

Sanford & Son and the Tox Uthat

A TL6 NELUG-BrikWars Game : Jumpgate Games Weekend : February 7, 2004

BRIKWARS

BrikWars is free, open-ended, miniature wargaming system, developed by Mike Rayhawk. It uses plastic building blocks and figures for miniatures. The benefits to using this system are the inherent ability to build really cool machines of war to duke out with your friends on the living room carpet at the drop of a hat. Then rebuilt the whole thing into a completely different genre using no more than the same bricks you just crusaded with moments ago.

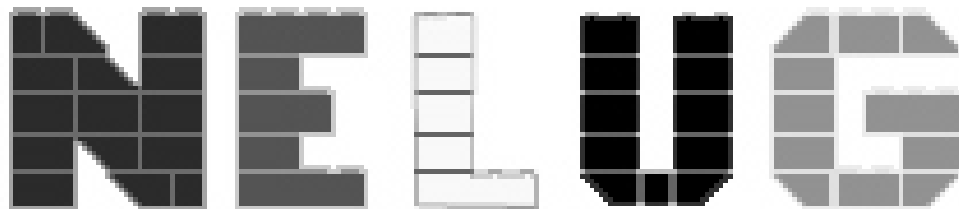
BrikWars attempt to encompass all genres of combat and outlines various levels of rules to which help tailor the exact kind of game you would like to play.

Also inherent in the system is a level of humor. BrikWars makes the trashing of enemy units a fun and somewhat silly experience. It is not supposed to be taken all that seriously.

You are, after all, playing with plastic toys.

A woefully incomplete BrikWars Primer can be found at the towards back of this handout.

More complete information, along with fans site, pictures and artwork, can be seen by visiting the official BrikWars website at <http://www.brikwars.com>



The New England Lego Users Group (NELUG) is an adult LEGO enthusiasts club. Besides running BrikWars games, we have general meetings monthly, participate in train shows, robotic competitions and other public displays around New England.

NELUG was formed in August of 1999 in order to create a forum where adults could share their common hobby of LEGO. Our only rule for membership is that you must be over 18 years of age. We do not collect dues and participation is at each members discretion.

Please visit us on the web at <http://www.nelug.org>

Sanford & Son and the Tox Uthat

Salvage is a tough business.

You spend most of your time trolling through other people's trash and refuse in search of that one big score. Tales spun at local starports of the team that stumbled across a cache of secret gold hidden in a derelict's burnt out reactor core haunt everyone's dreams. Sure they've been bathed in lethal radiation, but they're *rich!*

If only you could be part of something sweet. Something big. You're only hope? Sign on with some of the more "colorful" deep-space salvage teams. That puts you at the outer rim and where the action is!

Apparently, the "action" includes a lot of cleansing of the refuse-containment ductwork. Blech!

Then along comes a datachip and your chance to shine. How your captain got it, is really unimportant (and frankly, better for your health if you don't ask), but it tells of the Tox Uthat, a marvelously secret thing that must be possessed. What, exactly, the Tox Uthat **is** remains somewhat of a mystery. Is it an animal? A virus? A killer recipe for egg nog? A solar inhibitor?

Stop asking question, maggot! Say, how's the refuse-inductor work coming?

Regardless, this Tox Uthat has apparently been located on a derelict vessel, the old Sanford & Son scow, out on the fringes of space; out past the Great Nebula of Evil Gasses™. You know, the one where all those aliens that eat your face off live? Well, it seems that said derelict has finally drifted just out of their territory and that makes it **just** safe enough for you to be dispatched to it with some reasonable percentage of survival (hey, 0.002% is still a percentage).

You and your team are going to take a shuttle and hustle your buns out there. The datachip indicated that the Uthat is stored on the bridge and requires two people to push two separate, but distant buttons at the same time in order to release it. From the fuzzy images, it appears that you'll have to dock at the rear of the ship and make your way forward. You should also note that it's an old style cargo ship. They used to employ a transmatter device to pick up cargo. Sometimes those things can be sort of tricky, so if you stumble across it, you might watch your step because they apparently never run out of power.

You should probably bring some armament. The "source" of the datachip seemed a bit shady, if you know what I mean. If there are other interested parties, you should probably be ready to deal with them.

Oh, and don't take too long, the derelict is on a collision course with a nearby sun.

