)*. 3Kn 3
	Defence: 12 Armour: 1 Movement: 4 Bodies: 5, You start each Combat with 0 Bodies, Natural, You may only regain lost or gain new Bodies if you
	have available corpses or if you choose to lose 5 Endurance, Blunt, Dangerous 1 (GM defined), *You don't gain Grabbing from this Weapon.
	Momentum 1: Gain +1 Body (may go above your maximum, additional Bodies are lost at the end of Combat).
Floating Claw Fish	* 1 3 4* 3** Inf - 0 - S, Aquatic Monsters, M, Blood. 1Kn 2
	Defence: 12 Armour: 1 Movement: 5*** Bodies: 3, You start each Combat with 0 Bodies, Natural, *+2 Hit and End Dmg vs Wet characters
	***Amphibious: Native Environments: water and land (see pg: 107), **Once per Turn when a character takes Attribute Damage from this
	Weapon you may take 6 End Dmg and gain +1 Momentum.
	Momentum 1: Gain 1 Body (up to your maximum).
Giant Bloat Toads	-2* 1 3 1* 1 Inf - 0 - S, A Monsters, M, M, C, Poison. 1Kn 2
Sidilic Broak Todas	Defence: 12 Armour: 1 Movement: 5** Bodies: 3, You start each Combat with 0 Bodies, Natural, *+2 Hit and End Dmg vs Wet characters
	**Amphibious: Native Environments: water and land (see pg: 107), Blunt, Dangerous 1d3 (Acid Pool).
	Momentum 1: Gain 1 Body (up to your maximum).
	Strong Hit: Poisoned (Attack, Hit) Target has 6 End Dmg if they move themselves more than 6 spaces in a Turn (does not Stack).
Nolves	+2 1 3 5 3* Inf - 0 - Summon, Beasts, Magic, Blood. 2Kn 2
	Defence: 14 Armour: 1 Movement: 8 Bodies: 3, You start each Combat with 0 Bodies, Natural, *Once per Turn when a character takes Attribute
	Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum.
	Momentum 1: Gain 1 Body (up to your maximum).
Nightmare Fire Hounds	+6* 1 3 6 3 Inf - 0 - Summon, Beasts, Magic, Fire. 2Kn 4
	Defence: 14 Armour: 1 Movement: 8 Bodies: 3, You start each Combat with 0 Bodies, Natural, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hi
	vs Wet targets.
	Momentum 1: Gain 1 Body (up to your maximum).
Devils	-2 3 9 4 3* Inf - 0 - Summon, Fiends, Magic, Blood. 2Kn 2
	Defence: 12 Armour: 1 Movement: 4 Bodies: 3, You start each Combat with 0 Bodies, Natural, *Once per Turn when a character takes Attribute
	Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum.
	Momentum 1: Gain 1 Body (up to your maximum).
	Strong Hit: Dark Pact (Attack, Hit, Once per Turn) Gain +2 Momentum and reduce your Max Momentum by 1 until the end of Combat (Stacks).
Imps	-5 3 9 3 3 Inf - 0 - Summon, F, M, Curse, Intimidate. 3Kn 3
iiiip5	Defence: 12 Armour: 1 Movement: 4 Bodies: 3, You start each Combat with 0 Bodies, Natural, Dangerous 4 (Cursed Ground),
	Momentum 1: Gain 1 Body (up to your maximum).
	Strong Hit: Dark Pact (Attack, Hit, Once per Turn) Gain +2 Momentum and reduce your Max Momentum by 1 until the end of Combat (Stacks).
THE PERSON NAMED AND TO PARTY.	Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).
Burned Alive Ghosts	* 1 3 9 2 Inf - 0 - Summon, Ghosts, Magic, Fire. 3Kn 5
	Defence: 14 Armour: 3 Movement: 4** Bodies: 2, You start each Combat with 0 Bodies, Natural, **May Teleport, Fly, and are Incorporeal, Energy
	Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets.
	Momentum 1: Gain 1 Body (up to your maximum).
Drowned Ghosts	
Drowned Ghosts	Momentum 1: Gain 1 Body (up to your maximum).
Drowned Ghosts	Momentum 1: Gain 1 Body (up to your maximum). * 2 4 7 2 Inf - 0 - Summon, Ghosts, Magic, Storm. 4Kn 3
Drowned Ghosts	Momentum 1: Gain 1 Body (up to your maximum). * 2 4 7 2 Inf - 0 - Summon, Ghosts, Magic, Storm. 4Kn 3 Defence: 14 Armour: 3 Movement: 4** Bodies: 2, You start each Combat with 0 Bodies, Natural, **May Teleport, Fly, and are Incorporeal, Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet.
Drowned Ghosts	Momentum 1: Gain 1 Body (up to your maximum). * 2 4 7 2 Inf - 0 - Summon, Ghosts, Magic, Storm. 4Kn 3 Defence: 14 Armour: 3 Movement: 4** Bodies: 2, You start each Combat with 0 Bodies, Natural, **May Teleport, Fly. and are Incorporeal, Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet. Momentum 1: Gain 1 Body (up to your maximum).
Drowned Ghosts	Momentum 1: Gain 1 Body (up to your maximum). * 2 4 7 2 Inf - 0 - Summon, Ghosts, Magic, Storm. 4Kn 3 Defence: 14 Armour: 3 Movement: 4** Bodies: 2, You start each Combat with 0 Bodies, Natural, **May Teleport, Fly. and are Incorporeal, Dangerous 1 (Wind). *You suffer -1d6 Hit if you're Wet. Momentum 1: Gain 1 Body (up to your maximum). Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).
	Momentum 1: Gain 1 Body (up to your maximum). * 2 4 7 2 Inf - 0 - Summon, Ghosts, Magic, Storm. 4Kn 3 Defence: 14 Armour: 3 Movement: 4** Bodies: 2, You start each Combat with 0 Bodies, Natural, **May Teleport, Fly. and are Incorporeal, Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet. Momentum 1: Gain 1 Body (up to your maximum). Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks). Momentum 1: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and **1d6 Hit vs Wet targets (Stacks),
	Momentum 1: Gain 1 Body (up to your maximum). * 2 4 7 2 Inf - 0 - Summon, Ghosts, Magic, Storm. 4Kn 3 Defence: 14 Armour: 3 Movement: 4** Bodies: 2, You start each Combat with 0 Bodies, Natural, **May Teleport, Fly, and are Incorporeal, Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet. Momentum 1: Gain 1 Body (up to your maximum). Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks). Momentum 1: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and *+1d6 Hit vs Wet targets (Stacks), -1d6-3 1 4 1d6+1 0 Inf - 0 - S, Insect Swarm, M, M, C, Toxic. 3Kn 3
	Momentum 1: Gain 1 Body (up to your maximum). * 2 4 7 2 Inf - 0 - Summon, Ghosts, Magic, Storm. 4Kn 3 Defence: 14 Armour: 3 Movement: 4** Bodies: 2, You start each Combat with 0 Bodies, Natural, **May Teleport, Fly, and are Incorporeal, Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet. Momentum 1: Gain 1 Body (up to your maximum). Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks). Momentum 1: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and **1d6 Hit vs Wet targets (Stacks). -1d6-3 1 4 1d6+1 0 Inf - 0 - S, Insect Swarm, M, M, C, Toxic. 3Kn 3 Defence: 20 Armour: 1 Movement: 4* Bodies: 3, You start each Combat with 0 Bodies, Natural, *May Fly, Blunt, Dangerous 1d3 (Acid Pool),
Drowned Ghosts Insect Swarm	Momentum 1: Gain 1 Body (up to your maximum). * 2 4 7 2 Inf - 0 - Summon, Ghosts, Magic, Storm. 4Kn 3 Defence: 14 Armour: 3 Movement: 4** Bodies: 2, You start each Combat with 0 Bodies, Natural, **May Teleport, Fly, and are Incorporeal, Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet. Momentum 1: Gain 1 Body (up to your maximum). Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks). Momentum 1: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and *+1d6 Hit vs Wet targets (Stacks), -1d6-3 1 4 1d6+1 0 Inf - 0 - S, Insect Swarm, M, M, C, Toxic. 3Kn 3

