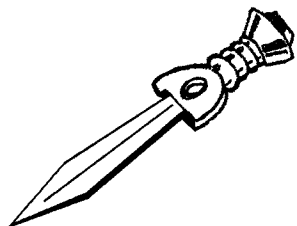


Dagger



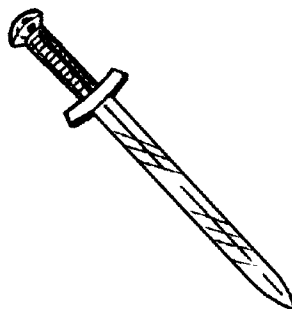
May Carry With 2 Other Weapons or
3 in Place of 1 Standard Weapon
Range: S-3 · M-10 · L-18 · X-30

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	1	2	2	3	3	4	4	5	5

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	6	6	7	7	8	8	9	9	10	10

PlainLabel Game System™
Copyright 2001 MicroTactix Games

Broadsword

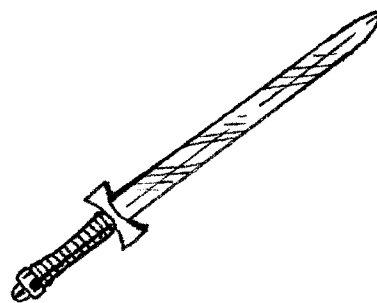


ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	2	3	4	5	6	7	8	9	11

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	12	13	14	15	16	17	18	19	20	21

PlainLabel Game System™
Copyright 2001 MicroTactix Games

Longsword

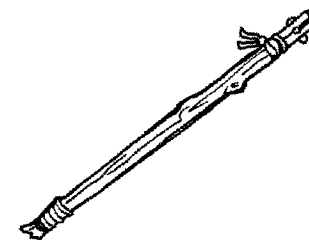


ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	2	2	3	4	5	6	6	7	8

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	9	10	10	11	12	13	14	14	15	16

PlainLabel Game System™
Copyright 2001 MicroTactix Games

Staff



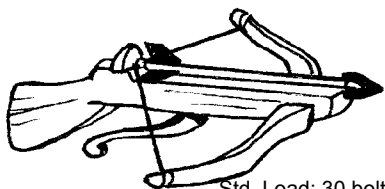
Same Turn Attack/Defend
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	2	3	4	5	5	6	7	8	9

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	10	11	12	13	14	14	15	16	17	18

PlainLabel Game System™
Copyright 2001 MicroTactix Games

Light Crossbow



Std. Load: 30 bolts

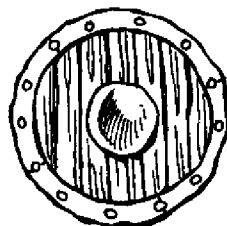
Bolts • 1 Shot / Action
Reload 1 Bolt / 2 Actions
Range: S-20 · M-50 · L-90 · X-135
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	2	3	4	5	5	6	7	8	9

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	10	11	12	13	14	14	15	16	17	18

PlainLabel Game System™
Copyright 2001 MicroTactix Games

Target Shield



1 Point Protection vs. All Attacks
Damage on Shield Smash Only

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	1	1	2	2	2	3	3	3	3

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	4	4	4	5	5	5	6	6	6	6

PlainLabel Game System™
Copyright 2001 MicroTactix Games

Large Shield



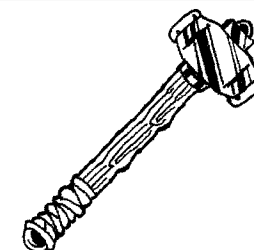
2 Points Protection vs. All Attacks
Min. Strength 5 or -1 Coordination
-1 Penalty All Defend Actions
Damage on Shield Smash Only

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	1	2	2	2	3	3	4	4	4

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	5	5	6	6	6	7	7	8	8	8

PlainLabel Game System™
Copyright 2001 MicroTactix Games

Warhammer



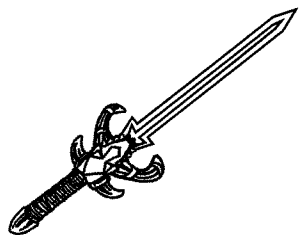
Min. Strength To Use: 6
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	5	7	9	10	12	14	16	18