Objective

Get at least two of your team members to the bridge and retrieve the Tox Uthat. Once you have possession, you can use one of the airlocks at the front of the ship to get it out. Look out for opposition in the form of other salvage teams and possible face-eating aliens. You've got 10 turns to accomplish this goal or you'll be a charcoal briquette.

Teams

Each player will control 1, four-man squad, but total number of units should start even on both sides. If there's an unbalance in players, then some players may end up controlling more units.

A squad is 4 units; 3 gyro pistols and 1 gyro rifle.

Reinforcements

If and when new players join the fray, then they will be assigned two spanking new units that can appear at any airlock that's been spotted by their team. These units are 1 Gyro pistol and 1 Gyro rifle.

Searching Containers

There should be at least a few containers per room to search. A unit can search any nearby container instead of shooting or moving on his/her turn. A maximum of one container per turn, per unit can be searched. When a unit searches a container, roll a 2d10 and consult the *d100 Random Container Chart*. Numbers after items on the chart indicate quantity or ammunition. Once an item is found, it is crossed off the list. Anyone rerolling a crossed off number finds an empty container.

The only exception to this is a roll of 01 is always empty and never crossed off.

The TransMatter Device

The transmatter is used to ferry cargo back and forth. As cargo hauler tended to employ persons of lesser education, there was some attempt to simplify the whole transmatter process. The result was a simple, push button approach which almost led to the downfall of the entire cargo hauling industry. Most transmatter devices of that day have a simple control panel with three buttons:

Yellow: Organic Matter Only

Red: Inorganic Matter Only

Green: Organic/Inorganic Matter

Unfortunately, this device is seriously messed up (to put it lightly). When a unit steps into the teleporter, regardless of what button is pushed, roll a 1d6.

Random Transmatter Effect Chart

01	You have been beamed up. You have no idea where up is, but that's where you are. Now, if you could only come down. The unit is removed from play.
02	You arrive 1d6 inches in a random (1d4 inch) direction (without appearing inside anything like a wall).
03	Your weapons and clothes go where ever you want them to - any organic material, however, does not. The unit is removed from play, his or her items are placed at the teleported location.
04	You arrive 1d6 inches in a random (1d4 inch) direction (without appearing inside anything like a wall).
05	As above, sans inorganic materials. No clothes, no weapons.
06	You arrive just where you wanted, as you wanted (e.g., clothed, weaponed)

Aliens

A number of face-eating aliens have hitched a ride on the derelict as it passed through the Great Nebula of Evil Gasses™ and are randomly located throughout the derelict. There should be an Alien Player (AP) which will be a NELUG member in this case.

Aliens always move first. At the top of the round, the AP will move any of his units first. Using a secret map to track their movements.

Random Alien Movement. Each turn, the AP rolls a 1d6 for each alien. For every 6, the AP can move that alien it's maximum movement on a 1d4 roll, regardless if there is door or not in that direction, they use the ventilation system and other crawlspace, but they will never go out of the ship, nor do they open closed doors. If there is no room on that direction, the alien doesn't go anywhere, simply *hides* in the same room.

Random Alien Movement Chart

01	North
02	South
03	East
04	West

When a trooper(s) enters a room with an alien, moves within that room, or the alien enters a room with trooper(s) in it roll 1d6 roll per each trooper.

Random Alien What-to-Do Chart

01	Alien is hiding and trooper doesn't notice anything unusual.
02	Alien makes noise and trooper hears something he knows there is an Alien in the room.
03	Alien is hiding and is spotted by the trooper.
04	Alien runs out of the room (rolling 1d4) trooper spots the Alien and can take opportunity fire.
05	Alien attacks: roll Alien attack.
06	Alien viciously attacks and it's an instant kill, regardless of trooper defense.

If the alien is attacked and survives the attack, it will roll 1d4 per every trooper in the room.

Random Alien Aftermath Chart

01	Run away (roll 1d4 direction).
02	Hide.
03	Attack.
04	Attack.

The Bridge and Winning the Game:

Once units have arrived at the bridge, two units are necessary to retrieve the Tox Uthat. They must stand at control stations on opposite sides and push a button together. This is akin to launching a nuclear missile in that both men must turn their key at the same time. The Uthat will then appear in the center where it can be retrieved by one, and only one, unit. Once a unit has possession of the Uthat, he or she must make it out any airlock.

Any player who's unit is in possession of the Tox Uthat that crosses the terminator of an airlock is considered the victor, even if he or she is in the process of being gunned down.

How or why this unit will survive the super harsh conditions of outer space is not really worth thinking about.

