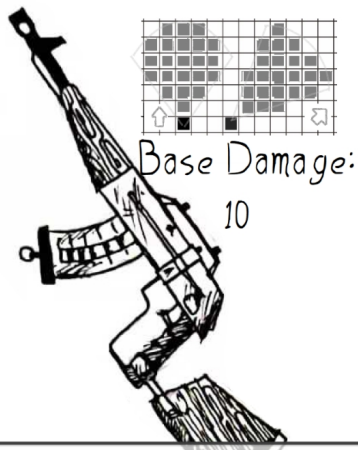


Standard-Issue Clipgun

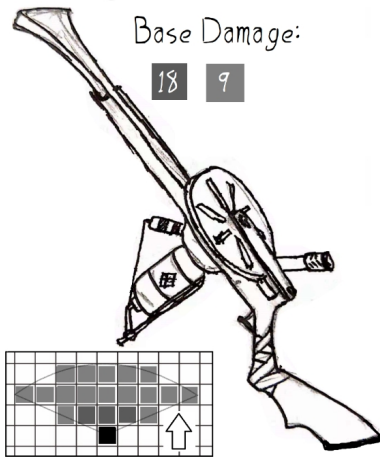


Base Damage:
10

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

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

Centrifugal Scatterer



Base Damage:

18 9

This ranged weapon glances on dodge.

Glancing modifier: -67%

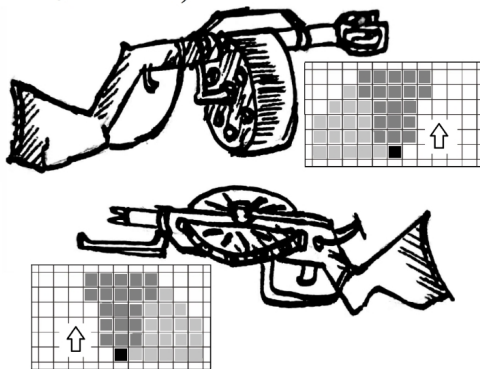
This weapon damages **all** characters in area.

'Silent and deadly up close, the perfect flanking weapon.'

Twin Handcannons

Base Damage: 8

If target in ■, they can be hit twice.



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

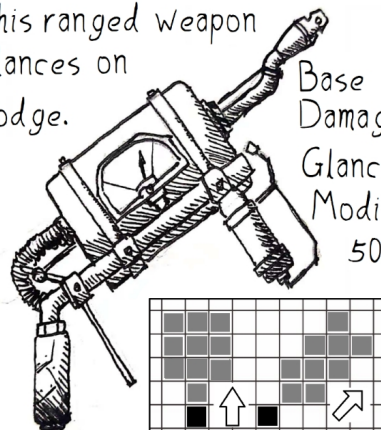
'Gunpowder is expensive, why not shoot it twice as fast?'

Steamsprayer Pistol

This ranged weapon glances on dodge.

Base Damage: 6

Glancing Modifier: 50%



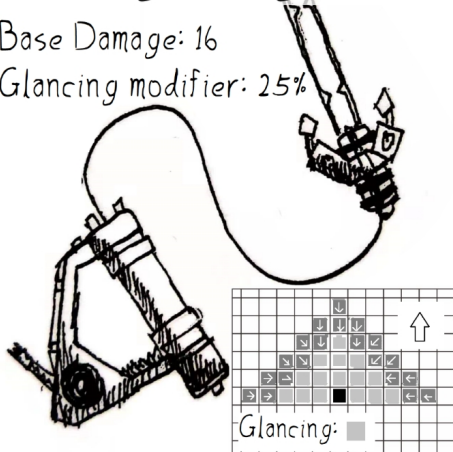
On attack: Gain 50% damage resistance this order. Characters hit by this have a 50% damage penalty this order. Damage **all** characters in area.

