

ALCOHOL



Sometimes alcohol is needed to calm any nerves. Drinking alcohol will heal 1 wound, but will cause you to be at a -1 strength for 3 rounds. Alcohol can also be used as a weapon if combined with the right equipment.

LIGHTER

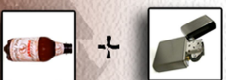


Lighters can be used to set any flammable material on fire. Lighters do not cause damage, but can be combined with other equipment to make weapons. Lighters have 5 uses before running out



MOLotov COCKTAIL

Requires:



+

Sets fire to any combustible material within the blast radius. Causes 1 wound after 3 turns. Fire spreads if in contact for over 1 turn.

1D6 2"



KATANA



-1 3 0



RIOT HELMET



The riot helmet can be used as protection from attacks. Whilst wearing the helmet you can ignore 1 wound caused by an enemy.



BANDAGES



Bandages are an essential item in remaining alive. With these a character can heal 2 wounds on either them or another player once.

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