MAGIC BLAST

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resource
Whisper of the Gods	-2	2	8	3	2*	Inf	-	0	1 - 11	Magic, Blood.	1Kn	1
	Natural, *Or	nce per 1	Turn when a	character	takes Attri	bute Dama	ge from th	nis Weapon	you may	take 6 End Dmg and gain +1 M	1omentum	
Fire Bolt	+2*	2	8	4	2	Inf	-	0	-	Magic, Fire.	1Kn	3
	Natural, Ene	ergy, Buri	n, Dangerou	s 1d3 (Sma	all Fire), *-2	2d6 Hit vs	Wet target	S.				
Sailor's Lament	-2*	3	9	2	2	Inf	-	0		Magic, Storm.	2Kn	1
	Natural, Dar	ngerous 1	(Wind), *Yo	ou suffer -1	d6 Hit if yo	u're Wet.						
	Momentum	1: Wind:	your next A	ttack with	this Weapor	n Pushes a	ll non-lar	ge targets a	2 in any o	lirection (Stacks).		
	Momentum	2: Lightii	ng: your nex	kt Attack w	vith this We	apon gains	Energy, P	en 3 min 3	, Indirect	(Above) and *+1d6 Hit vs Wet	targets (S	tacks),
Rums End	-5	2	8	2	2	Inf*	-	0	-	Magic, Curse, Intimidate.	2Kn	2
	Natural, Dar	ngerous ^L	H (Cursed G	round), *Aı	mmo is reg	ained at th	e end of C	Combat.				
	Strong Hit: (Cursed (/	Attack, Hit)	You take 3	End Dmg a	and your ta	rget's nex	t Attack ga	ins Strong	g Hit -1 (Stacks).		
Doldrums' Grip	-2*	2	8	2	1	Inf		0	- 1	Magic, Bind, Tackle (14)**.	3Kn	2
	Natural, Blu	nt, Dange	erous 1 (GM	defined), *	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, Blu	nt, Dange	erous 1d3 (<i>F</i>	Acid Pool).	Burn.							
Sigil of Sickness	-4	2	8	0	0	Inf	-	0	- 1	M, Muck, Chemical, Poison.	1Kn	1
	Natural, Blu	nt, Dange	erous 1d3 (A	Acid Pool).	Blunt.							
	Strong Hit: F	Poisoned	(Attack, Hit	:) Target ha	as 6 End Dr	ng if they	move ther	nselves mo	re than 6	spaces in a Turn (does not S	tack).	
Rot Breath	-1d6-4	2	8	0	1	Inf	-	0	-	Magic, Muck, Chemical, Toxic.	1Kn	1
	Natural, Blu	nt, Dange	erous 1d3 (<i>F</i>	Acid Pool).								
8	Strong Hit:	Toxic (At	tack, Hit) Ta	rget has -	2 to all Rol	ls until the	y receive	Patch-Up o	or Extende	ed Care (does not Stack).		
Combust	-4	2	8	2	1	Inf	- 3	0	- 1	M, Muck, C, Dragon's Piss.	1Kn	1
	Natural, Blu	nt, Dange	erous 1d3 (A	Acid Pool).	Energy, Bur	n.						
	Strong Hit: S	et Alight	(Attack, Hit)	Target tak	es 5 End Dn	ng at the st	art of each	of their Tu	rns until t	hey receive First Aid or become	Wet (does	not Sta
Burt's Bad Breath	-4	2	8	0	0	Inf	-	0	-	Magic, Muck, C, Noxious Cloud.	1Kn	2
	Natural, Blu	nt, Dang	erous 1d3 (<i>F</i>	Acid Pool),	Blunt, Crea	tes Danger	ous Enviro	nmental ar	ea (6 End	Dmg to any target than enter	s or starts	their T
	in that	space) e	equal in size	e to this W	eapon's Spl	ash area o	r a single	space (if il	does no	t have Splash).		
Mighty Cry	-4	2	8	2	0	Inf		0	JE-14	Magic, Muck, Chemical, Flash.	1Kn	2
	Blunt, Dang	erous 1d3	3 (Acid Pool).								
	Strong Hit: I	Flash (At	tack, Hit) A	ll Damageo	d characters	s are Supp	ressed.					



