

Pictograms in



Armour.



Melee attack

(default : $S \times 2 + D10$, 2 AP).



Shooting (distance, default : $D \times 2 + D10$, 2 AP).



Melee Botte

(1/activation, default : $S + D + D10$, 3 AP).



Shooting Botte (1/activation, default : $D \times 2 + D10$, 3 PA).



Indicates whether the botte in question is linked to a given weapon.



Artillery weapon ($D \times 2 + D10$, template / Shiver me Timbers!).



Indicates the number of hands needed to wield the weapon.



Special ability.



Special ability compatible with "Patronne de la Madone" (for Angela and her team).




Equipment.




Sharp, means that the weapon can be poisoned.



Blunt, means that the weapon can add the effect «dazed» on a CH for an extra cost of  at the time of purchase.



Piercing, means that the weapon can add the effect «Armour-piercing 1» on a CH for an extra cost of  at the time of purchase.



Gunpowder gun, allows the use of "Ammunition and gunpowder" paying its cost.



Energy weapon.



Cost in Gold Coins or GC.

You'll find either the pictogram, the keyword or both on the profile cards.