

BARRAGE

Once per turn, use 1 Grit to gain +1 Shot with each  Gun you fire this turn.

GUNS (1)

STEEL NERVES

Once per turn, you may Re-roll a single failed Willpower save.

+1 MAX GRIT

GUNS (2)

INFAMY

Once per Town Stay, you may intimidate a local shopkeeper to pay D6x\$25 less for a single Item/Service.

GUNS (3)

ACCURACY

Ranged To Hit 4+

GUNS (4)

BANDIDO



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