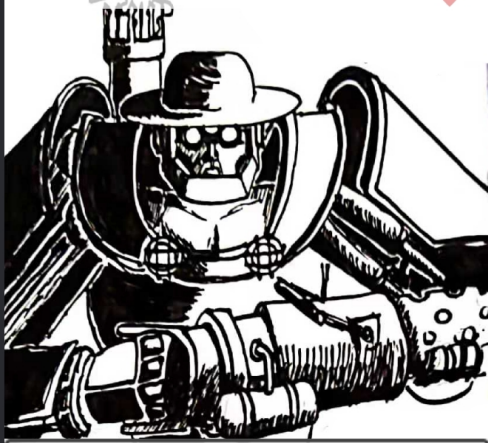


## Steamsoot Dreadnaught 67



Take 25% less damage from direct hits.  
Your melee attacks gain +33% damage modifier.

'All the steam of the factories in London, condensed into a single man.'



## Gentleman 55



Hand size increased to 6 orders. Every time you draw a stratagem, draw an additional one (Including start of game)

'Strength wins battles, strategy wins wars.'



## Gunpowder Trafficker 50



After every turn, you may reveal and discard an order to draw another one.

'Niter and brimstone, silver and gold.'



## Wasteland Sentinel 99

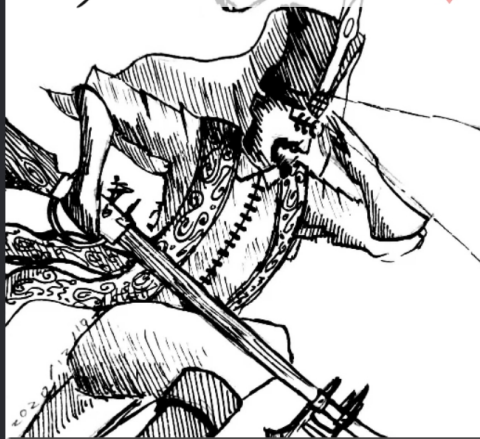


Your melee attacks gain +25% damage modifier.  
Before the game begins, you may move this card up to 5 tiles.  
You may only play one movement card each turn.

'The personal steam engine seems excessive, but at least it keeps people warm in the Wastes.'



## Slyfoot Scout 58



You may play all your movement cards cardinally and intercardinally.

'Between the searing sun and the shifting sands, only the meek and the quick survive.'





Character



Character



Character

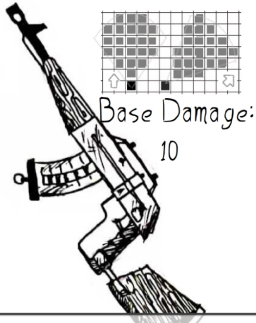


Character



Character

### Standard-Issue Clipgun

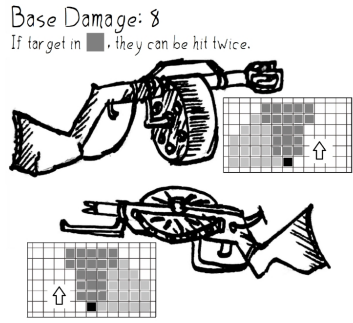


Base Damage: 10

This ranged weapon glances on dodge.  
Glancing modifier: -40%

'It is cheap, but watch how the rebels scuttle!'

### Twin Handcannons

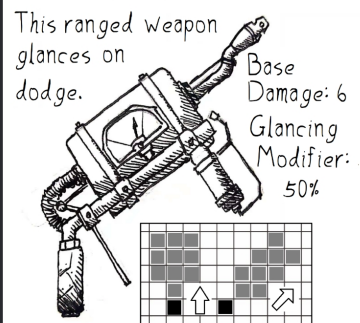


Base Damage: 8  
If target in [hit square], they can be hit twice.

This weapon attacks twice, once with each range. Each range's target can be chosen independently.

'Gunpowder is expensive, why not shoot it twice as fast!'

### Steamsprayer Pistol



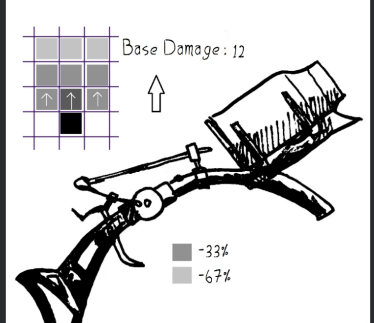
This ranged weapon glances on dodge.

Base Damage: 6  
Glancing Modifier: 50%

On attack: Gain 50% damage resistance this order. Characters hit by this have a 50% damage penalty this order. Damage all characters in area.

'Who bothers to fight when they're being cooked alive!'

