Canned Spam	Canned Spam	Canned Spam
1 AP to use Heal one wound One use only	1 AP to use Heal one wound One use only	1 AP to use Heal one wound One use only
Canned Spam	Canned Spam	Canned Spam
1 AP to use Heal one wound One use only	1 AP to use Heal one wound One use only	1 AP to use Heal one wound One use only
Canned Spam	Canned Spam	Canned Spam
1 AP to use Heal one wound One use only	1 AP to use Heal one wound One use only	1 AP to use Heal one wound One use only

Anarchist Bomb	Anarchist Bomb	Anarchist Bomb
2 AP to throw up to 4 squares away Wounds everyone in blast on 2+ One use only	2 AP to throw up to 4 squares away Wounds everyone in blast on 2+ One use only	2 AP to throw up to 4 squares away Wounds everyone in blast on 2+ One use only
Grenade	Grenade	Grenade
2 AP to throw up to 6 squares away Wounds everyone in blast on 3+ One use only	2 AP to throw up to 6 squares away Wounds everyone in blast on 3+ One use only	2 AP to throw up to 6 squares away Wounds everyone in blast on 3+ One use only
Grenade	Grenade	Grenade
2 AP to throw up to 6 squares away Wounds everyone in blast on 3+ One use only	2 AP to throw up to 6 squares away Wounds everyone in blast on 3+ One use only	2 AP to throw up to 6 squares away Wounds everyone in blast on 3+ One use only

Tea	Tea	Tea
1 loot point	1 loot point	1 loot point
Tea	Tea	Tea
1 loot point	1 loot point	1 loot point
Tea	Tea	Tea
1 loot point	1 loot point	1 loot point

Opium	Opium	Opium
5 loot points	5 loot points	5 loot points
Smallpox Blankets	**Smallpox Blankets**	**King Tut's Treasure**
Royal Bioweapons Division 10 loot points	Royal Bioweapons Division 10 loot points	50 loot points
Tea	Tea	Tea
1 loot point	1 loot point	1 loot point

Martini-Henry rifle

Two-handed
Ammo cap: 1
Attack Die: D8
Power: +1

Martini-Henry rifle

Two-handed
Ammo cap: 1
Attack Die: D8
Power: +1

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Two-handed
Ammo cap: 1
Attack Die: D8
Power: +1

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Two-handed
Ammo cap: 1
Attack Die: D8
Power: +1

Martini-Henry rifle

Two-handed
Ammo cap: 1
Attack Die: D8
Power: +1

Martini-Henry rifle

Two-handed
Ammo cap: 1
Attack Die: D8
Power: +1

Webley revolver

One-handed
Ammo cap: 6
Atack Die: D6
Power: +0

Webley revolver

One-handed
Ammo cap: 6
Atack Die: D6
Power: +0

Webley revolver

One-handed
Ammo cap: 6
Atack Die: D6
Power: +0

Winchester '76 rifle

Two-handed
Ammo cap: 10
Attack Die: D8
Power: +0
2 AP to reload

.45 Gatling

Crew-served: 2
Ammo cap: 20
Attack Die: D10
Power: +3
2 AP to push one square
Uses 1 extra shot per target switch

Wilkinson sabre

Inferior infidel copy of the Tulwar
One-handed
+1d6 melee

Wilkinson sabre

Inferior infidel copy of the Tulwar
One-handed
+1d6 melee

Wilkinson sabre

Inferior infidel copy of the Tulwar
One-handed
+1d6 melee

Wilkinson sabre

Inferior infidel copy of the Tulwar
One-handed
+1d6 melee

Webley revolver

One-handed
Ammo cap: 6
Atack Die: D6
Power: +0

Webley revolver

One-handed
Ammo cap: 6
Atack Die: D6
Power: +0

Webley revolver

One-handed
Ammo cap: 6
Atack Die: D6
Power: +0

Wilkinson sabre	**Wilkinson sabre**	**Ammo**
Inferior infidel copy of the Tulwar One-handed +1d6 melee	Inferior infidel copy of the Tulwar One-handed +1d6 melee	10 rounds of ammo Lubed with certified pig/cow grease
Ammo 10 rounds of ammo Lubed with certified pig/cow grease	**Ammo** 10 rounds of ammo Lubed with certified pig/cow grease	**Ammo** 10 rounds of ammo Lubed with certified pig/cow grease
Ammo 10 rounds of ammo Lubed with certified pig/cow grease	**Ammo** 10 rounds of ammo Lubed with certified pig/cow grease	**Ammo** 10 rounds of ammo Lubed with certified pig/cow grease