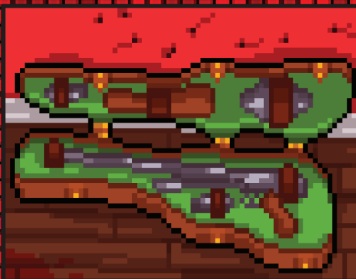


Tommy Gun



Weapon (Mortal, SciFi)

The battlefields of World War II and the streets of Prohibition Chicago had something in common: The Thompson.

You loose a rain of lead on your foe, turning them into Swiss cheese.

Alt Attack: Scare Tactics: Trace your foe in bullets! The only thing more frightening than death is near-death. Mortal terror reduces your foe's next Attack roll by 3.

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Magic Wand



Weapon (Mystical)

They all laughed at you when you spent recess carving nonsense letters into a tree branch. Well who's laughing now?!

Creates a Fireball that ignites your foes.

Alt Attack: Overcharge your wand to add 3 Damage to your Attack. This will destroy the wand.

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World Crusher



Weapon (SciFi)

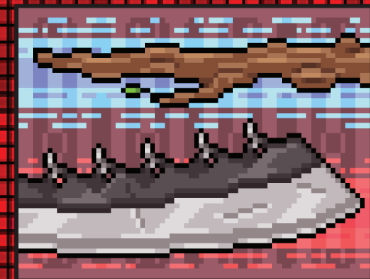
You can't believe that someone would up and leave a device capable of blowing up a planet in some garbage can on the street. But that doesn't stop you from jury-rigging a platform for it.

Alt Attack: Peace Ray! A player of your choice is invulnerable for three turns. (A solid strategy to prevent your foe from picking off a weaker opponent.)

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The "Giving" Stick



Weapon (Mystical)

Back in Magick School, you learned a spell called "Stuff to Sticks." Now, finally, you can use it! Or, you know, just "trade" with your neighbor.

This weapon deals minimal damage, but can be "traded" for any other weapon on the battlefield when you deal damage to its owner. Player permission not required.

Alt Attack: Turns all weapons on the battlefield into Twigs that deal 1 Damage. This destroys The Giving Stick.

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