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	19	21	23	25	27	28	30	32	34	36

PlainLabel Game System™
Copyright 2001 MicroTactix Games

Greatsword

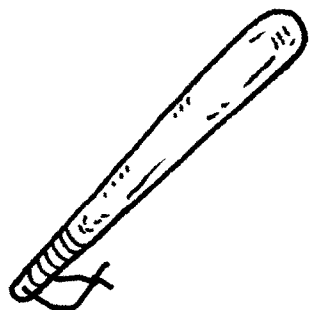


Min. Strength to Use: 6
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	5	7	9	10	12	14	16	18
ROLL	11	12	13	14	15	16	17	18	19	20
DMG	19	21	23	25	27	28	30	32	34	36

PlainLabel Game System™
Copyright 2001 MicroTactix Games

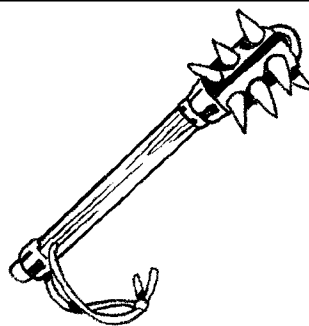
Club



ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	2	3	4	5	6	7	8	9	10
ROLL	11	12	13	14	15	16	17	18	19	20
DMG	11	12	13	14	15	16	17	18	19	20

PlainLabel Game System™
Copyright 2001 MicroTactix Games

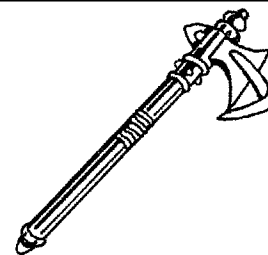
Mace



ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	4	5	6	8	9	10	11	13
ROLL	11	12	13	14	15	16	17	18	19	20
DMG	14	15	16	18	19	20	21	23	24	25

PlainLabel Game System™
Copyright 2001 MicroTactix Games

Battle Axe

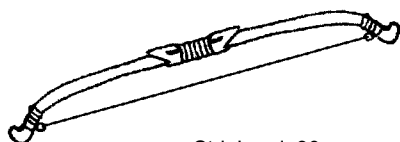


Min. Strength to Use: 6
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	5	6	8	9	11	13	14	16
ROLL	11	12	13	14	15	16	17	18	19	20
DMG	17	19	21	22	24	25	27	29	30	32

PlainLabel Game System™
Copyright 2001 MicroTactix Games

Longbow



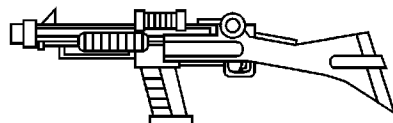
Std. Load: 30 arrows

Arrows • 1 Shot / Action
Reload: 1 Arrow / 0 Actions
Range: S-40 M-125 L-250 X-350
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	1	2	3	4	4	5	6	6	7
ROLL	11	12	13	14	15	16	17	18	19	20
DMG	8	8	9	10	11	11	12	13	13	14

PlainLabel Game System™
Copyright 2000 MicroTactix Games

ENERGY RIFLE



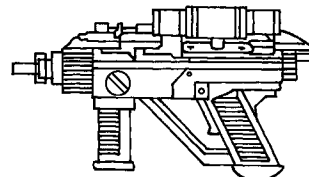
Std. Load: 3 addl. packs

Energy Pack • 1 Shot / Action
Reload: 100 Shots / 1 Action
Range: S-50 M-100 L-200 X-400
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	2	5	7	10	12	15	17	20	22	25
ROLL	11	12	13	14	15	16	17	18	19	20
DMG	27	30	32	35	37	40	42	45	47	50