Starting Squad

Alpha					
MOVE	5"				
ARMOR	7				
SKILL	1d6				
EQUIP	2H	RNG	UR	-CMP"	DAM
Gyro Pistol	—	12"	2 (5)	—	1d6

Beta					
MOVE	5"				
ARMOR	7				
SKILL	1d6				
EQUIP	2H	RNG	UR	-CMP"	DAM
Gyro Pistol	—	12"	2 (5)	—	1d6

Delta					
MOVE	5"				
ARMOR	7				
SKILL	1d6				
EQUIP	2H	RNG	UR	-CMP"	DAM
Gyro Pistol	—	12"	2 (5)	—	1d6

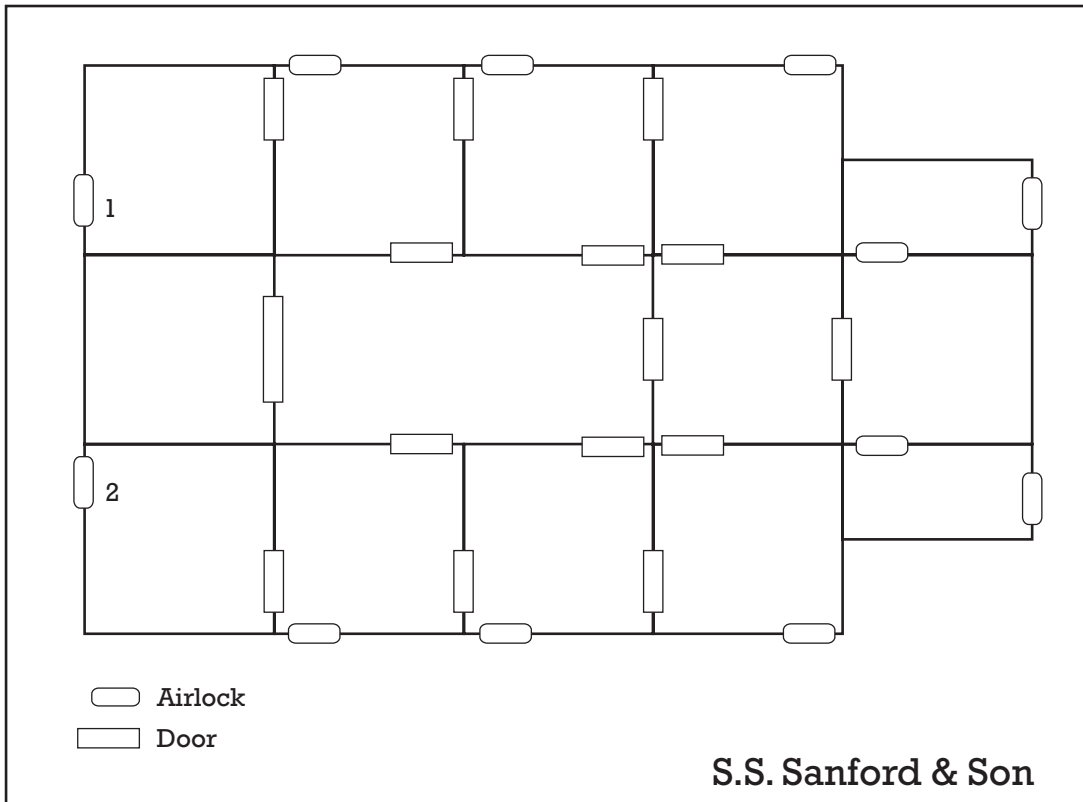
Gamma					
MOVE	5"				
ARMOR	7				
SKILL	1d6				
EQUIP	2H	RNG	UR	-CMP"	DAM
Gyro Rifle	—	16"	3 (5)	—	1d6+3

