ITEM COUNTERS FOR TERROR TOWN RPG

CITY KEY
Decreases Dark Mayor's Armor by 1
At Power Portal, roll d6 under Keys found = minor victory

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CROSSBOW
1 shot/round only
Shots = 3
Damage = D6+6

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Shots = 3
Damage = D6+6

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1 shot/round only
Shots = 3
Damage = D6+6

MAGNUM
Decreases Armor by 2
Shots = 6
Damage = D6+2

MAGNUM
Decreases Armor by 2
Shots = 6
Damage = D6+2

MAGNUM
Decreases Armor by 2
Shots = 6
Damage = D6+2

MAGNUM

Decreases Armor by 2

Shots = 6

Damage = D6+2

MAGNUM

Decreases Armor by 2

Shots = 6

Damage = D6+2

MAGNUM

Decreases Armor by 2

Shots = 6

Damage = D6+2

REVOLVER

Shots = 6

Damage = D6+1

REVOLVER

Shots = 6

Damage = D6+1

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Shots = 6

Damage = D6+1

REVOLVER

Shots = 6

Damage = D6+1

REVOLVER

Shots = 6

Damage = D6+1

REVOLVER

Shots = 6

Damage = D6+1

SHOTGUN

Shots = 4

Damage = D6+4

SHOTGUN

Shots = 4

Damage = D6+4

SHOTGUN

Shots = 4

Damage = D6+4

SHOTGUN

Shots = 4

Damage = D6+4

SHOTGUN

Shots = 4

Damage = D6+4

SHOTGUN

Shots = 4

Damage = D6+4

MED KIT

Restores 2d6 Life

up to starting amount

MED KIT

Restores 2d6 Life

up to starting amount

MED KIT

Restores 2d6 Life

up to starting amount

MED KIT

Restores 2d6 Life

up to starting amount

MED KIT

Restores 2d6 Life

up to starting amount

MED KIT

Restores 2d6 Life

up to starting amount

PISTOL

Shots = 8

Damage = D6

PISTOL

Shots = 8

Damage = D6

PISTOL

Shots = 8

Damage = D6

PISTOL

Shots = 8

Damage = D6

PISTOL

Shots = 8

Damage = D6

PISTOL

Shots = 8

Damage = D6

RIFLE

Decreases Armor by 1

Shots = 4

Damage = D6+3

RIFLE

Decreases Armor by 1

Shots = 4

Damage = D6+3

RIFLE

Decreases Armor by 1

Shots = 4

Damage = D6+3

RIFLE

Decreases Armor by 1

Shots = 4

Damage = D6+3

RIFLE

Decreases Armor by 1

Shots = 4

Damage = D6+3

RIFLE

Decreases Armor by 1

Shots = 4

Damage = D6+3

UZI

Shots = 12

Damage = D6+1

UZI

Shots = 12

Damage = D6+1

UZI

Shots = 12

Damage = D6+1

UZI

Shots = 12

Damage = D6+1

UZI

Shots = 12

Damage = D6+1

UZI

Shots = 12

Damage = D6+1

GRENADE

One Shot

Damage = 2D6+6

GRENADE

One Shot

Damage = 2D6+6

GRENADE

One Shot

Damage = 2D6+6

GRENADE

One Shot

Damage = 2D6+6

GRENADE

One Shot

Damage = 2D6+6

GRENADE

One Shot

Damage = 2D6+6

MONSTER CHART FOR TERROR TOWN RPG

Giant Tentacle Gigantic tentacle erupts violently from ground
Chase: **12**   Armor: **0**   Life: **36**   Damage: **2D6+3**

Leech Cloud Swarm of floating leeches that drain lifeforce upon contact
Chase: **10**   Armor: **5**   Life: **9**   Damage: **2D6+1**

Vampleweed Vampiric metal tumbleweed made of bloodsucking barbwire
Chase: **9**   Armor: **3**   Life: **15**   Damage: **D6+5**

Chompbox Moving mailbox with a chomping maw of steel teeth
Chase: **6**   Armor: **4**   Life: **13**   Damage: **D6+4**

Beekeeper Skeleton in a beekeeper suit who exhales deadly smoke
Chase: **8**   Armor: **2**   Life: **16**   Damage: **D6+1**

Drooler Bloated, shambling corpse that drools and spits venomous black ichor
Chase: **7**   Armor: **1**   Life: **12**   Damage: **D6**

Tall Sally Female ghoul in a dress with elongated arms, long legs, and hideous claws
Chase: **9**   Armor: **2**   Life: **14**   Damage: **D6+2**

Killboard Walking billboard with an evil image that shoots death rays from its eyes
Chase: **6**   Armor: **1**   Life: **27**   Damage: **D6+3**

Threetin Demonic giant with an arm and a fist in place of a head and a neck
Chase: **8**   Armor: **3**   Life: **18**   Damage: **D6+6**

Wormface Grotesque slithering monstrosity with face full of wormy tentacles
Chase: **7**   Armor: **4**   Life: **21**   Damage: **2D6**

Dark Mayor Fiend who sacrificed entire town's souls for diabolical power
Chase: **11**   Armor: **6**   Life: **24**   Damage: **2D6+2**

**The Terror Town RPG Counter Sheet was made by Ronald Pehr
as an accessory to the game Terror Town RPG by Errin Famiglia**