

SWINGIN' FISTS

As an Attack, use 1 Grit to roll 3 Combat against every adjacent Model.

BRAWLING (1)

CHARGE

At the start of your Activation, you may choose an Enemy that is not adjacent. You are +2 Damage on all Combat Hits to that Enemy this turn.

BRAWLING (2)

RAGE

Once per turn, use 3 Grit to gain up to +4 Combat for one Attack.

+1 MAX GRIT

BRAWLING (3)

DEADLY

Your melee attacks get critical hits on rolls of 5 or 6 now.

BRAWLING (4)

BANDIDO



BANDIDO



BANDIDO



BANDIDO