Reinforcements

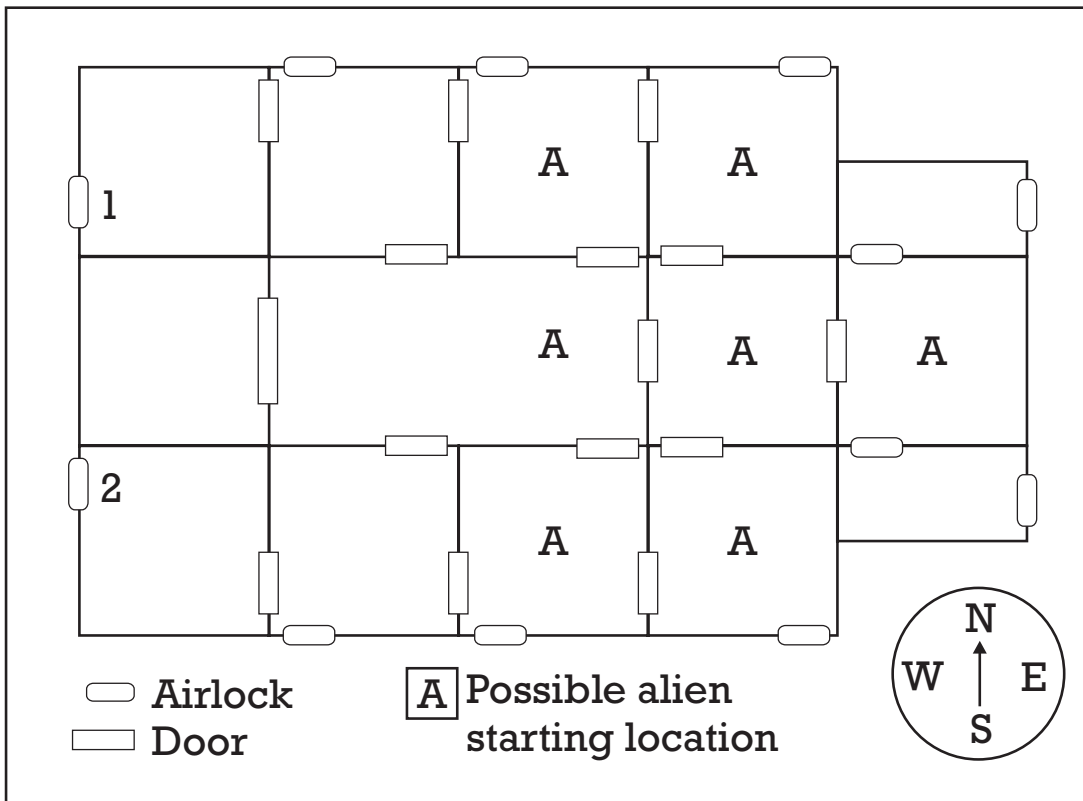
Lamda					
MOVE	5"				
ARMOR	7				
SKILL	1d6				
EQUIP	2H	RNG	UR	-CMP"	DAM
Gyro Pistol	—	12"	2 (5)	—	1d6

Omicron					
MOVE	5"				
ARMOR	7				
SKILL	1d6				
EQUIP	2H	RNG	UR	-CMP"	DAM
Gyro Rifle	—	16"	3 (5)	—	1d6+3