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

Searing Sling

Base Damage: 16

Glancing modifier: 25%

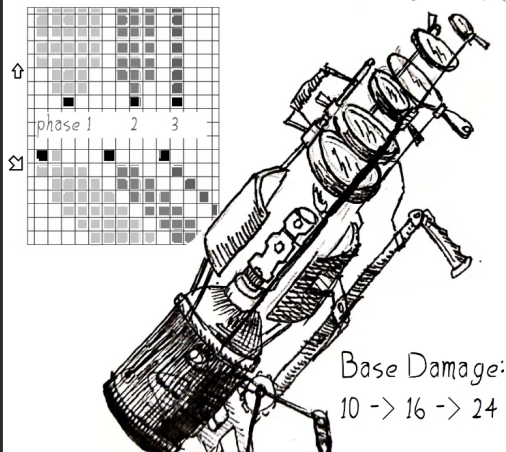


Glancing: ■

On Direct Hit: Knockback 1 in the direction of the arrows.

'Blade, flame, and engine, a waltz of fire and steel.'

Exothermic Lens Array



Base Damage:
10 -> 16 -> 24

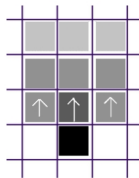
Phase Weapon: Advance to next phase after each attack. Reset at the end of each turn.

Infinite range, but -1 damage per 2 tiles (round up). Damage **all** characters in area. Deals damage at **start** of order.

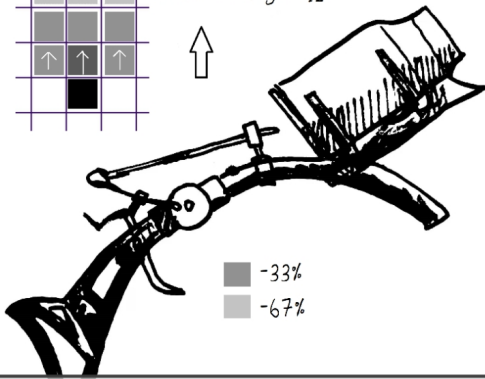
'Mind the Explosions.'



Dud Ignitor



Base Damage: 12



■ -33%
■ -67%

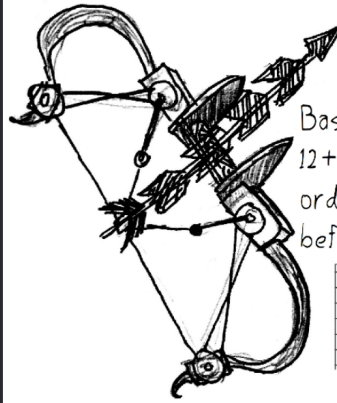
On attack: Move 1 square in the opposite direction. Knockback 1 in the direction of the arrows. Can only fire once a turn.



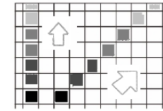
"Mind the explosions."



Compound Bladebow



Base Damage:
12 + 4 for each
order you played
before this attack.



This ranged weapon glances on dodge.

Glancing Modifier: -50%

Infinite range, but -1 damage per tile travelled.

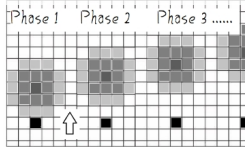
(before modifiers)



"The complex pulleys send arrows out at the speed of bullets."



Hand Mortar

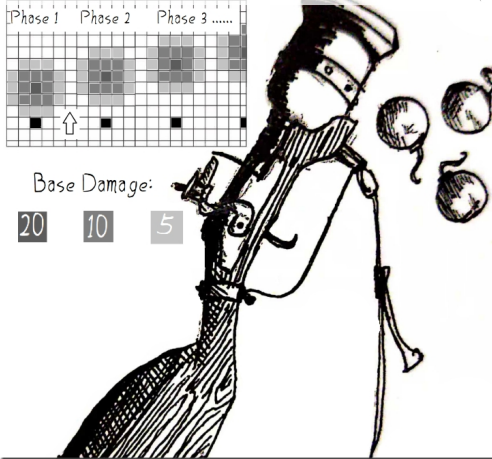


Base Damage:

20

10

5



Phase weapon: Advance to next phase after each order. Reset after each turn. Damage all characters in area. Deals damage at end of order.

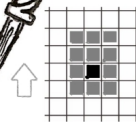


"Weapon in the fight, goblet late at night."



