

PISTOL

+1 HAND TO HAND

PISTOL

+1 HAND TO HAND

RIFLE

+2 HAND TO HAND

STICK

+1
USE ONCE

STICK

+1
USE ONCE

ANTIQUE PISTOL

+2
+1 H/H
EXPLODE HAZARD

HAMMER

+1
BARRICADE

ANTIQUE RIFLE

EXPLODE HAZARD +2 HAND TO HAND

STICK

+1
USE ONCE

STICK

+1
USE ONCE

HAMMER

+1
BARRICADE

HAMMER

+1
BARRICADE

SHOTGUN!

+4
+1 HAND TO HAND

STICK

+1
USE ONCE

STICK

+1
USE ONCE

HAMMER

+1
BARRICADE

TORCH

+1 TO WEAPON

SHOTGUN!

+4
+1 HAND TO HAND

STICK

+1
USE ONCE

STICK

+1
USE ONCE

TORCH

+1 TO WEAPON

TORCH

+1 TO WEAPON

+4
FUEL CANISTER

1/2 MOVE
CANNOT BE STOWED

STICK

+1
USE ONCE

STICK

+1
USE ONCE

LAMP

+1
USE ONCE

LAMP

+1
USE ONCE

FIRE EXTINGUISHER

FIRE FIGHTING +2

CLOCK

USE ONCE

CLOCK

USE ONCE

POWER TOOL

+2
NEEDS POWER ON

CROWBAR

+2

GAS CYLINDER

CANNOT BE STOWED 1/2 MOVE

ORNAMENT

+1
USE ONCE

ORNAMENT

+1
USE ONCE

NAIL GUN

+3
NEEDS POWER ON

KNIFE

+1

LAWN MOWER

+4
NEEDS POWER ON CANNOT BE STOWED

WOK

+1
USE ONCE

WOK

+1
USE ONCE

KNIFE

+1

KNIFE

+1

CHAINSAW!

+4
FUEL HAZARD 1/2 ATTACK

BOOK

+1
USE ONCE

BOOK

+1
USE ONCE