Roll	Description	Roll	Description
1	Empty	51	Armor Vest (+1 AV)
2	BattleAxe	52	LightSaber
3	Armor Vest (+1 AV)	53	MegaAccuDose (+3 Skill Roll - 1 Turn)
4	Rectal Thermometer	54	Hatchet
5	Soylent Green (Now With More Girl!)	55	Spamcake Surprise
6	EnergyDisk	56	Nail Gun (25) [Treat as Machine Gun]
7	Stickypops (6)	57	1 Gallon of Industrial Glue
8	Body Armor (+2 AV)	58	Armor Vest (+1 AV)
9	Hairspray	59	Travel Brochure for Volturnus
10	AutoChakram	60	Roks (3)
11	An Inanimate Carbon Rod	61	Shotgun Shells (8)
12	Armor Vest (+1 AV)	62	Armor Vest (+1 AV)
13	Chain	63	Stun Rifle
14	Rusty Nails (150)	64	Axel Grease
15	Armor Vest (+1 AV)	65	Box of Pinless Grenades (6) [Mkl]
16	Rubbing Alcohol	66	Large Box of Ball Bearings
17	Phased-Machine Gun	67	Beer Bottles (6)
18	Body Armor (+2 AV)	68	Body Armor (+2 AV)
19	Oily Rags (1 Pile)	69	Impact Pistol
20	Andy the SecHovBot [Voice Commands]	70	Andy's Remote Control [Overrides Voice]
21	Armor Vest (+1 AV)	71	Canisters of Pure Oxygen (3) [Mkl]
22	Stun Grenades (4)	72	Teflon Plates (4)
23	A Compound Bow (12)	73	Short Sword
24	MildAccuDose (+1 Skill Roll - 3 Turns)	74	Roll of Duct Tape
25	Body Armor (+2 AV)	75	Body Armor (+2 AV)
26	Chainsaw	76	3' of Rope
27	Rubber Gloves	77	Metal Rods
28	Jumper Cables	78	Towel (+1 AV if Wrapped Around Head)
29	Sniper Cannon	79	Brass Candlestick Holders (2)
30	YoYoDyne CreditCard (1968 Credits)	80	200 Illegally Downloaded MP3s
31	Hairnets (12)	81	Katana
32	Refractive Armor (+3 AV)	82	Body Armor (+2 AV)
33	Ronco Ever-Sharp Knives (2)	83	Fire Extinguisher
34	Gallon Jug of Used Motor Oil	84	Impact Rifle
35	Crunchy-Tyme Cheezy Chips (4 bags)	85	A Dead Monkey
36	Hammer	86	Shurikens (25)
37	AccuDose (+2 Skill Roll - 2 Turns)	87	Oil Lamp (Functional)
38	Armor Vest (+1 AV)	88	Armor Vest (+1 AV)
39	Box of Molded Cheese	89	Pots and Pans (2 each)
40	Phased-Machine Gun	90	Bazooka (2)
41	Slimey Alien Goo in a Jar	91	Table Saw Blades (3)
42	Molecular Acid 1 Liter [Treat as Molotov]	92	Siege Pistol
43	Leather Whip	93	Small Rubber Balls (24)
44	Case of Shaving Cream	94	Stun Gun
45	Body Armor (+2 AV)	95	Energy Shield (+5 AV)
46	Shotgun (6)	96	Box of Space Twinkies
47	Inflatable Raft Still in Dufflebag	97	AccuDose (+2 Skill Roll - 2 Turns)
48	Katana	98	The Necominicon
49	Portable Crash Kit (Defibrillator Suitcase)	99	Mega-Pulse Plasma Weapon [Siege Rifle]
50	Alien Pheromone Spray (2 Applications)	100	Alien Spray Away (2 Applications)



The S.S. *Sanford & Son* refuse collection vessel. The numbers indicate starting points for each team.



Alien Player (AP) Starting Map. This map should remain hidden from the players. The AP uses this map to coordinate the Alien movement in secret.

BrikWars Basics

The following sheets outline some of the basics for playing BrikWars. Reference numbers indicate actual excerpts from the rulebook that can be found at the back of this handout.

Phase of the Turn

1. Movement or Search

Move your units their up to their full movement in inches. If you are standing next to a container (a box, locker, crate, etc.) you may perform a search instead of moving. See *Searching Containers*.

1a. Opportunity Fire [1]

Units that did not fire a weapon on the last turn, may fire at enemy units on their turn at a -2 penalty.

2. Combat or Search

Search

If you are standing next to a container (a box, locker, crate, etc.) you may perform a search instead of engaging in combat. See *Searching Containers*.

Combat [2]

Combat is divided into two categories: Ranged and Close Combat (CC). All weapons have a range number. This is the range of the weapon given in inches. Any target must be within this range in order to be hit. Close Combat weapons may only attack a target that's touchable (within ~1").

Attacker declares target and rolls dice to hit using the Usage Rating (UR) of the weapon he is attacking with. If the die roll is the UR number or below, then it is a hit. After all hits have been recorded, damage is rolled using the die number under the damage heading on the weapon.

Damage is assigned to targets. Damage numbers that exceed the units *Armor Value* (AV) destroy or kill the target. If the damage number does not exceed the unit's AV, then the unit shrugs it off and continues on. There are no hit points.

Combined Fire [3]

Under the *Combined Fire* rules, you should declare all units firing on any single target to gain the maximum possible damage. This basically means that if you choose to have multiple units attack one enemy unit, then the damage is combined for all units that hit. If you choose to not use Combined Fire, then each unit that hits is dealt with individually. As damage is not cumulative, in some case Combined Fire is the only way to destroy a unit.

Searching Containers

(This is a special rule for the Tox Uthat game only)

Whenever a unit is standing next to a searchable container, or ends his movement phase next to a searchable container, he may elect to search the container. This action takes the place of either moving or combat. If you search a container on your Combat phase, you may not engage in Opportunity Fire.

You cannot search a container during the *Opportunity Fire* phase of any turn.

The player announces he is searching the container and rolls 2d10. The result will correspond to a number on the *d100 Random Container Chart*. Once an item is recovered, it is crossed off the chart.

A repeated result means the container is empty.