Commander's Cane

Base Damage: 6



Glancing Modifier: -33%

On Any Hit: Target takes 2x damage from all sources in the next order.

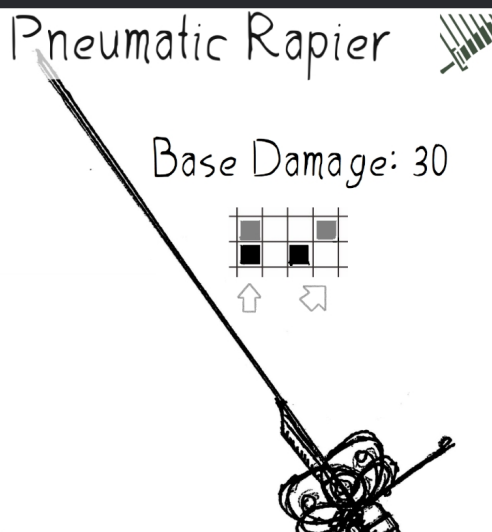
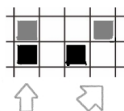


"When the commander is fighting, you best be fighting too."



Pneumatic Rapier

Base Damage: 30



Glancing Modifier: -67%



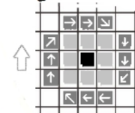
"A gale of wind leads to a storm of blood."



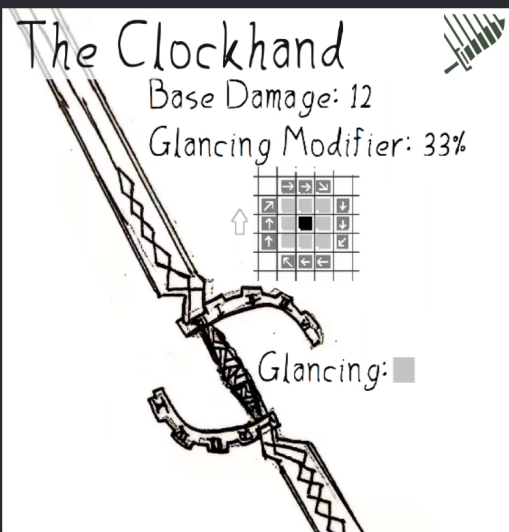
The Clockhand

Base Damage: 12

Glancing Modifier: 33%



Glancing: ■

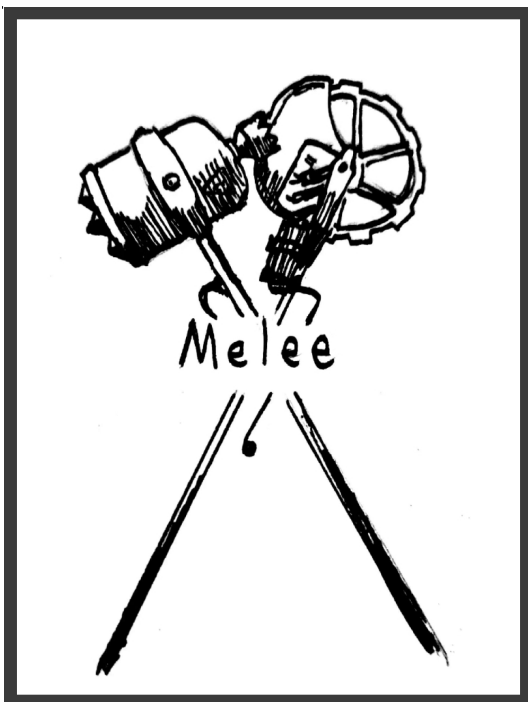
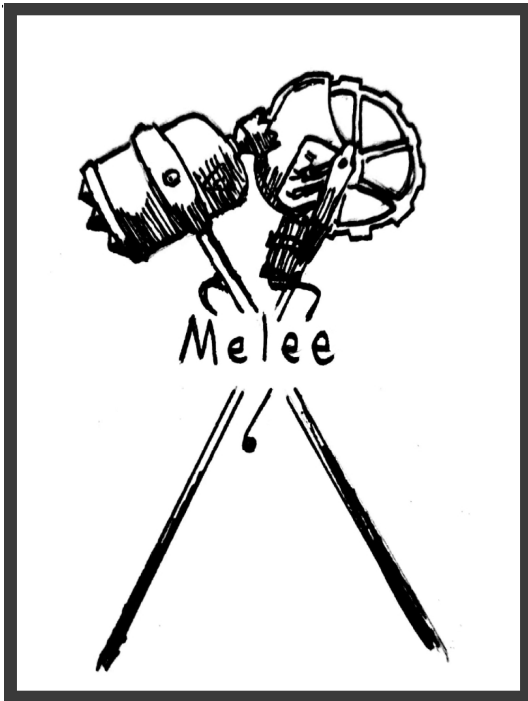