PlainLabel Game System™
Copyright 2001 MicroTactix Games

PULSE PISTOL



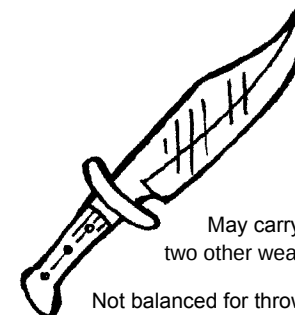
Std. Load: 3 addl. packs

Energy Pack • 1 Shot / Action
Reload: 50 Shots / 1 Action
Range: S-15 M-40 L-80 X-150

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	2	4	6	8	10	12	14	16	18	20
ROLL	11	12	13	14	15	16	17	18	19	20
DMG	22	24	26	28	30	32	34	36	38	40

PlainLabel Game System™
Copyright 2001 MicroTactix Games

BOWIE KNIFE



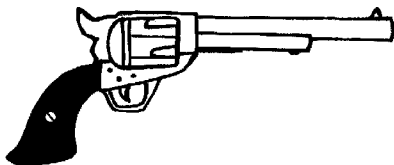
May carry with
two other weapons.

Not balanced for throwing.

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	1	2	2	3	4	4	5	5	6
ROLL	11	12	13	14	15	16	17	18	19	20
DMG	7	7	8	8	9	10	10	11	11	12

PlainLabel Game System™
Copyright 2001 MicroTactix Games

COLT PEACEMAKER



Std. Load: 6 in gun/18 in cartridge belt

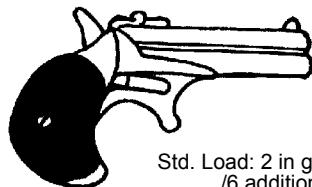
.45 Colt • 1 Shot / Action
Reload: 6 Rounds / 2 Actions
Range: S-10 • M-25 • L-50 • X-100

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	5	7	8	10	12	13	15	17

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	18	20	22	24	25	27	29	30	32	34

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

DERRINGER



Std. Load: 2 in gun
 /6 additional

.25 • 1 Shot / Action
Reload: 2 Rounds / 1 Action
Range: S-4 • M-10 • L-20 • X-40

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	1	2	2	3	4	4	5	5	6

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	7	7	8	8	9	10	10	11	11	12

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

WINCHESTER RIFLE



Std. Load: 6 in gun/18 in cartridge belt

.44-.40 • 1 Shot / Action
Reload: 6 Rounds / 2 Actions
Range: S-40 M-100 L-200 X-400
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	5	7	9	10	12	14	16	18

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	19	21	23	25	27	28	30	32	34	36

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

Brass Knuckles



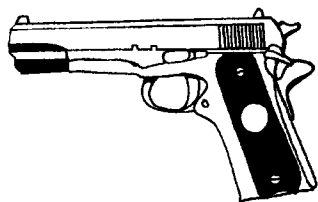
Characters with Strength 8+
Roll Barehand Damage on 1d10
and Add to Weapon Damage.

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	1	2	2	3	3	4	4	4	5

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	5	6	6	7	7	8	8	9	9	9

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

Colt Army 1911



Std. Load: 3 addl. magazines of 7 rounds

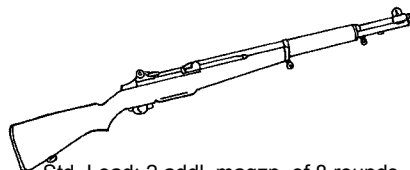
.45 ACP • 2 Shots / Action
Reload: 7 Rounds / 1 Action
Range: S-10 • M-25 • L-55 • X-110

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	5	6	8	9	11	13	14	16

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	17	19	21	22	24	25	27	29	30	32

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

Garand M1 Rifle



Std. Load: 2 addl. magzn. of 8 rounds

.30-06 • 1 Shot / Action
Reload: 8 Rounds / 1 Action
Range: S-70 M-175 L-350 X-700
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	2	4	6	8	11	13	15	17	19	22

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	24	26	28	30	33	35	37	39	41	44

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

Double Barrel Shotgun



Std. Load: 2 rounds in gun/6 addl.