MAGIC BOLT

Cut of Power	-2 Natural, Sma	4	32	3	3*	12**	-	1	- M	lagic, Blood.	2Kn	2
	Natural, Sma	11 84 84										_
		ill, Max Mo	mentum (Splash 1), *	**Ammo is	regained al	ter a goo	d night's sle	ep, *Once p	er Turn when a character tal	kes Attribute	Dama
	from th	is Weapor	you may	take 6 En	d Dmg and	gain +1 Mo	mentum.					
Firestorm	+2*	4	32	4	3	12**	-	1	- M	lagic, Fire.	2Kn	4
	Natural, Sma	all, Max M	omentum	(Splash 1)	, **Ammo	is regained	after a g	good night's	sleep, Ene	rgy, Burn, Dangerous 1d3 (S	mall Fire), *	*-2d6
	vs Wet	targets.										
Mermaid Song	-2*	5	33	2	3	12**	-	1	- M	lagic, Storm.	3Kn	2
	Natural, Sma	all, Max Mo	omentum	(Splash 1),	**Ammo is	s regained	after a go	ood night's s	leep, Dange	erous 1 (Wind), *You suffer -1	ld6 Hit if you	u're W
	Momentum 1	: Wind: yo	ur next At	tack with	this Weapor	n Pushes al	l non-lar	ge targets 2	in any dire	ection (Stacks).		
	Momentum 2	2: Lighting	; your nex	t Attack w	ith this Wea	apon gains	Energy, P	en 3 min 3,	Indirect (A	bove) and *+1d6 Hit vs Wet	targets (Star	cks),
Mutineers Woe	-5	4	32	2	3	12*	-	1	- M	lagic, Curse, Intimidate.	3Kn	3
	Natural, Sma	all, Max Mo	omentum	(Splash 1),	Dangerous	4 (Cursed	Ground), ³	*Ammo is re	egained at l	he end of Combat.		
	Strong Hit: C	ursed (At	tack, Hit) \	You take 3	End Dmg a	and your tai	get's nex	t Attack gai	ns Strong H	lit -1 (Stacks).		
Sigil of the Crushing Depths	-2*	4	32	2	2	12**	-	1	- N	lagic, Bind, Tackle (14)***.	ЧKn	3
	Natural, Sma	all, Max Mo	omentum ((Splash 1).	**Ammo is	s regained a	after a go	od night's sl	leep, Blunt,	Dangerous 1 (GM defined), *	Hit +Luck wi	th Ta
	Action,	***You d	on't gain G	Grabbing fr	om this We	apon.						
Sigil of Rot	-4	4	32	3	2	12*	-	1	- M	lagic, Muck, Chemical, Acid.	2Kn	2
	Natural, Sma	all, Max Mo	omentum	(Splash 1),	*Ammo is	regained a	fter a goo	nd night's sle	eep, Blunt, I	Dangerous 1d3 (Acid Pool), E	Burn.	
Scorpion Sting	-4	4	32	0	1	12*	18-11	1		I, Muck, Chemical, Poison.	2Kn	2
	Natural, Sma	all, Max Mo	omentum	(Splash 1),	*Ammo is	regained a	fter a goo	nd night's ste	eep, Blunt, I	Dangerous 1d3 (Acid Pool), E	Blunt.	
	Strong Hit: P	oisoned (Attack, Hit) Target ha	as 6 End Dr	ng if they i	nove ther	mselves mor	re than 6 s	paces in a Turn (does not St	ack).	
Scurvy Cloud	-1d6-4	4	32	0	2	12*	-	1		lagic, Muck, Chemical, Toxic.		2
·	Natural, Sma	all, Max Mo	omentum	(Splash 1),	*Ammo is	regained a	fter a goo	od night's sle	eep, Blunt, I	Dangerous 1d3 (Acid Pool).		
	Strong Hit: T	oxic (Atta	ck, Hit) Ta	rget has -i	2 to all Rol	ls until the	y receive	Patch-Up o	r Extended	Care (does not Stack).		
Fire Ball	-4	4	32	2	2	12*	_	1	- N	I, Muck, C, Dragon's Piss.	2Kn	2
	Natural, Sma	all, Max Mo	omentum	(Splash 1),	*Ammo is	regained a	fter a goo	nd night's sle		Dangerous 1d3 (Acid Pool), E	nergy, Burn	
	Strong Hit: Se	et Alight (/	Attack, Hit)	Target tak	es 5 End Dn	ng at the st	art of eacl	h of their Tur	ns until the	y receive First Aid or become	Wet (does n	ot St
Mad Monogle's Mistake	-4	4	32	0	1	12*	-	1		lagic, Muck, C, Noxious Cloud.		3
, , , , , , , , , , , , , , , , , , ,	Natural, Sma	ıll, Max Mo	mentum (Splash 1), '	*Ammo is r	egained aft	er a good	night's slee	p, Blunt, Da	ngerous 1d3 (Acid Pool), Blui	nt, Creates D	lange
							_	_) equal in size to this Weapo		_
				have Spla								
Glimpse of the Afterlife	-4	4	32	2	0	12*		1	- N	lagic, Muck, Chemical, Flash.	2Kn	3