On Hit: Knockback 3 according in the direction of the arrows. Damage all characters in area.

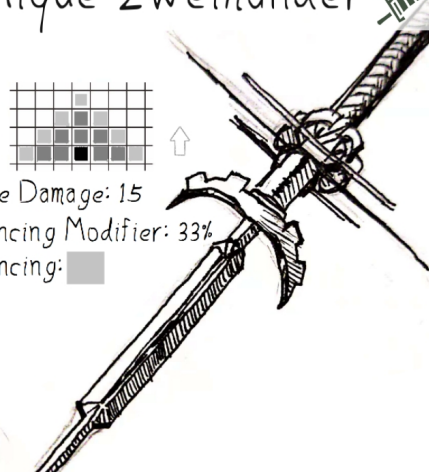


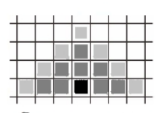
"The liberated hands of the Big Ben, honed to an edge."







Antique Zweihander

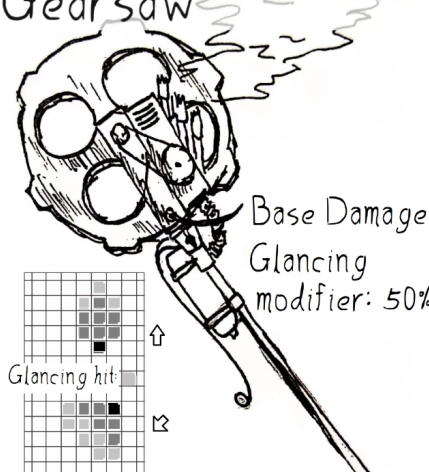


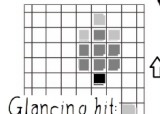
Base Damage: 15
Glancing Modifier: 33%
Glancing: 

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

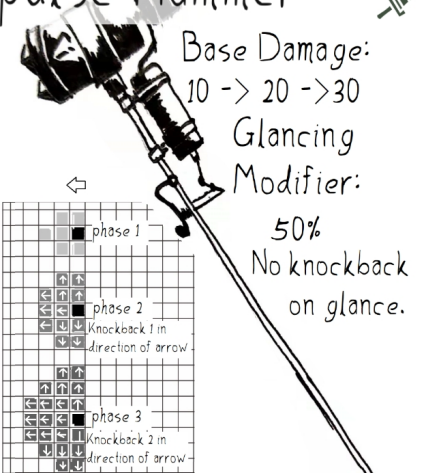


Base Damage: 8
Glancing modifier: 50%
Glancing hit: 

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." 

Impulse Hammer





Base Damage: 10 -> 20 -> 30
Glancing Modifier: 50%
No knockback on glance.

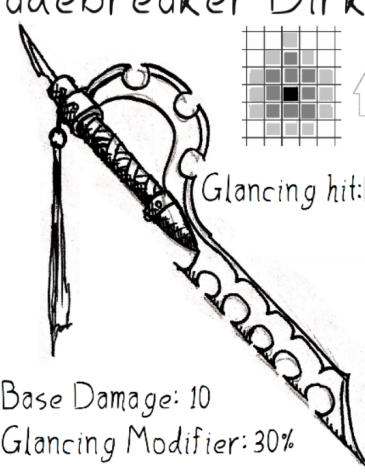
Phase 1
Phase 2
Phase 3

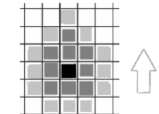
Knockback 1 in direction of arrow
Knockback 2 in direction of arrow

Phase weapon: Advance to next phase after each **missed** attack. Reset after dealing damage with this weapon. Damage **all** characters in area.



