



Discard Token to remove **D6 Corruption Points**.



Discard Token to throw it as a Ranged **Free Attack**. **Range:** Strength +3, **Shots 1, +2 Damage**. Uses Melee To Hit.



Discard Token to Throw and Bounce, just like Dynamite. All models in same and adjacent spaces take **D3 Wounds** ignoring Defense, and gain a **Stunned Marker**.



Discard Token to Heal **D6 Wounds** from yourself or an adjacent Hero.



Discard Token to Heal **2D6 Wounds** from yourself or an adjacent Hero.



Discard Token to add **D3 Damage** to a single one of your Hits. You also take **1 Wound**, ignoring Defense.



Discard Token to throw it as a Ranged **Attack**. **Range:** Strength +3, **Does D6 Wounds**, ignoring Defense, to each model in the same and adjacent spaces.



(Free Attack) Discard Token to Throw as **Range 5 Attack**. Roll once *To Hit*. **Does D8 Wounds** ignoring Def/Armor, to Demon or Undead. Or Heal **2D6 Wounds** on Holy Hero.



(Free Attack) Discard Token for Combat 1. Critical Hit on 5 or 6, +1 **Damage vs Beast** or Undead Enemy, or +2 **Damage vs Vampire Enemy**.



Discard Token to remove **D3 Corruption Points**.



(Free Attack) Discard Token to Throw and Bounce, just like Dynamite. All models in same and adjacent spaces take **2D6-5 Wounds** ignoring Defense.



Discard Token to Heal **D6 Wounds** and **D6 Sanity** from yourself or an adjacent Hero.



Discard Token to gain **Armor 3+** until the end of the turn.



Discard Token to Re-roll one of the dice for a **Hold Back the Darkness** roll.



Discard Token to Heal **2D6 Sanity** Damage from yourself or an adjacent Hero.



Discard Token to gain **D3 Fury** tokens. (*Samurai Only*)



Discard Token to Recover **D3 Grit**.



Discard Token to Recover **1 Grit**.



Discard Token to make all Enemies **-2 Initiative** until the end of the turn.



Discard Token to add +2 to one of your **Skills** (Agility, Lore, etc) until the end of the turn.



Discard Token to Heal **D6 Sanity** Damage from yourself or an adjacent Hero.

1	2	3
8	4	
7	6	5

DYNAMITE BOUNCE

If the **To Hit** roll misses, Dynamite will bounce **D3** times.

For each bounce, roll a **D8** for direction and move the Dynamite 1 space.

If Dynamite would move into a wall, instead cancel that bounce.

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