MAGIC STRIKE





Weapons	Hit Rn	g Max Rng	End Dmg Crit Dmg	Ammo Draw	Reload W	eight Weapon Type	Acquire Resources
Black Spot	-4 10	50	5 3*	5** -	2	- Magic, Blood.	4Kn 3
						Ammo is regained after a good	
Divine Conflagration	+0* 10		6 3	5** -	ou may take b t	nd Dmg and gain +1 Momentum - Magic, Fire.	ЧКn 5
Divine Conflagration			-	-		mmo is regained after a good ni	
	,		*-2d6 Hit vs Wet to		optasii 1), A	illillo is regalilea alter a good ill	giic's steep, chergy, born,
Vile Storm	-4* II	51	4 3	5** -	2	- Magic, Storm.	5Kn 3
	Natural, Large, Sp	olash 1d2, Indired	ct (Above), Max Mor	mentum (+1 Crit Dmg	j, Splash +1), ***	*Ammo is regained after a good	night's sleep, Dangerous
	1 (Wind), *Yo	ou suffer -1d6 Hi	t if you're Wet.				
	Momentum 1: Wir	nd; your next Att	ack with this Weapo	on Pushes all non-la	irge targets 2 in	any direction (Stacks).	
						direct (Above) and *+1d6 Hit vs	
Lure of the Deep	-7 10	50	4 3	5* -	2	- Magic, Curse, Intimidate.	5Kn 4
	Natural, Large, Sp	olash 1d2, Indired	ct (Above), Max Mon	nentum (+1 Crit Dmg	. Splash +1), Dan	gerous 4 (Cursed Ground), *Ami	mo is regained at the end
	of Combat.						
			THE RESERVE TO SERVE THE RESERVE TO SERVE THE RESERVE			Strong Hit -1 (Stacks).	
Gaze if Jakrakarla	-4* 10		4 2	5** -	2	- Magic, Bind, Tackle (14)*	
						**Ammo is regained after a g	good night's sleep, Blunt,
				le Action, ***You do		-	
Waste Away	-6 10		5 2	5* -	2	- Magic, Muck, Chemical, A	
	3 1		t (Above), Max Mom	entum (+1 Crit Dmg,	Splash +1), *Amr	no is regained after a good night	's sleep, Blunt, Dangerous
	1d3 (Acid Po						
Mark of Sickness	-6 10		2 1	5* -	2	- M, Muck, Chemical, Poiso	
			t (Above), Max Mom	entum (+1 Crit Dmg,	Splash +I), *Amr	no is regained after a good night	's sleep, Blunt, Dangerous
	1d3 (Acid Po		T 11 65 15				1.01.11
C. (D)	3			3 3		han 6 spaces in a Turn (does n	
Seafarers Peril	-1d6-6 10		2 2	5* -	_	- Magic, Muck, Chemical, T	
			t (Above), Max Mom	entum (+1 Crit Dmg,	Splash +I), *Amr	no is regained after a good night	s sleep, Blunt, Dangerous
	ld3 (Acid Po			- - - - - - - - - -	a Dakah IIn an E		
Fire Come			get has -2 to all Ri	COLUMN LINES FOR LINES	The state of the s	xtended Care (does not Stack).	
Fire Gaze				5* -	2 Coloob 11) *Amr	- M, Muck, C, Dragon's Piss	
1				entum (+1 Crit Dmg,	Splash +I), *Amr	no is regained after a good night	s steep, blunt, Dangerous
		ool), Energy, Buri		Ima at the start of an	ah of their Turne	until they receive First Aid or has	ama Wat (daga nat Chaele)
Conjura Cuamp	-6 10	-	2 1	5* -		 until they receive First Aid or bed Magic, Muck, C. Noxious Cl 	
Conjure Swamp				-	_	 Magic, Muck, C, Noxious Cl no is regained after a good night 	
				•		inget than enters or starts their	
			•	e space (if it does no		inger than enters or starts their	Torri ili cilac space) equac
Soul Rip	-6 10	10 TO	asn area or a singu	s space (ir it udes ni	2	- Magic, Muck, Chemical, Fl	ash. 4Kn 4
Juor nih				ontum (+) Crit Dma		no is regained after a good night	
	ld3 (Acid Po		C (ADUVE), Max MUIII	entoin (+1 Crit Dilly,	optasii +i), Allii	no is regained arter a good hight	s steep, bluit, bailyelous
			Damaged characte	re are Suppressed			
	Strong nic Flash	(Attack, HIC) Att	Damayeu chalacte	is are suppressed.			

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	5	5-16	3	Tackle-Push.	10 w	1
	/	While you're	e not Sup	pressed yo	u have Ligh	t Front Cov	er1 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	-	-	-	Intimidate.	1 Kn	X+2
	Natural, *1	May not Hi	t targets th	at cannot p	erceive you	J.						
	Strong Hit:	Provoke	(Hit) You an	d your targe	et have -1 /	Armour ag	ainst each	other for t	he remair	nder of the Combat (does not Stack).	
	Strong Hit:	Inspire ([Does not Re	q Hit) An al	ly gains a	Recovery.						
	Strong Hit:	Give Orde	ers (Does n	ot Req Hit)	An ally with	nout Orato	y gains +1	d6 Hit on t	heir next	Attack Roll during th	nis Combat (Stacks)).
	Strong Hit:	Impassion	ned (Hit) ALI	_ characters	(PC, Hench	nmen Grou	os, Skilled,	Powerful a	nd Monste	er) gain +1 Momentum	(Monsters gain +2	Momentum)