12 Gauge Shot • 2 Shots / Action
Reload: 2 Rounds / 1 Action
Range: S-5 • M-12 • L-25 • X-50
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	5	6	8	9	11	13	14	16

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	17	19	21	22	24	25	27	29	30	32

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

1928 Thompson



Std. Load: 2 addl. magzn. of 20 rounds

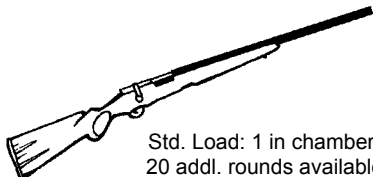
.45 ACP • 9 Shot Burst / Action
Reload: 20 Rounds / 1 Action
Range: S-15 • M-35 • L-75 • X-150
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	5	6	8	9	11	13	14	16

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	17	19	21	22	24	25	27	29	30	32

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

30.06 Rifle



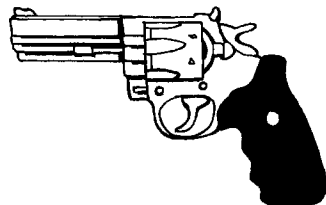
.30-06 • 1 Shot / Action
Reload: 1 Round / 1 Action
Range: S-80 M-200 L-400 X-800
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	2	4	6	8	11	13	15	17	19	22

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	24	26	28	30	33	35	37	39	41	44

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

Colt Python



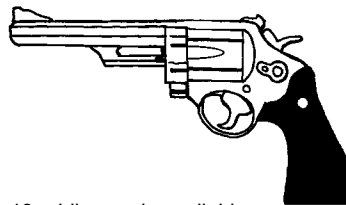
.357 Magnum • 2 Shots / Action
Reload: 6 Rounds / 2 Actions
Range: S-12 • M-30 • L-60 • X-120

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	5	7	8	10	12	13	15	17

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	18	20	22	24	25	27	29	30	32	34

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

S&W Model 29



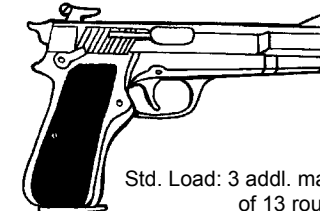
.44 Magnum • 2 Shots / Action
Reload: 6 Rounds / 2 Actions
Range: S-15 • M-35 • L-75 • X-150

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	5	7	9	10	12	14	16	18

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	19	21	23	25	27	28	30	32	34	36

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

Browning High Power



9mm • 2 Shots / Action
Reload: 13 Rounds / 1 Action
Range: S-10 • M-25 • L-50 • X-100

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	4	6	7	8	10	11	13	14

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	15	17	18	20	21	22	24	25	27	28

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

Walther PPK



.32 ACP • 2 Shots / Action
Reload 7 Rounds / 1 Action
Range: S-8 • M-15 • L-35 • X-75

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	2	3	4	5	6	7	8	9	10

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	11	12	13	14	15	16	17	18	19	20

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

M16 A1 Rifle



.223 • 3 or 10 Shot Burst / Action
Reload 30 Rounds / 1 Action
Range: S-55 M-135 L-275 X-550
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	3	5	7	8	10	12	13	15	17

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	18	20	22	24	25	27	29	30	32	34

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

AK-47



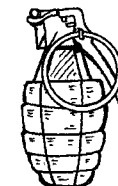
7.62mm • 8 Shot Burst / Action
Reload 30 Rounds / 1 Action
Range: S-45 M-115 L-225 X-450
2 Handed Weapon

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	2	4	6	8	10	12	14	16	18	20

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	22	24	26	28	30	32	34	36	38	40

PlainLabel Game System™
 Copyright 2001 MicroTactix Games

Mk2 Grenade



Explodes Following Turn
Full Damage to 15 Yards
Half Damage to 30 Yards
Range: S-3 • M-10 • L-18 • X-30

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	3	7	11	15	18	22	26	30	33	37

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	41	45	48	52	56	60	63	67	71	75

PlainLabel Game System™
 Copyright 2001 MicroTactix Games