



## Weapons

Type	Damage*

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\* Including injury bonus

## Armour

Armour type	Protection	Move & AGL pen.

## Health (each level = VIT)

Health levels	Vitality	Current	Effect
Flesh wounded			None
Lightly wounded			-1 test penalty
Moderately wounded			-3 / half Move/ max 2 actions
Seriously wounded			-6/ crawl/ max 1 action
At death's door			Unconscious & dying

## Equipment

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