PISTOL

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire F	Resources
Flintlock Pistol	+3	2	8	4	Jd2+2	4	0*	2	1	Firearm, Flintlock.	12w	1
	*+1 Draw to	un-equip	(may drop	as a Free	Action), Sr	nall.						
Officer's Pistol	+2	2	8	5	1d2+2	4	0*	2	1	Firearm, Dragon Stone.	14w	2
	*+1 Draw to	un-equip	(may drop	as a Free	Action), Sr	nall, Works	s if Wet (b	ut not if su	bmerged)			
Triple Shooter	+4	1	4	7	1d2+1	4	0*	2	2	Firearm, Blunderbuss.	12w	2
	*+1 Draw to	un-equip	(may drop	as a Free	Action), Sr	nall.						
Shrine Pistol	+]	2	8	4	1d2+2	4	0*	2	1	Firearm, Ancient.	12w, 16p	3
	*+1 Draw to	un-equip	(may drop	as a Free I	Action), Sm	all, Once p	er Turn ga	ain +2 Mom	entum aft	er you Attack with this Weap	on, You have -	2 Armo
	vs Luc	k Damag	e while you	own this \	Weapon.							
11 6:11	0	•	•				1.01					
Hex Pistol	+2	2	8	5	1d2+2*	4	0**	2	1	Firearm, F. Magic, Blood.	12w, 18t	3
Hex Pistol	1000		323						l character	Firearm, F. Magic, Blood. takes Attribute Damage from		
Hex Pistol	**+1 Draw I	to un-equ	323	p as a Fre	e Action), S	Small, *On	ice per Tui		1 character			
Hex Pistol Hearth Pistol	**+1 Draw I	to un-equ	ip (may dro	p as a Fre	e Action), S	Small, *On	ice per Tui		1 character			
	+1 Draw I take 6 +6*	to un-equ End Dmg 2	ip (may dro g and gain + 8	p as a Fre 1 Momentu 6	e Action), S um, Modifica 1d2+2	Small, *On ation: Arca 4	nce per Tui nne. 0	rn when a	1	takes Attribute Damage fror	m this Weapor 12w, 18t	you m
	+1 Draw I take 6 +6*	to un-equ End Dmg 2	ip (may dro g and gain + 8	p as a Fre 1 Momentu 6	e Action), S um, Modifica 1d2+2	Small, *On ation: Arca 4	nce per Tui nne. 0	rn when a	1	takes Attribute Damage from	m this Weapor 12w, 18t ets, Modificatio	you m
Hearth Pistol	**+1 Draw I take 6 +6* **+1 Draw t	to un-equ End Dmo 2 o un-equi 2	ip (may dro g and gain + 8 ip (may drop 8	p as a Free d As a Free d As a Free d	e Action), S um, Modifica 1d2+2 Action), Sr 1d2+2	Small, *On ation: Arca 4 nall, Energ 4*	oce per Tui ine. O** gy. Burn, D O**	rn when a 2 angerous lo	1 13 (Small 1	takes Attribute Damage from Firearm, F. Magic, Fire. Fire), *-2d6 Hit vs Wet targe	n this Weapor 12w, 18t .ts, Modificatio .te.12w,18t,1Kn	you m 5 n: Arca 4
Hearth Pistol	**+) Draw I take 6 +6* **+) Draw I -1 **+) Draw I	to un-equipment of the control of th	ip (may dro g and gain + 8 ip (may drop 8	p as a Free 4 as a Free /	e Action), S um, Modifica 1d2+2 Action), Sr 1d2+2 Action), Sma	Gmall, *On ation: Arca 4 nall, Energ 4* all, Dangero	0** gy, Burn, D 0**	2 angerous lo 2 sed Ground),	1 d3 (Small 1 *Ammo i	takes Attribute Damage from Firearm, F, Magic, Fire. Fire), *-2d6 Hit vs Wet targe Firearm, F, M, Curse, Intimida	n this Weapor 12w, 18t .ts, Modificatio .te.12w,18t,1Kn	you m 5 n: Arca 4
Hearth Pistol	**+) Draw I take 6 +6* **+) Draw I -1 **+) Draw I	to un-equipment of the control of th	ip (may dro g and gain + 8 ip (may drop 8	p as a Free 4 as a Free /	e Action), S um, Modifica 1d2+2 Action), Sr 1d2+2 Action), Sma	Gmall, *On ation: Arca 4 nall, Energ 4* all, Dangero	0** gy, Burn, D 0**	2 angerous lo 2 sed Ground),	1 d3 (Small 1 *Ammo i	Firearm, F, Magic, Fire. Fire). *-2d6 Hit vs Wet targe Firearm, F, M, Curse, Intimida s regained at the end of Com	n this Weapor 12w, 18t .ts, Modificatio .te.12w,18t,1Kn	you m 5 n: Arca 4

Musketoon

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resource
Holy Navy Short Musket	+]	4*	16	6	1d2+2	8	1	2	2	Firearm, Flintlock.	14w	3
	*Strong H	it (5-6) vs	Targets wit	hin your i	2nd or 3rd F	Range Incre	ments, Tw	o Handed.				
Quality Musketoon	+0	4*	16	7	1d2+2	8	1	2	2	Firearm, Dragon Stone.	16 w	4
	*Strong H	it (5-6) vs	Targets wit	hin your i	2nd or 3rd F	Range Incre	ments, Tw	o Handed,	Works if	Wet (but not if submerged).		
Tombstone Shotgun	+2	3*	12	9	1d2+1	8	1	2	3	Firearm, Blunderbuss.	14w	4
	*Strong H	it (5-6) vs	Targets wit	hin your i	2nd or 3rd F	Range Incre	ments, Tw	o Handed.				
Mastercrafted Musketoon	-1	4*	16	6	1d2+2	8	1	2	2	Firearm, Star Metal.	14w, 16p	5
	*Strong H	it (5-6) vs	Targets wit	hin your	2nd or 3rd F	Range Incre	ments, Tv	o Handed,	Once per	Turn gain +2 Momentum af	ter you Attac	k with t
	Weap	on, You ha	ve -2 Armo	ur vs Luc	ck Damage w	vhile you o	wn this We	eapon.				
Mum's Bludgeon	+0	4*	16	7	1d2+2**	8	1	2	2	Firearm, F, Magic, Blood.	14w, 18t	5
	*Strong H	it (5-6) vs	Targets wi	thin your	2nd or 3rd	Range Incr	ements, T	wo Handed	, **Once	per Turn when a character	takes Attribu	te Dama
	from	this Weapo	on you may	take 6 Er	nd Dmg and	gain +1 Mo	mentum, I	Modification	n: Arcane.			
Bonfire	+4*	4**	16	8	1d2+2	8	1	2	2	Firearm, F, Magic, Fire.	14w, 18t	7
	**Strong	Hit (5-6) v	s Targets w	ithin your	2nd or 3rd	Range Inc	rements, 1	wo Handed	l, Energy,	Burn, Dangerous 1d3 (Small	Fire), *-2d6	Hit vs \
	targe	ts, Modifica	ation: Arcan	е.								
Malicious Musketoon	-3	4*	16	6	1d2+2	8**	1	2	2	Firearm, F, M, Curse, Intimida	te.14w,18t,1Kn	6
	*Strong H	it (5-6) vs	Targets wi	thin your	2nd or 3rd	Range Inc	rements, 7	Two Handed	d, Danger	ous 4 (Cursed Ground), **Ar	mmo is regai	ned at
	end	of Combat,	Modification	n: Arcane.								
	Strong Hit	: Cursed (A	Attack, Hit)	ou take 3	3 End Dmg a	and your ta	rget's nex	Attack ga	ins Stron	g Hit -1 (Stacks).		
Cheap Musketoon	-1	4*	16	4	1d2+2	8	1	2	2	Firearm, Flintlock.	14w	2
	*Strong H	it (5-6) vs	Targets wit	hin your i	2nd or 3rd F	Range Incre	ments, Tw	o Handed,	Modificat	ion: Low Quality.		
Broken Musketoon	-3	4*	16	4	1d2+2	8	1	2	2	Firearm, Flintlock.	14w	1
	*Strong H	it (5-6) vs	Targets wit	hin your	2nd or 3rd F	Range Incre	ments, Tw	o Handed,	Modificat	ions: Low Quality, Poorly Mai	ntained.	