 "Alcohol and rocket fuel is interchangeable." 

Bladebreaker Dirk

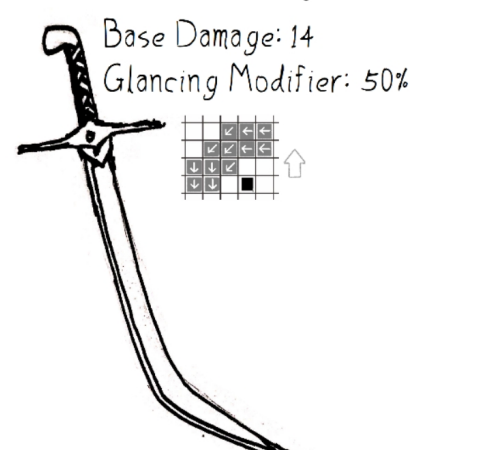


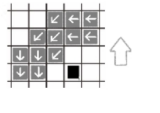
Base Damage: 10
Glancing Modifier: 30%
Glancing hit: 

On Direct Hit: If the enemy played "strike" on this order, it will be discarded. They must show their hand and discard all "strike" orders from it.



 "A blade that snaps bone and blade alike." 

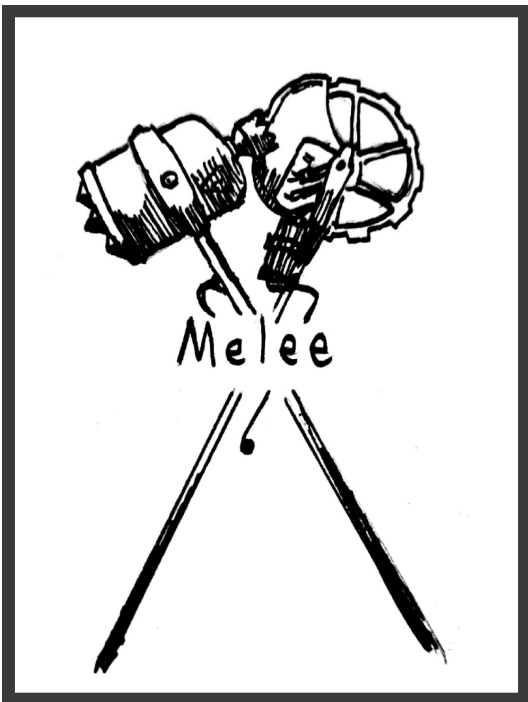
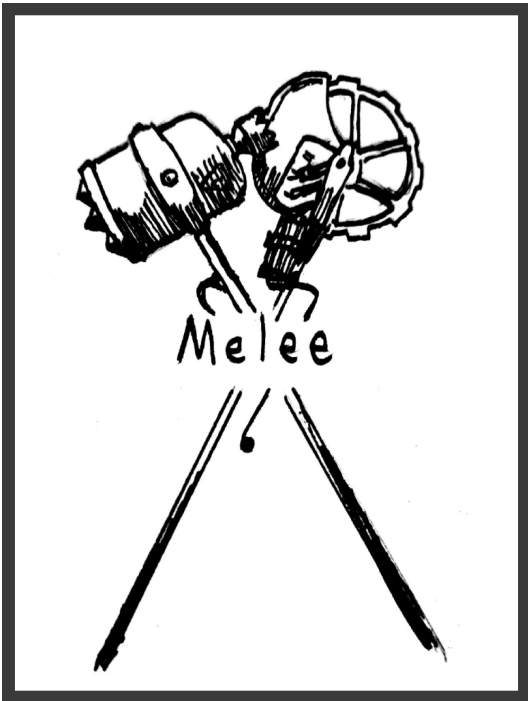
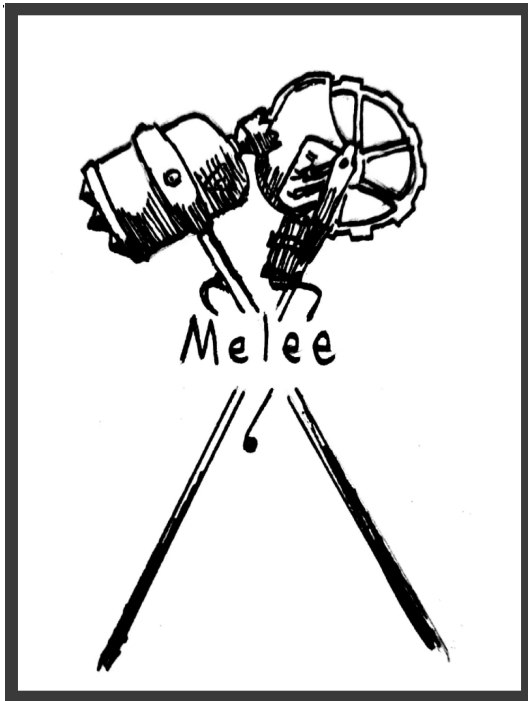
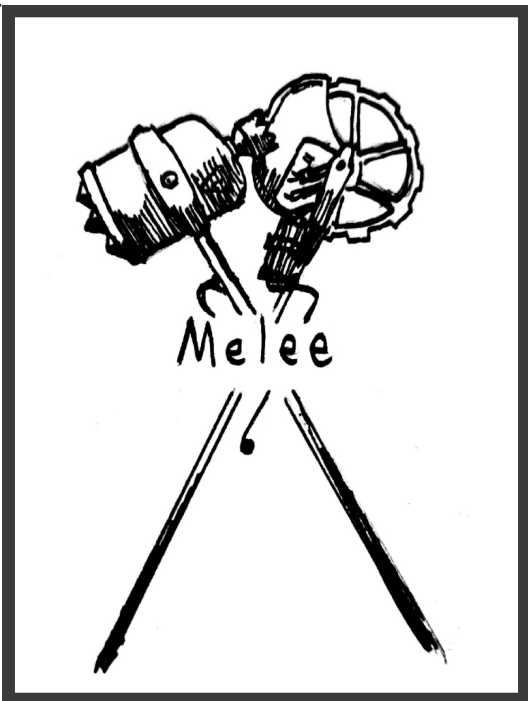
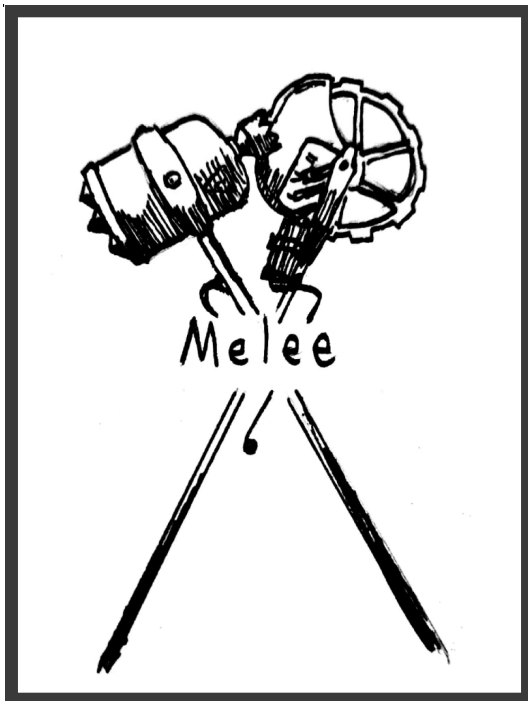
Damascus Kilij



Base Damage: 14
Glancing Modifier: 50%
Glancing hit: 

On Direct Hit: Knockback 1 in the direction of the arrows. Damage **all** characters in area.

 "Cuts down foes like a scythe cuts crops." 





