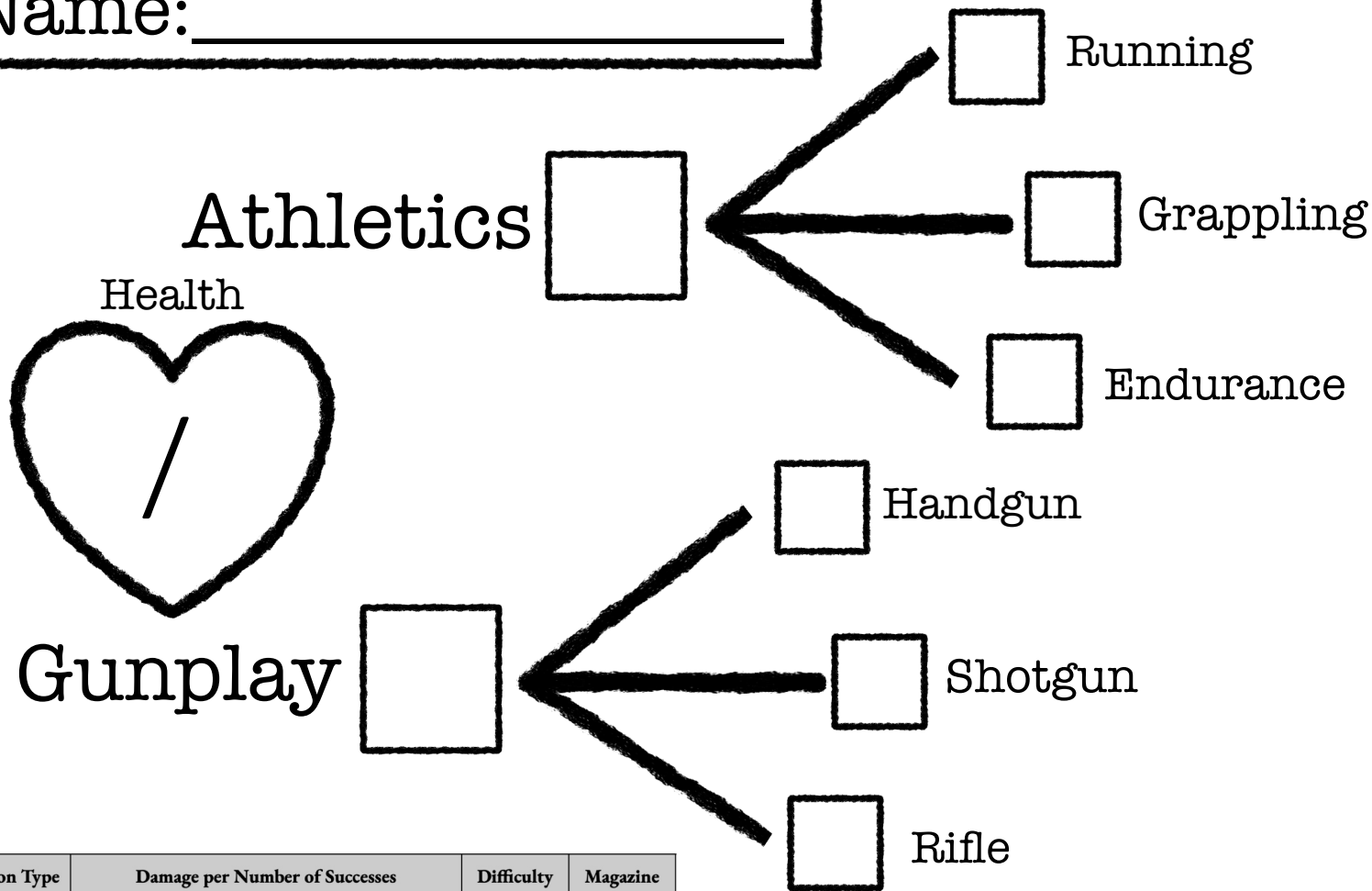


Name:_____



Weapon Type	Damage per Number of Successes					Difficulty	Magazine
	1	2	3	4	5+		
Single-Action Revolver	1			2	3	8	6
Double-Barrel Shotgun	1	2		3		6	2
Bolt-Action Rifle	1		2		3	7	4

Weapon Type	Special Properties
Single-Action Revolver	One-Handed; Holding one in each hand increases the magazine capacity to 12, but increases the difficulty to 9.
Double-Barrel Shotgun	Two-Handed; At medium range one success is removed; the weapon is completely ineffective at long range.
Bolt-Action Rifle	Two-Handed; long range induces no penalty; extremely long range induces a penalty of one dice.

Inventory:



Ammo Counters

Revolver



Shotgun



Rifle