If you find a weapon, you can find it's stats on the Charts table at the back of this handout. You may only hold 1 two handed item or 2 one-handed items at any time. Once an item is discarded it is gone, however you can transfer it to others within your group if they are about an inch or two away.

Endnotes

This section directly quotes the rulebook on the referenced items. Pages numbers provided are taken from the PDF form of the Winter 2001 rulebook, available at <http://www.brikwars.com>.

[1] Attacking on an Opponent's Turn (p. 38)

If a soldier or unit did not make any attacks on his previous turn and is holding his weapon in a ready position, he can make an Opportunity Attack during his opponent's Movement Phase, when an enemy unit moves into his field of fire (becoming a Target of Opportunity). He fires at -2 to Skill, and can not take any bonuses from aiming.

A soldier can avoid this -2 Skill Penalty if he specifically prepares to attack Targets of Opportunity at the end of his turn. This is useful when a player wants to have one squad provide cover for another when advancing through open terrain, or when he orders the troops manning the base guns to fire at anything that moves (outside the base, that is). You can tell a soldier is prepared to attack Targets of Opportunity because he is kneeling or lying down. Changing to a kneeling or prone position, or getting back up from one, takes 1" of Movement. To make a minifig kneel properly, turn his legs backwards.

[2] Basic Combat (pp. 16–17)

There are two basic types of combat in BrikWars: ranged combat and close combat. Ranged combat takes place over long distances, using guns, missiles, rocks, decapitated heads, or whatever else comes immediately to hand. Close combat is when things get personal, and troopers take it upon themselves to engage each other one-on-one with hand weapons, fists, teeth, headbutting, elbowing, kneeling, kicking, tickling, and sitting on the enemy for extended periods of time.

The attacker chooses the weapon he wants to use and the target he wants to attack. An attacker may attack with one ranged weapon, with two hand weapons, or with any number of vehicle weapons, but each attacker can only focus on one target in any given turn.

For each weapon the attacker is using, he makes sure the target is within range of the weapon (in the case of Close Combat weapons, the attacker has to be able to touch the target with the weapon) and make an Attack Roll. He does this by making a Skill Roll (a Trooper would roll 1d6), plus or minus any Skill Modifiers that apply (you won't have to worry about these until you get into Chapter Three: Advanced Combat). If his modified Skill Roll is equal to or greater than the Usage Rating (UR) of the weapon, he hits his target; otherwise, he misses. (In trivial cases, such as a Trooper breaking a glass window with a BaseballBat, the Rule of Fudge dictates that you skip the Skill and Damage Rolls and just smash the window.)

When an attacker successfully hits his target, the attacking player rolls the Damage Roll of the weapon being used, and the defending player rolls the Armor Roll of the target. If the Armor Roll is equal to or higher than the Damage Roll, then the target survives unharmed; otherwise, it is destroyed (or damaged, in the case of vehicles and buildings).

[3] Combined Fire (p. 40)

If you have many units making attacks on a single target, you can decide that they are engaging in Combined Fire. After figuring out how many of the units' attacks hit the target, add all the damage together and roll it all at once. If this is not enough to destroy the target, you may have another unit or group of units fire on the target. The

damage from this second group is not added to the Combined Fire damage of the first group, but it may be combined into a new set of Combined Fire damage.

[4] Automatic Fire (pp. 40–41)

An automatic weapon has two UR statistics. One-shot attacks use the first UR, and are handled as a normal ranged attack. Three-round bursts ... are considered Automatic Fire, which uses the second 'Auto' UR listing in parentheses. Auto UR is higher than a weapon's standard UR, because a high rate of fire multiplies the effect of the weapon's recoil.

A three-round burst is used to attack a single target three times. Each round is rolled separately against the weapon's Auto UR, doing normal damage. If multiple shots hit the target, they do combined damage.

Weapon Charts

Pistols

<i>Weapon</i>	<i>TL</i>	<i>2H</i>	<i>CP</i>	<i>Range</i>	<i>UR</i>	<i>-CMP"</i>	<i>Damage</i>
Pirate Flintlock	3	—	3	6"	3	—	1d6, Slow
Revolver	4	—	3	8"	3	—	1d6
Machine Pistol*	4	—	4	10"	2 (6)	—	1d6
Gyro Pistol*	5	—	4	12"	2 (5)	—	1d6
Impact Pistol*	5	—	4	10"	3 (6)	—	1d6+2
Siege Pistol	6	—	4	12"	4	—	1d10 Exp

*Pistols marked with an asterisk can be used for Automatic Fire at the UR listed in parentheses.