### Dud Ignitor



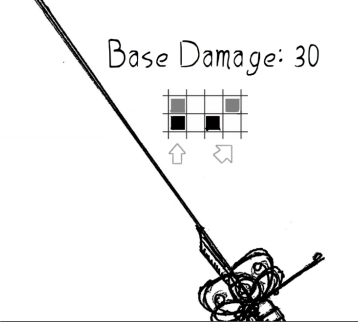
Base Damage: 12

-33%  
-67%

On attack: Move 1 square in the opposite direction. Knockback 1 in the direction of the arrows. Can only fire once a turn.

'Mind the explosions.'

### Pneumatic Rapier

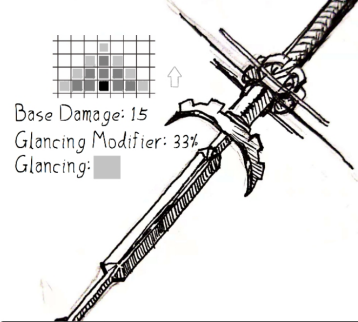


Base Damage: 30

Glancing Modifier: -67%

'A gale of wind leads to a storm of blood.'

### Antique Zweihander

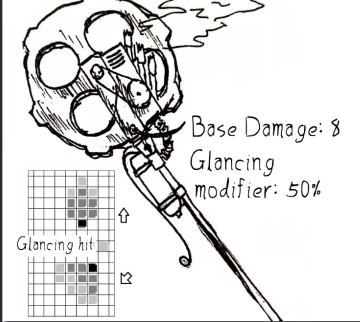


Base Damage: 15  
Glancing Modifier: 33%  
Glancing: [hit square]

On Direct Hit: If the enemy played 'strike' on this order, take 50% less damage from it. Damage all characters in area.

'Such artifacts belong in museums, but desperation calls.'

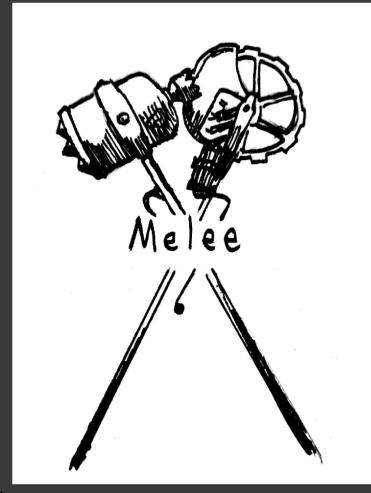
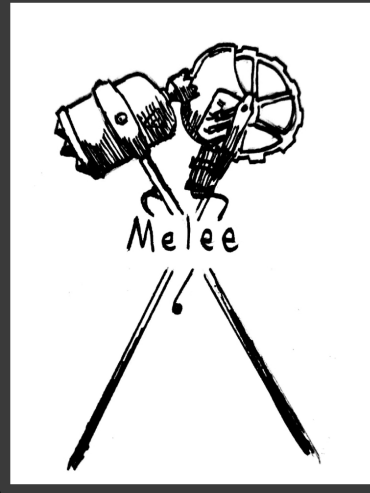
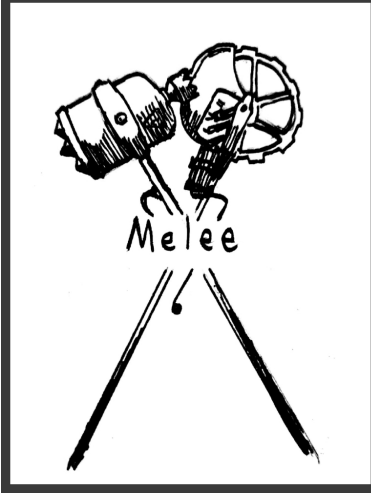
### Gearsaw



Base Damage: 8  
Glancing modifier: 50%

On direct hit: Targets discard 1 order from their hand at the end of the turn. Damage all characters in area.

'The jaws of the lifeless Icebreakers.'

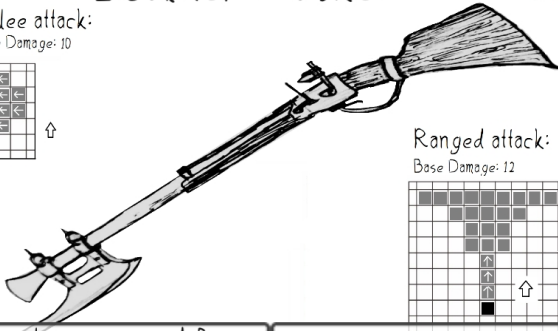
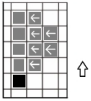




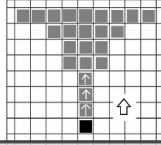
# Boulder Musket



Melee attack:  
Base Damage: 10



Ranged attack:  
Base Damage: 12



Melee glancing modifier:  
-50%

On Direct Hit (both attacks): Knockback  
1 in the direction of the arrows.



"Precision and power!"