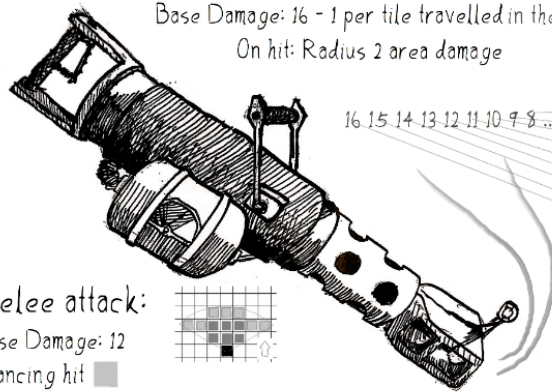
Steamsoar Bombard



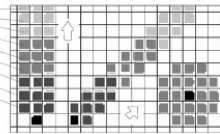
Ranged attack:

Base Damage: 16 - 1 per tile travelled in the direction of your attack

On hit: Radius 2 area damage



16 15 14 13 12 11 10 9 8 ...

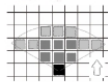


area of effect

Melee attack:

Base Damage: 12

Glancing hit



Melee glancing modifier: -33%

Melee damages **all** characters in area.

Ranged area damage damages

all characters in area.



"Even without projectiles, the vented steam is hot enough to scorch skin."



Gas-Powered Gunblade

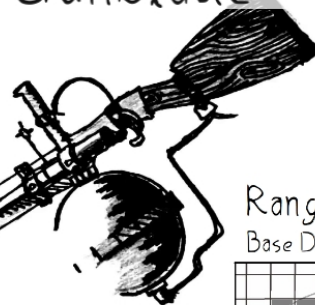
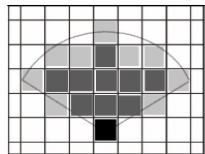


Melee Attack:

Base Damage: 12

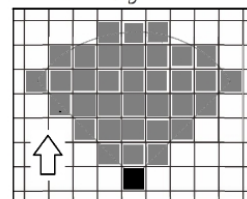
Glancing Modifier: 50%

Glancing:



Ranged Attack:

Base Damage: 9



On Miss (Melee): Execute ranged attack in same direction with -33% damage modifier.

On Direct Hit (Ranged): Execute melee attack in same direction with -50% damage modifier.



"Once a collector's finest curiosity, now another instrument of war."



Lancecannon

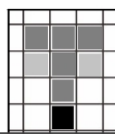


Ranged attack:

Base Damage: 10

Melee attack:

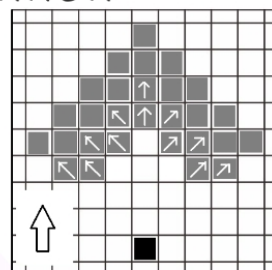
Base Damage: 15



Glancing

Modifier: 20%

Glancing:



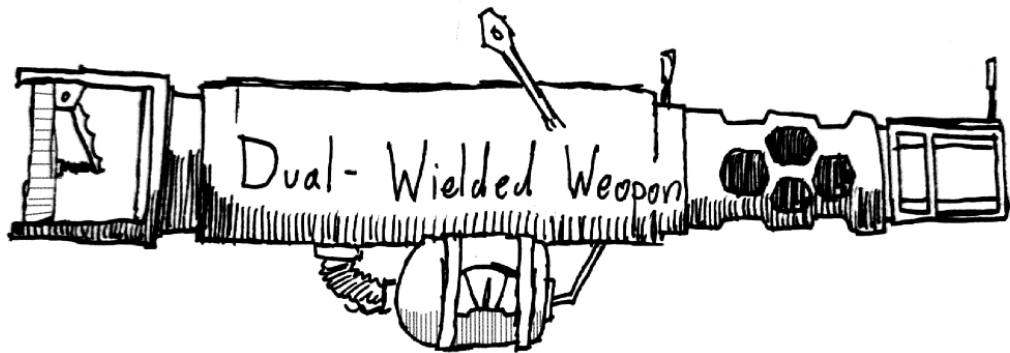
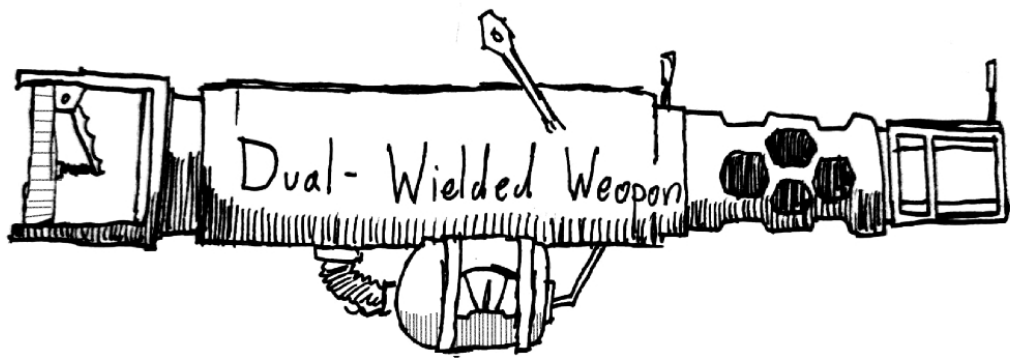
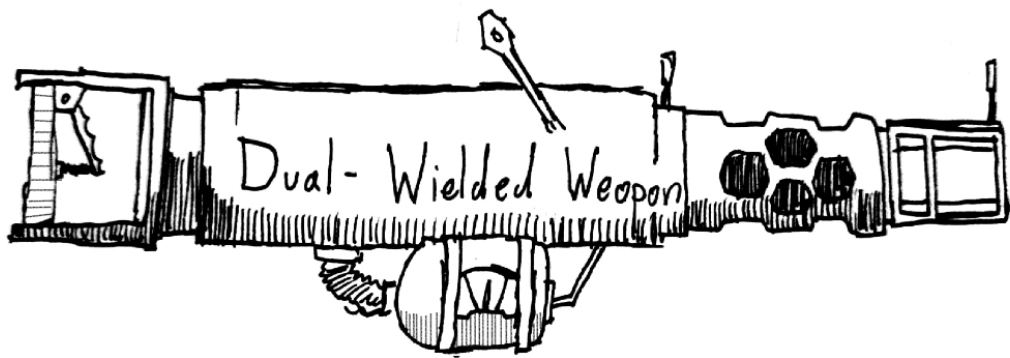
On Direct Hit (Melee): discard **any** order to deal ranged damage to target.

On Direct Hit: Knockback 2 in the direction of the arrows.



"Nothing quite kills the spirit like a jab and a point-blank cannon blast."





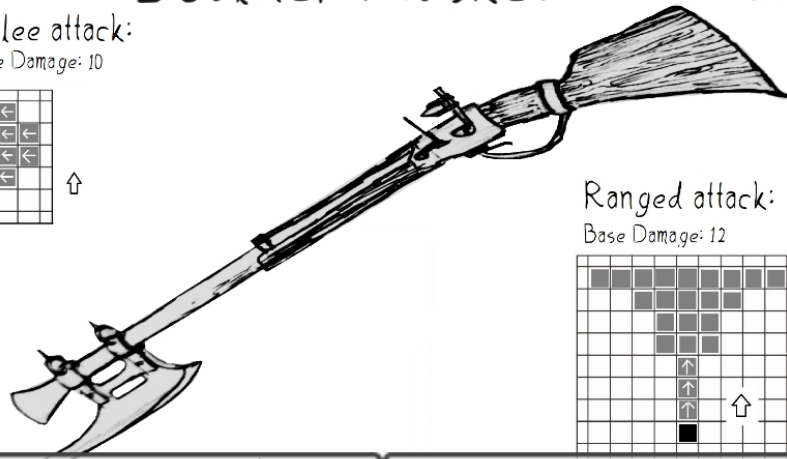
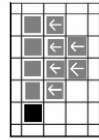


Boulder Musket



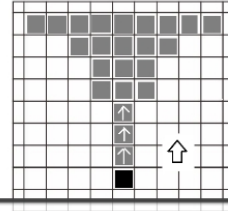
Melee attack:

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!"



