

Weapon List

Here is a list of weapons. Weapons in italics did not feature in any of the film material, but the rest does in some form. Small weapons may be hidden, weapons with 'reload' take an action to reload, and weapons with 'assemble' require a shooting skill check difficulty 9 to put together properly. The stats for the weapons are good damage, lesser damage, ammo (if applicable) and range (if applicable, one of Short, Medium, Long and Extreme).

The ratio of ranged weapons : mêlée weapons : other stuff : useless in the film was about 3:4:2:3, but you can change it to taste.

Ranged Weapons:

Revolver L/W/6/M (small)
Rifle L/W/12/L
Handgun L/W/12/M (small)
Pump Action Shotgun L/SW/12/S (reload)
Shotgun L/SW/9/S
Crossbow L/W/12/M (reload)
Assault Rifle L/SW/10/M (assemble)
Sniper Rifle L/W/6/E (assemble reload)
SMG L/SW/6/S
Poisoned Needle Gun L/L/1/S (small)
Tiny Pistol L/W/4/M (small)- additional +1 surprise bonus
Flare Gun SW/S/1/M

Mêlée Weapons:

Axe SW/SW
Katana L/W
Knife SW/W (small)
Nunchaku W/S
Stungun 2S/S (small)
Kama SW/W
Pick-Axe SW/W
Baseball Bat W/K
Staff W/K
Machete SW/W (small)
Dagger SW/W (small)
Flick-knife W/W (small)- additional +1 surprise bonus

Other Weapons:

Grenades (x6) L/SW/W/K/S
Smoke Grenades (x6) S

Useful Things:

Locator – avoid enemy (small)
Bulletproof Vest – turn SW or W into S, turn L into K from stab or gunshot (small- may reveal at end of scene or for a surprise attack with +1 bonus)
Radio – communicate with other radio. (small)
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First Aid Kit – cure a W. 3 uses.
Binoculars (small)

Potassium Cyanide (small)

Not Useful:

Fan (small)

Loudhailer

Pan Lid (small)

Rope

Rubber Mallet (makes comedy squeaking noise)

Fork (small)

Coat Hangar (small)

Boxing Gloves (reduces unarmed damage to S/-)

Headband (small)

Note- "This weapon removed for cleaning" (small)

Music Box (small)