Rifles

<i>Weapon</i>	<i>TL</i>	<i>2H</i>	<i>CP</i>	<i>Range</i>	<i>UR</i>	<i>-CMP"</i>	<i>Damage</i>
Pirate Musket	3	X	4	12"	5	—	1d6, Slow
Shotgun	4	X	5	12"	3	—	1d6+1
Machine Gun*	4	X	6	6"	2 (5)	—	1d6
Gyro Rifle*	5	X	6	16"	3 (5)	—	1d6+3
Impact Rifle*	5	X	6	14"	4 (6)	—	2d6+2
Siege Rifle	6	X	6	18"	5	—	2d10 Exp

*Rifles marked with an asterisk can be used for Automatic Fire at the UR listed in parentheses.

Death Guns

<i>Weapon</i>	<i>TL</i>	<i>2H</i>	<i>CP</i>	<i>Range</i>	<i>UR</i>	<i>-CMP"</i>	<i>Damage</i>
Cannon		NA	10	16"	6	-3"	1d10+3 Exp
Bazooka		X	10	16"*	6*	-3"	Special
Death Gun		X	10	16"	5	-2"	2d20 Exp
Sniper Cannon		X	10	20"	5	-2"	3d6+4 Slow

*Bazooka stats marked with an asterisk apply when launching grenades or grenade-sized objects. Damage will depend on the damage rating of the object being launched.

Explosives

Weapon	TL	2H	CP	Range	UR	-CMP''	Damage
Gunpowder Barrel	3	X	3	—	—	-3''	2d10, Exp
Cannonball*	3	X	2	—	—	-3''	1d10+3 Exp
MkI Explosive	3	X	(4)	(20'')	(6)	—	1d10+3 Exp
MkII Explosive	4	X	3 (6)	(22'')	(7)	-1''	2d10 Exp
MkIII Explosive	5	X	4 (8)	(24'')	(8)	-2''	2d10+3 Exp

*Cannon Ball stats are included for Troopers loading Cannons. Cannon Balls can not be thrown. () numbers in parentheses are for Missiles.

Archery

Weapon	TL	2H	CP	Range	UR	-CMP''	Damage
Quiver	1	X	1	—	—	—	—
ShortBow	1	X	1	5''	3	—	1d6
MediumBow	1	X	2	8''	4	—	1d6
LongBow	2	X	5	16''	5	—	1d6+2
CrossBow	2	(X)	3	8''	3 (2)	—	1d6+3 Slow
CompoundBow	4	X	3	10''	3	—	1d6+2

Thrown Weapons

Weapon	TL	2H	CP	Range	UR	-CMP''	Damage
Hand Weapons	(Normal Weapons Stats)						
Little Rok	0	—	0	—	2	—	1d6-3 Stun
Big Rok	0	—	0	—	3	-(B)''	B × d6 Stun
Sling	1	—	1+1	3	—	—	1d6 Stun
Bolo	1	—	1	—	3	—	-1d6 Skill
Net	1	—	2	—	3	—	-2d6 Skill
Boomerang	1	—	1	—	2	—	1d6-1 Stun
Shuriken	2	—	1/3	—	2	—	1d6-1
Chakram/Discus	2	—	3	+1P	2	—	1d6
AutoChakram	5	—	5	+2P	2	—	1d6+2
EnergyDisk	6	—	10	+2P	2	—	2d6

The range of thrown weapons is (Skill × Power)/Mass. Normal Troopers throwing normal weapons have a range of 1d6''

Bludgeons

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Fists*	0	—	—	CC	2	—	1d6-1 Stun
Hammer	—	—	—	CC	3	—	1d6 Stun
Shovel	—	X	—	CC	4	—	1d6 Stun
Club/Mac	0	—	1	CC	2	—	1d6 Stun
Staff	1	X	1	CC	2	—	1d6 Stun
Battering Ram	2	X	S'	CC	6	—	P × 1d6 Stun

*A minifig can only use Fists if he has no other CC weapon. Do not try to punch any thing harder than bamboo armor or you'll break your hand and look stupid.