Musket

*

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weighl	: Weapon Type	Acquire	Resources
Musket	-1	6*	30	8	1d2+2	12	2	2	2	Firearm, Flintlock.	14w	4
	*Strong Hi	t (5-6) vs	Targets with	nin your a	2nd or 3rd F	lange Incr	ements, Lai	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	Targets with	nin your a	2nd or 3rd F	lange Incr	ements, Lai	rge, Two H	anded, W	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	Targets with	nin your a	2nd or 3rd F	lange Incr	ements, Lai	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	in your 2	nd or 3rd Ra	ange Incre	ments, Larç	ge, Two Hai	nded, On	ce per Turn gain +2 Momentu	m after you i	Attack wit
	this V	leapon, Yo	ou have -2 A	rmour vs	Luck Dama	ge while i	you own thi	s Weapon.				
Eye of the Albatross	-2	6*	30	9	1d2+2**	12	2	2	2	Firearm, F, Magic, Blood.	14w, 18t	6
	*Strong Hi	t (5-6) v	s Targets wit	hin your	2nd or 3rd	Range In	crements, l	arge, Two	Handed,	**Once per Turn when a ch	aracter take	s Attribut
	Dama	ge from t	his Weapon y	you may	take 6 End I	Omg and g	gain +1 Mom	nentum, M o	dificatio	n: Arcane.		
Devouring Flame Musket	+2*	6**	30	10	1d2+2	12	2	2	2	Firearm, F, Magic, Fire.	14w, 18t	8
	**Strong H	it (5-6) v	s Targets with	nin your 2	nd or 3rd Ra	nge Increr	ments, Large	, Two Hand	led, Ener	gy, Burn, Dangerous 1d3 (Smal	Fire), *-2d6	Hit vs We
	target	s, Modifica	ntion: Arcane.									
Nefarious	-5	6*	30	8	1d2+2	12**	2	2	2	Firearm, F, M, Curse, Intimida	te.14w,18t,1Kn	7
	*Strong Hi	t (5-6) vs	Targets with	nin your a	2nd or 3rd F	lange Incr	ements, Lai	rge, Two Ha	anded, D	angerous 4 (Cursed Ground).	**Ammo is	regained a
	the e	nd of Com	nbat, Modifica	ition: Arc	ane.							
	Strong Hit:	Cursed (Attack, Hit) Y	ou take 3	End Dmg a	nd your ta	rget's next	Attack ga	ins Stror	ng Hit -1 (Stacks).		
Budget Musket	-3	6*	30	6	1d2+2	12	2	2	2	Firearm, Flintlock.	14w	3
	*Strong Hi	t (5-6) vs	Targets with	nin your a	2nd or 3rd F	lange Incr	ements, Lai	rge, Two H	anded, M	odification: Low Quality.		
Cracked Musket	-5	6*	30	6	1d2+2	12	2	2	2	Firearm, Flintlock.	14w	2
	*Strong Hi	t (5-6) vs	Tarnets with	nin unur a	nd or 3rd F	lange Inch	ements La	rne Two Ha	anded M	odifications: Low Quality, Poor	lu Maintaine	d

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.	15 w	5
	*Strong Hi	t (5-6) vs	Targets wi	thin your	2nd or 3rd f	Range Incr	ements, L	arge, Two H	anded. *	*No Variation	ons Modifica	ations or H	Keywords.	
Quality Holy Navy Musket	-4 (+0)	6* (1)	30 (2)	9 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm,	(Blade**),	D Stone.	17 w	6
	*Strong Hi	t (5-6) vs	Targets w	rithin your	2nd or 3rd	Range Ind	rements,	Large, Two	Handed.	**No Varia	tions Modif	ications o	r Keywords	s, Work
	Wet (out not if s	submerged)).										
Boom Stick!	-2 (+2)	5* (1)	26 (2)	3 (4)	1d2+1 (3)	12 (-)	2	2 (-)	3	Firearm, (Blade**), Bli	underbuss.	15 w	6
	*Strong Hi	t (5-6) vs	Targets wi	thin your	2nd or 3rd F	Range Incr	ements, L	arge, Two H	anded. *	*No Variation	ons Modifica	ations or H	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 Hi	t (5-6) vs	Targets w	ithin your	2nd or 3rd	Range Inc	rements,	Large, Two	Handed.	**No Varial	ions Modifi	cations or	Keywords	Once
	Turn	gain +2 Mo	mentum a	ifter you A	lttack with t	his Weapor	n, You hav	re -2 Armo	ur vs Luc	k Damage	while you c	wn this W	eapon.	
Blessed Musket	-4 (+0)	6* (1)	30 (2)	9 (4)	1d2+2**(3)	12 (-)	2	2 (-)	2	Firearm,	Blade***), F	, M, Blood.	15w, 18t	7
	*Strong Hi	t (5-6) vs	Targets w	ithin your	2nd or 3rd	Range Inc	rements,	Large, Two	Handed.	***No Vari	ations Modi	fications o	or Keyword	ls, **0
	per T	urn when	a character	takes Atl	tribute Dama	ige from t	nis Weapo	n you may	take 6 Er	nd Dmg and	d gain +1 Mo	mentum,	Modificatio	n: Arca
Messianic Musket	+0 (+4)*	6** (1)	30 (2)	10 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm,	(Blade***),	F, M, Fire.	15w, 18t	9
	*Strong Hi	t (5-6) vs	Targets w	ithin your	2nd or 3rd	Range Inc	rements,	Large, Two	Handed.	***No Vari	ations Modi	fications	or Keyword	ls, Ene
	Burn,	Dangerous	s 1d3 (Sma	ll Fire), **	-2d6 Hit vs	Wet targe	ts, Modific	cation: Arca	ne.					
Rusty Navy Musket	-5 (-1)	6* (1)	30 (2)	6 (4)	1d2+2 (3)	12 (-)	2	5 (-)	2	Firearm,	(Blade**),	Flintlock.	15 w	4
	*Strong Hi	(5-6) vs	Targets wit	thin your a	2nd or 3rd R	ange Incre	ments, La	rge, Two Ha	nded. **	No Variation	ns Modificat	ions or Ke	ywords, Mo	odificat
	Low C	uality.												
Broken Navy Musket	-7 (-3)	6* (1)	30 (2)	6 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm,	(Blade**),	Flintlock.	15 w	3
	*Strong Hi	(5-6) vs	Targets wit	:hin your 2	end or 3rd Ra	ange Increi	ments, Lar	rge, Two Har	nded. **N	lo Variation	s Modificati	ons or Key	words, Mo	dificatio
	Love	Jugliku Doc	orly Maintai	inad										

