

SIDE BAG TOKENS

Anti-Rad - Discard to remove D6 Corruption Points



Bandages - Discard to heal D6 wounds from yourself or an adjacent Hero



Available at - Doc's Office, Doc's Tent, General Store, Houses of Healing, Mutant Quarter, Gladiator Arena, Scavenger Doc, Village Market, Wasteland Market

Bomb - Discard to throw like Dynamite



Available at - Guard House, Village Market

Brimstone Ash - Free Attack (At Any Time)

Discard (At Any Time) to do 1 **Wound** (ignoring **Defense**) to every adjacent Enemy.

Available at - Church



Dark Stone Shiv - Free Attack - Discard to do D6 **Wounds** to an adjacent **Enemy**, ignoring **Defense**. **Performer Only**

Available at - Saloon



Dynamite - Discard to throw as a Ranged Attack with a range of (Str+3). The Hero may target any space in range and LoS, even if adjacent to an enemy. If the attack misses, scatter target square D3 times. All models hit by the explosion take D6 damage, ignoring defense.

Available at - Frontier Outpost, General Store, Mutant Quarter



Exotic Herbs - Discard to remove D3 Corruption Points

Available at - Street Market



Fine Cigar - Discard to gain "Armor 3+" until end of turn

Available at - Gambling Hall



Fire Sake - Discard to gain D3 Fury Tokens (Samurai only)

Available at - Streetmarket or Blacksmith



Flash - Discard to make all enemies -2 Initiative until the end of turn

Available at - Blacksmith, Guard House, Swordsmith, Wasteland Mine



Hatchet - Discard to perform a Free Ranged Attack that uses Melee to-hit

Range = Str+3, Shots=1, +2 Dmg

Available at - Indian Trading Post



Herbs - Discard this token to heal 2D6 wounds from yourself or an adjacent Hero

Available at - Doc's Office, Houses of Healing



Holy Water - Discard to either throw as a free Ranged Attack(range=5, D8 Dmg, ignore Defense and Armor) targeting a single Undead or Demon Enemy; or, heal 2D6 wounds from a Holy Hero

Available at - Church and Church Tent



Junk Bomb - Discard to throw like Dynamite. All affected models suffer 2D6-5 wounds, ignoring Defense

Available at - Wasteland Workshop



WANTED!



While you are 'Wanted' or 'Most Wanted', you gain the keyword 'Outlaw'.

At the end of each Day in Town, roll of number of dice equal to your Hero Level.

For each role of a '6', you are recognized!

If 'Wanted' gain 10 XP, then choose to either pay \$50 (bribing them to look the other way) or flee Town to escape the law (ending your Town stay).

If 'Most Wanted' gain 20 XP, then choose to either pay D6x\$50 (bribing them to look the other way) or flee Town to escape the law (ending your Town stay).

SIDE BAG TOKENS

Lantern Oil - Discard this token to reroll one of the dice for the Hold Back the Darkness roll

Available at - Street Market



Nectar - Discard this token to recover D3 Grit
Available at - Wasteland Market, Wasteland Temple



Potion - Discard this token to add +2 to one of your skills until the end of the turn

Available at - Street Market, Village Market



Sake - Discard this token to heal D6 Sanity from yourself or an adjacent Hero
Available at - Tavern, Village Market



Salt - Discard this token to prevent D6 wounds from a Ghost Enemy's Attack OR

to roll 2 extra dice on a skill test for a Ghost Encounter

Available at - Tavern, Saloon, Village Market



Shatter - Discard to throw just like Dynamite. All affected models take D3 wounds, ignoring Defense, and gain a Stunned Marker



Spice - Discard this token to add D3 damage to a single hit. You also take 1 wound, ignoring defense

Available at - Street Market, Wasteland Market



Stake - Discard to perform a Free Attack. Gets a Critical Hit on a 5-6. Is +1 Dmg vs a Beast or Undead Enemy, or +2 vs a Vampire Enemy
Available at - Church and Church Tent



Strong Sake - Discard this token to heal 2D6 Sanity
Available at - Tavern



Swamp Fungus - Discard this token to heal D6 wounds and D6 Sanity



Tequila - Discard this token to heal 2D6 Sanity

Available at - Smuggler's Den



Tonic - Discard this token to recover 1 Grit
Available at - Doc's Office, General Store, Gladiator Arena, Houses of Healing, Scavenger Doc, Village Market

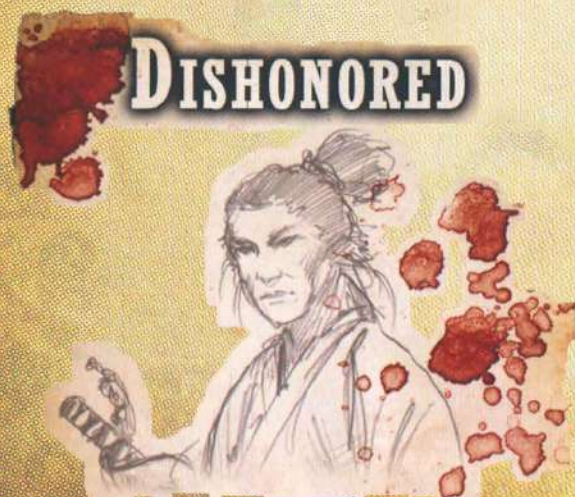


Whiskey - Discard this token to heal D6 Sanity from yourself or an adjacent Hero

Available at - Church Tent, Gambling Hall, General Store, Mutant Quarter, Saloon, Scavenger Doc, Wasteland Market



DISHONORED



You gain the Keyword: **Dishonored**

While **Dishonored**, you are **-X Health** and **-X Sanity**, where **X** is equal to your **Hero Level x 2**. This may not reduce your **Health** or **Sanity** to less than 5 each,

At the end of every successful Mission, roll a D6 (no Grit). On the roll of 4+, discard **Dishonored**.

If you are **Gravely Dishonored**, if you fail a Mission, you are **killed** (then discard **Gravely Dishonored**).