Blades

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Knife	1	—	1	CC	2	—	1d6-1
Shortsword	3	—	2	CC	2	—	1d6
Saber	2	—	2	CC	3	—	1d6+1
Katana	2	—	4	CC	2	—	1d6+3
Golden Broadsword	2	—	5	CC	3	—	2d6+1
Chainsaw/Buzzsaw	4	X	3	CC	6	—	2d6+1
LightSaber	6	—	10	CC	2	—	3d6+2
Double LightSaber	6	(X)	20	CC	2	—	3d6+2

Spears

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Spear	1	(X)	2	CC	3	—	1d6 Max 10
Trident	2	(X)	3	CC	3	—	1d6+1 Max 10
Wooden Lance	2	—	3	CC	3	-1"	1d6* Max 10
Iron Lance**	2	—	4	CC	4	-2"	1d6* Max 10
Steel Spike	4	—	3	CC	2	—	1d6-1 Max 10

*Wooden and Iron Lances can normally only be used in Charging at tacks.

**An Iron Lance is very heavy and can only be wielded by a minifig with a Power of 2 or higher.

Axes

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Hatchet	1	—	2	CC	2	—	1d6
PickAxe	2	X	2	CC	3	—	1d6+2
BattleAxe	2	X	3	CC	4	-1"	1d6+3
Halberd	2	X	4	CC	5	-2"	2d6+1

Flails

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Lasso/Rope	1	—	(1)	CC	3	—	—
Leather Whip	1	—	(1)	CC	3	—	1d6 Stun*
Chain	2	—	(2)	CC	3	—	d6 Stun
Flail	2	—	1+(1)	CC	4	—	1d6+1 Stun
Rope with Hook	—	—	2(1)	CC	2	—	1d6

*A whip does Stun damage to unarmored flesh only. () CP costs in parentheses indicate CP cost per 5" of rope length.

Incendiaries

Weapon	TL	2H	CP	Range	UR	-CMP"	Damage
Flint and Tinder	0	—	1	CC	(6)	—	Starts Fire
TinderBox	2	—	1	CC	(5)	—	Starts Fire
Matches	3	—	1	CC	—	—	Starts Fire
Lighter	4	—	1	CC	—	—	Starts Fire
Torch	0	—	2	CC	2	—	1d6-1 Fire
Oil Flask	2	—	2	—	—	—	2d6 Fire 2 Puddle Radius
Molotov Cocktail	4	—	3	—	—	—	3d6 Fire 3" Puddle Radius
GreekFire/Napalm	2	—	5	—	—	—	4d6 Fire 3" Puddle Radius
FireBomb	3	—	5	—	—	—	1d10 Exp + 1d6 Fire
FlameThrower	4	X	6	8"	3	-2"	2d6 Fire*
PlasmaGun	5	X	8	8"	4	-2"	3d6 Fire*

() UR costs in parentheses must be rolled to light a fire.

*Flame Throwers and PlasmaGuns can be used for FullAuto Automatic Fire at normal UR, with a maximum firing arc of thirty degrees.

Armor

<i>Item</i>	<i>TL</i>	<i>2H</i>	<i>CP</i>	<i>Range</i>	<i>UR</i>	<i>-CMP''</i>	<i>Effect</i>
Shield	1	—	1	—	—	—	+2 AV
BigShield	—	—	2	—	—	—	+4 AV
PlateArmor	12	—	2	—	—	—	+1d6 AV
(No Helmet)	0	—	(-1)	—	—	—	(-1 AV)
(Helmet)	2	—	0	—	—	—	+0 AV
VisoredHelmet	2	—	1	—	—	—	+1 AV
HorseBlanket	2	—	2	—	—	—	+2 Horse AV
HorseHelmet	2	—	2	—	—	—	+2 Horse AV

Equipment

<i>Item</i>	<i>TL</i>	<i>2H</i>	<i>CP</i>	<i>Range</i>	<i>UR</i>	<i>-CMP''</i>	<i>Effect</i>
JetPack	5	—	5	—	—	—	× 2 Straight-line Minifig Move
Parachute	4	—	2	—	—	—	Prevents Falling Damage
SuiteCase PsiAmp	6	—	10	5	—	—	Controls Normal People's Brains
Precision Tool	1	—	3	—	—	—	Some Specialist Need Tools
Skis	2	—	2	—	—	—	× 2 Move on Slick Surfaces
Flippers	4	—	1	—	—	—	Full Move Underwater
Container	1	—	1	—	—	—	Holds Stuff
Big BakPak	2	—	8	—	—	-1''	Con tains Supplies
PowerPak	5	—	2	—	—	-1''	Provides 2 Power to One Device