SMALL CANNON

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire f	Resources
Dismounted Swivel Cannonade	-3	4	20	12	2d3	4	3	5*	7	Firearm, Flintlock.	16w, 16t	6
	Splash 1d2	-1, Large,	Two Handed	l, *Adjacer	nt character	s may do	nate up to	2 Reload N	linor Effe	ects to help you Reload this	Weapon.	
The Missus	-4	4	20	13	2d3	4	3	5*	7	Firearm, Dragon Stone.	2x 18w	7
	Splash 1d2	-1, Large,	Two Handed	d, *Adjace	nt characte	rs may do	onate up to	2 Reload	Minor Ef	fects to help you Reload th	is Weapon, Wo	rks if We
	(but n	ot if subr	merged).									
The Pounder	-2	3	16	15	2d3-1	4	3	5*	8	Firearm, Blunderbuss.	16w 16t	7
	Splash 1d2	-1, Large,	Two Handed	l. *Adjacer	nt character	s may do	nate up to	2 Reload N	linor Effe	ects to help you Reload this	Weapon.	
God Bane	-5	4	20	12	2d3	4	3	5*	7	Firearm, Ancient.	16w,16t,16p	8
	Splash 1d2	-1, Large,	Two Handed	l, *Adjaceı	nt characte	rs may do	nate up to	2 Reload I	Minor Eff	ects to help you Reload this	Weapon, Once	per Tur
	gain +	2 Momer	ntum after yo	ou Attack	with this We	eapon, You	have -2 A	rmour vs	_uck Dan	nage while you own this Wea	pon.	
Ship Cannon	+0*	4	20	14	2d3	4	3	5**	7	Firearm, F, Magic, Fire.	16 w,16 t,18 t	10
	Splash 1d2	-1, Large,	Two Handed	l, **Adjaco	ent charact	ers may d	onate up t	o 2 Reload	Minor Ef	fects to help you Reload thi	s Weapon, Ene	rgy, Bur
	Dange	rous 1d3	(Small Fire),	*-2d6 Hi	t vs Wet tai	rgets, Mod	fication: A	rcane.				
Boisterous Baby	-7*	4	20	14	2d3	4**	3	5***	7	Firearm, F, Magic, Curse.	16 w,16 t,18 t	10
	Splash 1d2	-1, Large,	Two Handed	l, ***Adjao	cent charac	ters may	donate up	to 2 Reloa	d Minor E	iffects to help you Reload th	nis Weapon, Da	ngerous
						_				, -		_
	(Curse	d Ground	d), **Ammo	is regained	d at the end	d of Comb	at, Modifica	ation: Arcar	10.			
Rusty Cannonade	(Curse	d Ground 4	d), **Ammo 20	is regained	d at the end 2d3	d of Comb 4	at, Modifica	ation: Arcar 5*	ne. 7	Firearm, Flintlock.	16w, 16t	5
Rusty Cannonade	-5	4	20	10	2d3	4	3	5*	7	Firearm, Flintlock. help you Reload this Weapon,		
Rusty Cannonade Homemade Cannonade	-5	4	20	10	2d3	4	3	5*	7			
	-5 Splash 1d2- -7	4 1, Large, 1 4	20 Two Handed, * 20	10 *Adjacent o	2d3 characters n 2d3	4 nay donate 4	3 up to 2 Re	5* load Minor 5*	7 Effects to 7	help you Reload this Weapon,	Modification: L 16w, 16t	ow Quali 4

Crossbow

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire F	Resources
Crossbow	+0	6	30	4	3	10	1	2	2	Projectile.	14w	3
	Large, Two	Handed, F	Pen 2 min 2									
	Momentum	1: Your ne	ext Attack g	ains Strong	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	Handed, F	Pen 2 min 2	, *Once pe	r Turn whe	n a charac	cter takes	Attribute Da	amage fr	om this Weapon you may tak	ke 6 End Dmg	and gain
	+1 Mor	mentum, N	Modification:	Arcane.								
	Momentum	1: Your ne	ext Attack g	ains Strong	g 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	Handed, F	Pen 2 min 2	, Energy, B	urn, Dange	rous 1d3 (Small Fire)), *-2d6 Hit	vs Wet I	targets, Modification: Arcane.		
	Momentum	1: Your ne	ext Attack g	ains Strong	g 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	, Dangerou	s 1 (Wind),	*You suffe	r -1d6 Hit	if you're We	et, Modific	cation: Arcane.		
	Momentum	1: Your ne	ext Attack g	ains Strong	g Hit (5-6)	(does not	Stack).					
	Momentum	1: Wind: u	your next At	tack with t	his Weapon	Pushes a	l non-larg	ge targets 2	in any o	lirection (Stacks).		
	Momentum	2: Lightir	ng: your nex	t Attack wi	th this Wea	pon gains	Energy, Po	en 3 min 3,	Indirect	(Above) and *+1d6 Hit vs We	t targets (Sta	cks),
Cheap Crossbow	-2	6	30	2	3	10	1	2	2	Projectile.	14w	2
	Large, Two	Handed, F	Pen 2 min 2	, Modificati	on: Low Qu	ality.						
	Momentum	1: Your ne	ext Attack g	ains Strong	g Hit (5-6)	(does not	Stack).					
Warped Crossbow	-6	6	30	0	3	10	1	2	2	Projectile.	14w	1
	Large, Two	Handed, F	Pen 2 min 2	. Modificati	on: Low Qu	ality, Poor	ly Maintain	ned.				
	Manaankuus	1 /	ext Attack g	aina Chann	- II:L (F C)	/.l	01 1)					

NAKED / VERY LITTLE CLOTHING

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at O End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Loin Cloth		+2	-2	0	+6		0	+2		0	Auto	100-01
	You're immu	ne to Pen, N	o Variations	, May only ta	ake Body Mo	difications.		7 1 1 7 4 3				
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	lodification:	Arcane Pro	tection.			
	Momentum 3	3: If you have	Endurance	you may sh	nift any Attr	ibute Damage	you have j	ust received	d onto your Lu	ick.		

