

Side Bag Tokens



Anti-Rad: Discard to Remove D6 Corruption Points.



Bandages: Discard this Token to Heal D6 Wounds from yourself or an adjacent Hero.



Dynamite: Discard this Token to throw it as a Ranged Attack (Range = Str +3), Does D6 Wounds, ignoring Defense, to each model in the same and adjacent spaces.



Exotic Herbs: Discard to remove D3 Corruption Points.



Fine Cigar: Discard to gain **Armor 3+** until the end of the turn.



Fire Sake: Discard to gain D3 **Fury** Tokens. (*Samurai Only*) *Blacksmith* or *Street Market* for \$150.



Flash: Discard this Token to make all Enemies -2 Initiative until the end of the turn.



Hatchet: Discard to throw as a Ranged **Free Attack** (Range = Str +3), Shots 1, +2 Damage. Uses Melee To Hit.



Holy Water: Discard to throw as a Ranged **Free Attack** (Range 5), D8 Wounds, ignoring Defense and **Armor**, to a single **Undead** or **Demon** Enemy hit. **OR** to Heal 2D6 Wounds if **Holy Church** or *Church Tent* for \$100.



Herbs: Discard this Token to Heal 2D6 Wounds from yourself or an adjacent Hero.



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



Lantern Oil: Discard to Re-roll one of the dice for *Hold Back the Darkness* roll.



Nectar: Discard to Recover D3 Grit.



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



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



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



Stake: Discard to use as a **Free Attack**. Gets a Critical Hit on 5 or 6. Is +1 Damage vs a **Beast** or **Undead** Enemy, or +2 instead vs a **Vampire** Enemy. *Church* or *Church Tent* for \$50.



Swamp Fungus: Discard to Heal D6 Wounds and D6 Sanity.



Tequila: Discard to Heal 2D6 Sanity Damage.



Tonic: Discard this Token to Recover 1 Grit.



Whiskey: Discard this Token to Heal D6 Sanity Damage from yourself or an adjacent Hero.

Throwing Dynamite

Throwing Dynamite is a Ranged Attack. The Range is the Hero's **Strength +3** and can be thrown even if there are adjacent enemies. Roll a D6 using *Ranged To Hit* value to see if you Hit. On a miss, roll a D3 to see how many times it bounces. For each bounce, roll a D8 to see the direction it goes and move it one space. Walls cancel a bounce.



Condition Markers



-3 to Health for each Token. Reduces model's Health stat, it is not Wound markers that can be Healed. Use 1 Grit to remove 1 Token from self. All removed if KO'd or end of Adventure. *Undead* are immune.



At activation, roll D6 for each Token. On a 1 or 2, take 1 Wound, ignoring Defense. On a 6, remove a Token. All removed if KO'd or end of Adventure.



Remove 1 Token at the start of Hero's activation and takes 2 Wounds, ignoring Defense.



Model with 1 or more Tokens is -1 Defense. At activation, roll a D6. On 4+, remove 1 Token.



(Void Spiders) Any hero taking 1 or more Wounds will have a -1 to all To Hit rolls in next activation. Remove after resolving.

Enemy Abilities

Assault: Enemies target and move to engage their opponents in Melee as normal, but they also have a Ranged Attack at their current target that they fire **for free** at the end of their Movement (even if they did not move at all this turn). If the Enemy does not have a Target currently (could not reach a Hero to Melee Attack), it will Move as normal and then make its "Free" Ranged Attack at a Random Hero within LOS and Range (prioritizing Heroes that are not already targeted or being fired on by other Enemies of the same specific type first). All of the Enemies in the group should Target and Move before any of them make their "Free" Ranged Attacks.

Formation: Placement: Are always placed in every space, rather than skipping over spaces to form the normal checkerboard pattern (even when Ambushing using **Shootout** Rules). Moving: Will move and target as normal, but will always try to end their move adjacent to as many other models from the same Enemy Group as possible, if there is an option to do so. Staying In Formation: Must form an unbroken chain of at least 3 adjacent models from their Enemy Group (diagonals are adjacent).

Snap Fire: Will target, move, and Attack in Melee as normal but also take shots of opportunity.

Ambush: When Ambushing, select a Random Hero and place all of the *Snap Fire* Enemies on that Hero's Map Tile, as far from any Heroes as possible. **Free Ranged Attack:** At the start of the Enemy's Activation, **if there are no Heroes adjacent to it**, it makes a "Free" Ranged Attack at a Hero within LOS and Range. Use Snap Fire markers to show which Heroes are targeted with these "Free" Ranged Attacks. Target selection should be based on Heroes with the fewest Snap Fire markers already on them. **Charge:** After completing any "Free" Ranged Attacks, these Enemies will select a Target, move, and make a Melee Attack, as normal. **Hit and Run:** Roll a D6 for each Enemy adjacent to a Hero at the end of its Activation. On the roll of 3+, it makes a "Free" Move along the shortest distance to no longer be adjacent to any Heroes.

Shootout: Enemies prefer Ranged Attacks over Melee. **Ambush:** When Ambushing, select a Random Hero and place all of the *Shootout* Enemies on that Hero's Map Tile, as far from any Heroes as possible. **Retreat:** If adjacent to a Hero at the start of its Activation, roll a D6. On 4+, makes a Free Move along the shortest distance to no longer be adjacent. Otherwise make a Melee Attack against a Random adjacent Hero this turn. **Target:** Target a Random Hero without a *Shootout* marker yet, and Move the shortest distance to be within Range and LOS (while not ending adjacent to any Heroes). May move through other Enemy models of the same Type. If reached, place a *Shootout* marker on them. Otherwise, at the end of its Move, Target a new Random Hero that is within Range and LOS and place a *Shootout* marker on them. **Make Ranged Attacks:** Once all the Enemy group has moved and placed *Shootout* markers, roll the Ranged Attacks against the Heroes for each *Shootout* marker on them. Then remove all *Shootout* markers.

Cover Saves: Roll a D6 for each Hit. For Obstructed Shots, a 5+ will block a Hit. For Full Cover, a 4+ blocks.