LIGHT CLOTHING

*

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at O End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Sash (Cheap)			-2	2	+2	-1	6		11.36	2	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 reduce	e Endurance	Damage a	gainst them b	y 3 (norm	ally 2).	
Black Shirt (Black)				2	+1	-1	6		+1	1	8w	1
	You're immu	ne to Pen.										
Witch's Garb (Mystical)			+1	2	+1	-2	5			1	10 w	1
	You're immu	ne to Pen, A	ll of your M	lagic Weapon	ıs gain +2 Eı	nd Dmg.						
Silk Shirt (Functional)		+1		2	+2	-1	7	+1		1	10 w	2
	You're immu	ne to Pen, +1	Physical.									
Tricorn Hat (Big Hat)			+4	2	+1	-1	6		-1	1	12w	2
	You're immu	ne to Pen, +1	Leadership).								
Pauper Clothes (Muted Tones)	-2			2	1000	-1	4	-1	+1	1	8w	0
	You're immu	ne to Pen, M	odification:	Poorly Maint	ained.							

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	+1		10	-1		4	10 w	1
	You're immu	ne to Pen.										
Holy Navy (Uniform)			+3	2	-1		11	-1		3	12w	1
	You're immu	ne to Pen, Al	l adjacent	allies with a	matching u	uniform reduc	e Endurance	Damage a	gainst them b	y 3 (norma	ally 2).	
Black Trenchcoat (Black)			+1	2			10	-1	+1	3	10 w	1
	You're immu	ne to Pen.										
Tribal Headdress (Mystical)			+2	2		-1	9	-1		3	12w	1
	You're immu	ne to Pen, Al	l of your M	lagic Weapor	ns gain +2 E	ind Dmg.						
Sturdy Vest (Functional)		+1	+1	2	+]		11			3	12w	2
	You're immu	ne to Pen, +1	Physical.									
That's Some Fancy Hat (Big Hat)			+5	2			10		-1	3	14w	2
	You're immu	ne to Pen, +1	Leadership).								
Well Worn Vest (Cheap)	-2	LAND	-1	2			8	-2	7	4	10 w	0
	You're immu	ne to Pen. M	odification:	Poorlu Main	tained.							

LIGHT ARMOUR

 \ll

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at O End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Breastplate (Cheap)	-1			3		-1	8	-4	-2	5	14w	3
	Momentum 3	3: Gain +1 Arn	nour vs an	Attack you	can perceive	e (Stacks).						
City Guard (Uniform)	-1		+3	3	-2	-1	9	-4	-2	4	16 w	3
	All adjacent	allies with a	matching	uniform redu	ce Endurand	ce Damage a	gainst them	by 3 (norn	nally 2).			
	Momentum 3	3: Gain +1 Arn	nour vs an	Attack you	can perceive	e (Stacks).						
Covered Breastplate (Black)	-1		+1	3	-1	-1	8	-4	-1	4	14w	3
	Momentum 3	3: Gain +1 Arn	nour vs an	Attack you	can perceive	e (Stacks).						
Blessed (Mystical)	-1		+2	3	-1	-2	7	-4	-2	4	16 w	3
	All of your M	lagic Weapon	s gain +2	End Dmg.								
	Momentum 3	3: Gain +1 Arn	nour vs an	Attack you	can perceive	e (Stacks).						
Quality Armour (Functional)	-1	+1		3		-1	9	-3	-2	4	16 w	4
	+1 Physical.											
	Momentum 3	3: Gain +1 Arn	nour vs an	Attack you	can perceive	e (Stacks).						
Embossed Armor (Impressive)	-1		+5	3	-1	-1	8	-4	-3	4	18w	4
	+1 Leadership).										
	Momentum 3	3: Gain +1 Arn	nour vs an	Attack you	can perceive	e (Stacks).						
Rusty Breastplate (Muted Tones)	-3		+1	3	-2	-1	6	-5	-1	4	14w	2
	Modification:	Poorly Mainta	ained.									
	Momentum 3	3: Gain +1 Arn	nour vs an	Attack you	can perceive	e (Stacks).						
Leather Armour (Cheap)	-3		-1	2	-1	-1	Ч	-6	-2	5	14w	1
	Modifications	Poorly Main	tained, Dai	maged.								
	Momentum 3	3: Gain +1 Arn	nour vs an	Attack you	can perceive	(Stacks).						

HEAVY ARMOUR

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at O End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Holy War Armour (Cheap)	-2	-2	-	4	-2	-1	6	-6	-4	6	16t, 18w	6
	Momentum 2	: Gain +1 Ar	mour vs an	Attack you	can perceive	e (Stacks).						
Fortress Guard (Uniform)	-2	-2	+4	4	-4	-1	7	-6	-4	5	18w, 20w	6
	All adjacent	allies with	a matching	uniform redu	ce Endurand	ce Damage ag	gainst them	by 3 (norm	nally 2).			
	Momentum 2	!: Gain +1 Ar	mour vs an	Attack you	can perceive	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	ns gain +2 l	End Dmg.								
	Momentum 2	: Gain +1 Ar	mour vs an	Attack you	can perceive	e (Stacks).						
Quality Half Plate (Functional)	-2	-1	+2	4	-2	-1	7	-5	-4	5	18w, 20w	7
	+1 Physical.											
	Momentum 2	l: Gain +1 Ar	mour vs an	Attack you	can perceive	e (Stacks).						
Royal Fullplate (Impressive)	-2	-2	+6	4	-3	-1	6	-6	-5	5	20w, 22w	7
	+1 Leadership).										
	Momentum 2	: Gain +1 Ar	mour vs an	Attack you	can perceive	e (Stacks).						
Worn Guard Plate (Uniform)	-4	-2	+4	4	-5	-1	5	-7	-4	5	18w, 20w	5

Momentum 2: Gain +1 Armour vs an Attack you can perceive (Stacks).

All adjacent allies with a matching uniform reduce Endurance Damage against them by 3 (normally 2), Modification: Poorly Maintained.

${f A}$ cknowledgments

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